

STRIKING AND FIELDING UNIT PLAN

Unit Topic

Striking and fielding games can provide learners skills to fulfill a lifetime of fun in recreation and leisure activities in their communities. Softball, baseball, kickball, cricket (England), and rounders (England) are striking and fielding games that can be played throughout one's lifetime.



UNIT OBJECTIVES

The student objectives below are followed by specific reference to SHAPE America National Physical Education Standards and Grade-Level Outcomes .



Students will be able to...

- Throw with a mature pattern for distance or power appropriate to the activity during small-sided game play. {S1.M2.8}
- Catch using an implement in a dynamic environment or modified game play. {S1.M3.8}
- Strike a pitched ball with an implement for power to open space in a variety of small-sided games. {S1.M20.8}
- Catch, using an implement, from different trajectories and speeds in a dynamic environment or modified game play. {S1.M21.8}
- Identify sacrifice situation and attempt to advance a teammate. {S2.M10.8}
- Reduce open spaces in the field by working with teammates to maximize coverage. {S2.M11.8}
- Provide encouragement and feedback to peers without prompting from the teacher. {S4.M3.8; 8.4.2.1}
- Respond appropriately to participants' ethical and unethical behavior during physical activity by using rules and guidelines for resolving conflicts. {S4.M4.8}
- Analyze the empowering consequences of being physical active. {S5.M2.8}
- Develop a plan of action and make appropriate decisions based on that plan when faced with an individual challenge. {S5.M3.8; 8.5.2.1}
- Discuss how enjoyment could be increased in self-selected physical activities. {S5.M4.8; 8.5.3.1}
- Identify and participate in an enjoyable activity that promotes individual self-expression. {S5.M5.8}
- Demonstrate respect for self by asking for help and helping others in various physical activities. {S5.M6.8}
- Throw for distance, accuracy and speed appropriate to the activity during invasion or fielding and striking small-sided games. {8.1.2.1}
- Catch using an implement during invasion or fielding and striking small-sided games. {8.1.2.2}
- Strike a pitched ball, using an implement, to open space in a variety of small-sided fielding and striking games. {8.1.6.1}

UNIT OBJECTIVES (CONT)



Students will be able to...

- Catch from different trajectories maintaining balance while transitioning to the next skill in small-sided fielding and striking games. {8.1.6.2}
- Identify sacrifice situations and attempts to advance a teammate in small-sided fielding and striking games. {8.2.4.1}
- Reduce open spaces in the field by working with teammates to maximize coverage in small-sided fielding and striking games. {8.2.4.2}
- Establish guidelines for resolving conflict and apply them to respond appropriately to classmates' ethical and unethical behavior during physical activity. {8.4.1.1}
- Analyze participation in physical activity and determine the personal impact it has on one's physical, emotional, social and mental health. {8.5.1.2}
- Identify and participate in a physical activity that provides opportunities for enjoyment and explain how it could lead to lifelong enjoyment. {8.5.3.2}

** Most grade-level outcomes were selected from 8th grade because invasion games are not supported in the high school standards/outcomes. Students participating in a high school physical education invasion game unit should be minimally competent in these grade-level outcomes.*

Note: S= standard number; M=middle school outcome number; 8=grade level. S=Standard number; H=high school outcome number; L=level. (Society of Health and Physical Educators, 2014).



Special Considerations

It is important to give students an opportunity to choose appropriate games, sports and events. However, the health and safety of all students is paramount. Games, sports and events must provide safe, meaningful and challenging opportunities for all students.

Equipment Considerations

- Use a variety of sizes and weights of balls for students to use, ideally one ball for every two students.
 - Use a variety of sizes, weights, lengths, and shapes (flat barrel bat) of striking implements for students to use.
 - Use the traditional bases or poly spots for bases.
 - Adjust the size of the playing fields as well as the distance between each base.
 - Use a striking tee, adjustable for student success.
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Safety Considerations

- Do not allow students to play while wearing watches, bracelets, earrings, or other jewelry.
 - Provide proper dynamic stretching exercises at the beginning of each class, as a part of the warm-up.
 - Continuously provide exercise to increase overall fitness of students in order to minimize risk of injury.
 - Make all play areas safe.
 - Provide a batting helmet and other protective equipment for students as needed.
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Activity or Game Variations

The activity or game variations are listed below. If a school chooses to participate in a Special Olympics competition, they will need to be in contact with the state Special Olympics office for rules, regulations, and training requirements.

- Individual Softball Skills (base running, hitting, fielding, throwing)
- Traditional Softball
- Coach Pitch Softball (batting team's coach will pitch; or use a tee)
- Unified Softball (comparable level of skill in students with and without disabilities)

UNIT SCHEDULE

This unit is segmented into 5 sessions, however instructors can decide to extend or shorten instruction timeframes based on what best serves their students. As with many activities/games, skills and understanding of the game only get better with practice, therefore the more students practice playing games, the better they will become.

The Tactical Games Model (Mitchell, Olsin, & Griffin, 2013) is used for this unit. The focus of this specific curriculum model is on supporting students to master the game tactics of fielding, batting, and base running as they are used in fielding and striking games. The use of small-sided games is the focal point in the model, which allows students maximal opportunities to improve their individual game skills as well as the tactical problems within the various fielding and striking games they may play in this unit. Due to the structure of the small-sided games (3 v 3; 4 v 4; 6 v 6), it is recommended that numerous 'ball diamonds' (use a cloverleaf arrangement; 4 separate softball diamonds) are created in the play space. There should be enough room for a 'safety zone' in the middle of the 4 diamonds. Depending on the total available play space and the size of the class, there could be multiple cloverleaf diamonds.

Conceptually, the format of a tactical games lesson would follow these steps:

1. Start with a small-sided game that focused on a tactical problem to be solved. If the students successfully master the tactic, move onto the next level of tactical problems.
2. IF they did not master that tactic, bring the students together and ask specific targeted questions about the tactical problems to LEAD them the 'correct' solution/s for performing the tactic/s correctly.
3. After providing solutions, students will go BACK to the INITIAL game and replay USING the suggested solutions from the Q & A - hopefully armed with the knowledge about how to successfully complete the tactical problem.
4. IF the students still have NOT mastered the tactical problem/s, bring the students together and explain/demonstrate/implement a "practice task".
5. The practice task is similar to the old 'skill-drill' concept, providing students an opportunity to practice a pre-cursor skill/drill that could help them be successful in the game.
6. Upon successful completion of the practice task, have students return to the INITIAL game and use their newly practiced skills to solve the tactical issue(s).
7. Finally, if the Game 1 tactics were successfully mastered, move on to the next set of tactical issues and repeat this cycle.

Tactical Games Lesson Format

Tactical Problems	Game 1	Practice Task	Game 2
Lesson Focus	Set-Up	Set-Up	Goal
Objective	Goal	Goal	Conditions
	Conditions	Cues	Questions
	Questions	Extensions	Replay Game 2
	Replay Game 1	Questions	Closure

SESSION 1: DEFENDING SPACE BY INFIELD POSITION

Objectives

Students will be able to...

- Field ground balls from the third base and shortstop positions.
- Make an accurate throw to first base.
- Field ground balls from the second and first base positions.

Materials

- **Balls:** Provide a variety of sizes and weights of balls for students to use, ideally one ball for every two students.
- **Bats:** Provide a variety of sizes, weights, lengths, and shapes (flat barrel bat) for students to use.
- **Tees:** Provide a variety of heights or use an adjustable tee.

Vocabulary

- **Defensive Team:** The team who is in the outfield, and who tries to prevent the batting team from scoring any runs.
- **Ground Ball:** A ball that is hit/kicked and travels along the ground.
- **Infield:** The area of the playing field that is inside the bases.
- **Offensive Team:** The team who is at bat, and who tries to score as many runs as possible.

Session 1 Content

Activity 1

Tactical Problem: defending space by infield position

Focus: no outs, no runners on base, and a grounder to the left side of the infield

Game 1

Set up

- No runners on base, no outs

Goals

- Get the runner out at 1st (defensive team)
- Get to 1st before the throw (offensive team)

Conditions

- Use 3v3 minimum/6v6 maximum; start with no runners on base and no outs
- Batter MUST hit/kick a ground ball to the left side of the infield
- Players score runs by reaching returns to dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- What was the goal of the game for the offensive team? (get to 1st base before the throw)
- What was the goal of the game for the defensive team? (get the runner out at 1st base)
- Today we are focusing on the defensive team's performance. How were you able to get the runner out at 1st base? (move feet to the ball, watch the ball into the glove, catch the ball, and throw the ball to 1st base; keep feet moving toward 1st base)

Replay Game 1

Practice task associated with Game 1

Set up

- 3 players in the infield (shortstop, 3rd base, 1st base); 3 players in the battery (pitcher, catcher, batter)
- Batter will roll or hit a grounder to the left side of the infield and then runs hard and fast to 1st base
- After fielding 3 balls from each position (shortstop, 3rd base), players rotate to 1st base or into the battery
- Fielding player always calls the ball, and non-fielding player always backs up the fielder

Goals

- Successfully field 3 balls in a row at 3rd base and at shortstop
- Throw the batter out 5-6 times

Cues

- Move your feet to the ball
- Watch the ball into your glove
- Catch and recover
- Recover to throw

Game 2

Replay game 1

Session 1 Content (cont)

Activity 2

Tactical Problem: defending space by infield position, defending first base

Focus: no outs, no runners on base, and a grounder to the right side of the infield

Game 1

Set up

- No runners on base, no outs

Goals

- Get the runner out at 1st (defensive team)
- Get to 1st before the throw (offensive team)

Conditions

- Use 3v3 minimum/6v6 maximum
- The hitter/kicker must hit/kick a ground ball to the right side of the infield
- Players score runs by safely reaching 1st base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- What was the goal of the game for the offense and defense? (get to 1st ahead of the throw and get the runner out at 1st)
- Today we are focusing on the defensive team's performance. What did you do to get the runner out at 1st base? (move feet to the ball, watch the ball into the glove, and throw quickly to first)
- Were you successful? If not, let's practice

Replay Game 1

Practice task associated with Game 1

Set up

- 2 players in the field (minimum) at 2nd and 1st base, pitcher is on the mound (optional), and 3 players are hitting (the battery)
- Extra players serve as catchers
- From a ball rolled, pitched, or placed on a tee; the hitter/kicker hits/kicks a grounder to the right side of the infield and then runs hard & fast to 1st
- Players field 3 balls from each position
- The task can also focus on the footwork used to cover 1st base on a force play

Goals

- Successfully field 3 balls in a row at 2nd and at 1st
- Throw the batter out 5-6 times

Cues

- Move your feet to the ball
- Watch the ball into your glove
- Catch and recover
- Recover to throw

Game 2

Replay game 1

Assessment

Facilitator Instructions: During the small-sided games and practice tasks, make a tally mark for each time the student successfully performs each task.

Student Demonstrated...	
<p>Field ground balls from 3rd base position</p> <ul style="list-style-type: none">• Feet are moving toward the direction the ball is traveling• Glove is out in front of the body, near the ground• Eyes watch ball into the glove• Non-glove hand covers the ball in the glove• Non-glove hand brings the ball into throwing position	
<p>Field ground balls from the shortstop position</p> <ul style="list-style-type: none">• Feet are moving toward the direction the ball is traveling• Glove is out in front of the body, near the ground• Eyes watch ball into the glove• Non-glove hand covers the ball in the glove• Non-glove hand brings the all into throwing position	
<p>Field ground balls from the 2nd base position</p> <ul style="list-style-type: none">• Feet are moving toward the direction the ball is traveling• Glove is out in front of the body, near the ground• Eyes watch ball into the glove• Non-glove hand covers the ball in the glove• Non-glove hand brings the all into throwing position	

Assessment (cont)

Student Demonstrated...	
<p>Field ground balls from 1st base position</p> <ul style="list-style-type: none">• Feet are moving toward the direction the ball is traveling• Glove is out in front of the body, near the ground• Eyes watch ball into the glove• Non-glove hand covers the ball in the glove• Non-glove hand brings the ball into throwing position	
<p>Make an accurate throw to 1st base (fielded from 3rd base or shortstop)</p> <ul style="list-style-type: none">• Use approach step (e.g., crow hop, shuffle step) in preparation for throwing action• Throwing arm takes a downward circular pattern & throwing hand drops below the waist• Steps with opposite foot• Hips rotate simultaneously with step forward and prior to shoulder rotation• Forearm in laid back in an L position as hips start to rotate toward 1st base• Throwing hand points to target in follow-through• Movements well-coordinated and timed	

SESSION 2 & 3: GETTING ON BASE; DEFENDING SPACE BY OUTFIELD POSITION

Objectives

Students will be able to...

- Hit a grounder to the left side of the infield
- Run to first as quickly as possible (running through or past the base)
- Field grounds, line drives, and fly balls in the outfield
- Back up the adjacent outfielder

Materials

- **Balls:** Provide a variety of sizes and weights of balls for students to use, ideally one ball for every two students.
- **Bases:** Traditional bases or poly spots could be used for bases.
- **Bats:** Provide a variety of sizes, weights, lengths, and shapes (flat barrel bat) for students to use.
- **Tees:** Provide a variety of heights or use an adjustable tee.

Vocabulary

- **Backing up a teammate:** When a player, adjacent to the person fielding the ball, moves into a position behind the fielder to act as a safety valve if the fielder misses the ball.
- **Battery:** The pitcher and the catcher of a team are referred to as the battery.
- **Fly ball:** A ball that is typically hit high in the air, and the fielder attempts to catch it on the descent.
- **Line drive:** A ball that is typically hit in a straight line with a low trajectory.

Session 2 & 3 Content

Activity 1

Tactical Problem: getting on base

Focus: no runners on base

Game 1

Set up

- No runners on base

Goals

- Get on 1st safely

Conditions

- Use 4v4 minimum/5v5 optimum, 6v6 maximum
- Defensive players play 1st base & as many other infield positions as possible
- The hitter/kicker must hit/kick a ground ball to the infield and get to 1st before the throw
- Players score runs by safely reaching 1st base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- To where did you have to hit/kick the ball to get on 1st base? (along the 3rd baseline, on the left side of the infield, close to 3rd)
- So, when there are no runners on base where is the best place on the left side of the infield to hit/kick the ball? (along the third base line)

- How did you run to get to 1st before the throw? (ran fast without looking at the ball and ran through 1st base)

Replay Game 1

Practice task associated with Game 1

Set up

- 3 players in the field (minimum) at shortstop, 3rd base, 1st base, and 3 players are hitting (the battery)
- Extra players serve as pitchers and catchers
- From a ball rolled or thrown from the pitcher's mound or placed on a batting tee, the batter hits/kicks a grounder to the left side of the infield and then runs hard and fast over 1st base to a cone 20 feet past 1st on the 1st base line
- Batter hits and runs five times, attempting to knock down cones (one cone on the 3rd base line 10' past the base and the other cone just beyond but between 3rd base and shortstop)
- After five hits, the batter replaces a defensive player
- Defensive players make a play on every ball, and attempt to throw the runner out at 1st

*NOTE: You may use three or four cones as targets, depending on players' ability

Goals

- Angle the bat to hit (or approach to kick) toward the 3rd base line or between 3rd base and the shortstop
- Run hard and fast through 1st base

Session 2 & 3 Content (cont)

Cues

- Step, hit, and drive
- Run hard and through 1st base
- Adjust the angle of the bat to hit the ball toward left field
- Approach (if kicking) or bat (if batting) to send the ball toward left field

Game 2

Replay game 1 and match final score with the score of the previous game

Activity 2

Tactical Problem: defending space by outfield position

Focus: runner on 1st and a ball hit to the left side of the outfield base

Game 1

Set up

- Runners on 1st

Goals

- Get the runner out at 2nd (defensive team)
- Safely move the runner to 2nd (offensive team)

Conditions

- Use 4v4 minimum; 6v6 maximum
- Defensive players play left field, left center field, 2nd base, 1st base

- The offensive team must have a runner on 1st at all times
- The batter must hit/kick the ball to the left side of the outfield and run to 1st base
- Balls hit to the right of 2nd base are considered outs
- Players score runs by safely reaching 2nd base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- What was the goal of the game for the offensive team and for the defensive team? (safely move the runner to second, and get the runner out at 2nd)
- Today we are focusing on the defense. How were the defensive players, left fielder and the left center fielder, able to get the ball to 2nd base ahead of the runner? (by getting to the ball quickly and throwing to 2nd as quickly as possible)
- Why is it important for the outfielders to get the ball to the infield as quickly as possible? (to keep runners from advancing or scoring)
- What should the non-fielding outfielder do and why? (back up the player fielding the ball and be ready in case the fielder missed the ball to stop it and get it to the infield as quickly as possible)

Replay Game 1

Session 2 & 3 Content (cont)

Practice task associated with Game 1

Set up

- 4 players are on defense (minimum) at left field, 2nd base, and 1st base, and 4 players are on offense - the batter and a base runner
- Batter hits/kicks a ball from the pitcher or a batting tee to the left side of the outfield and then runs hard and fast to 1st base
- Runner on 1st advances to 2nd except on a fly ball
- After players field three balls from each position (left, left center), they rotate to 2nd base and then to first or into the batter
- Fielding players call the ball, and non-fielding players back them up

Goals

- Successfully field the ball and throw the runner out at 2nd base
- Perform a proper backup on every play

Cues

- Move your feet to the ball
- Watch the ball into your glove
- Catch and cover over you throwing shoulder
- Recover and throw quickly
- Back up to get the appropriate angle, and pretend the fielder isn't there or assume he will miss the ball

Game 2

Replay game 1; the defense scores a bonus run by throwing out a base runner at 2nd base on a throw

Activity 3

Tactical Problem: defending space by outfield position

Focus: runner on 1st and a ball hit to the left side of the outfield base

Game 1

Set up

- Runners on 1st

Goals

- Get the runner out at 2nd (defensive team)
- Safely move the runner to 2nd (offensive team)

Conditions

- Use 4v4 minimum; 6v6 maximum
- Defensive players play right field, right center field, 2nd base, 1st base
- The offensive team must have a runner on 1st at all times
- The batter must hit/kick the ball to the right side of the outfield and run to 1st base
- Balls hit to the left of 2nd base are considered outs
- Players score runs by safely reaching 2nd base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Session 2 & 3 Content (cont)

Questions (answers):

- Today we are focusing on the defense. How were the defensive players, the right fielder and the right center fielder, able to get the ball to 2nd base ahead of the runner? (by fielding the ball quickly and throwing to 2nd as quickly as possible)
- How were you able to quickly catch and throw the ball? (by catching the ball over the throwing shoulder and running forward if possible)
- What should the non-fielding outfielder do? (back up the player fielding the ball)
- What's the best angle to take when backing up the player fielding the ball? (cut behind her so if she misses the ball you'll be in a position to catch it)

Replay Game 1

Assessment

Facilitator Instructions: During the small-sided games and practice tasks, make a tally mark for each time the student successfully performs each task.

Student Demonstrated...	
Running from home to 1st base <ul style="list-style-type: none"> • Upon contact with ball, batter runs as fast as possible • Batter runs 'through' the base • Batter does not look at ball while running to base 	
Field a fly ball <ul style="list-style-type: none"> • Fielder runs up (or back) depending on the trajectory of the ball • Glove is out in front of the body above the head • Eyes watch ball into the glove • Non-glove hand covers the ball in the glove • Non-glove hand brings the ball into throwing position 	
Striking ball to open field <ul style="list-style-type: none"> • Batter surveys the position of the defensive fielders, looking for the open space/s • Batter strikes the ball toward the open space/s in the field 	

SESSION 4 & 5: DEFENDING BASES ON THROW FROM OUTFIELD; ADVANCING TO 2ND BASE

Objectives

Students will be able to...

- Demonstrate proper positioning and footwork when covering second base on a throw from the outfield.
- Take off from first base at the appropriate time and run to second base and execute a proper stop.
- Tag up and run to second base on a fly ball to the outfield

Materials

- **Balls:** Provide a variety of sizes and weights of balls for students to use, ideally one ball for every two students.
- **Bases:** Traditional bases or poly spots could be used for bases.
- **Bats:** Provide a variety of sizes, weights, lengths, and shapes (flat barrel bat) for students to use.

Vocabulary

- **Tag up:** A base runner must touch or remain on her starting base until after a hit ball lands in fair territory or is first touched by a fielder. If the base runner leaves the base on a fly ball (prior to a successful catch), the base runner must return to the base and tag up before running to the next base.
- **Battery:** The pitcher and the catcher of a team are referred to as the battery.

Session 4 & 5 Content

Activity 1

Tactical Problem: defending bases on a throw from outfield positions

Focus: runner on 1st and ball hit to the outfield

Game 1

Set up

- Runner on 1st

Goals

- Get the runner out at 2nd (defensive)
- Safely move the runner to 2nd (offensive)

Conditions

- Use 5v5 minimum, 6v6 maximum
- Defensive players play all four outfield positions, 2nd base & shortstop
- The offensive team must have a runner on 1st at all times
- The batter must hit/kick the ball to the right side of the outfield and run to 1st base
- Balls hit to the left of 2nd base are considered outs
- Players score runs by safely reaching 2nd base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- When the ball is hit to the left side of the outfield, which infielder covers 2nd? (the player at second base)

- When the ball is hit to the right side of the outfield, which infielder covers 2nd? (the shortstop)
- What part of the base should you tag with your foot? (the outside edge closest to the person throwing the ball {this may require repositioning})
- Why? (to keep from interfering with the runner)

Replay Game 1

Practice task associated with Game 1

Set up

- 6 players are on defense (minimum) playing left field, right field, right center field, and shortstop, and 6 players are on the offense - the battery (pitcher, catcher, and batter) and 3 base runners
- Batter hits/kicks ball from pitcher or a tee to the outfield and then runs hard and fast to 1st base
- Runner on 1st advances to 2nd except on a fly ball
- Runners can tag up on fly balls
- After catching three balls from the outfielders while playing 2nd base and shortstop, players rotate to the battery
- From the batter, players rotate through the outfield positions
- Players use the speed of the incoming runner and the position of the incoming throw to adjust their foot positions when covering second base

Session 4 & 5 Content (cont)

Goals

- Keep the runner from advancing to 2nd
- Cover 2nd as the shortstop or 2nd-base player
- Cover 2nd using proper footwork and be on the outside edge of the base

Cues

- Give the thrower a target
- Position your foot on the edge closest to the incoming throw
- Use the incoming runner and the incoming throw to adjust your position to cover 2nd base
- Make catching the ball your first priority

Game 2

Replay game 1; the defense scores a bonus run by throwing out a base runner at 2nd base.

Activity 2

Tactical Problem: advancing to 2nd base

Focus: runner on 1st and a ball hit to the outfield

Game 1

Set up

- Runner on 1st

Goals

- Get the runner out at 2nd (defensive)
- Safely move the runner to 2nd (offensive)

Conditions

- Use 5v5 minimum, 6v6 maximum
- Defensive players play all four outfield positions, 2nd base & shortstop
- The offensive team must have a runner on 1st at all times
- The batter must hit/kick the ball to the right side of the outfield and run to 1st base
- Balls hit to the left of 2nd base are considered outs
- Players score runs by safely reaching 2nd base
- Whether safe or out, the runner returns to the dugout area
- Inning is over after three runs or three outs, whichever comes first

Questions (answers):

- As a runner, when should you leave 1st base? (when the batter steps)
- How should you stop at 2nd base? (slide, lean back as you approach, and hang onto the base with your foot)
- Can the runner on first advance to 2nd on a fly ball to the outfielder? (yes, but she must tag up first)
- What should the runner do to tag up? (wait until the fielder touches the ball and then run as fast as possible to the next base)
- Does she have to run if she is unable to make it to the next base? (No. The runner does not have to advance if her team has fewer than two outs)

Replay Game 1

Session 4 & 5 Content (cont)

Practice task associated with Game 1

Set up

- 6 players are on defense (minimum) at left field, right field, right center field, 2nd base and 1st base, and 4 players are on offense - the battery and a base runner
- Batter hits/kicks to the outfield and then runs hard and fast to 1st base
- Runner on 1st advances to 2nd except on a fly ball; runner can tag up on fly balls
- Batter hits and runs to 1st three times
- Base runners runs from 1st to 2nd three times (the batter should attempt to hit at least one fly ball so the runner can practice tagging up)
- After running, the base runner should rotate to an infield position and then rotate from an infield position to an outfield position

Goals

- As the runner, take off when the batter step
- As the runner, tag up and take off as soon as any defensive player touches the ball

Cues

- Be in ready position
- Take off (or step off) on the batter's step
- On a fly ball, go when the ball contracts the glove of any defensive player
- Run hard and be prepared to slide

Game 2

Replay game 1; the defense scores a bonus run by throwing out a base runner at 2nd base on a throw



Assessment

Facilitator Instructions: During the small-sided games and practice tasks, make a tally mark for each time the student successfully performs each task.

Student Demonstrated...	
<p>Running from 1st to 2nd base</p> <ul style="list-style-type: none">• Base runner is in ready position• Base runner takes off/steps off base on the batter's step• On a fly ball, runner takes off when the ball contacts the glove of any defensive player• Run hard toward 2nd base and stop by sliding, leaning back on the approach and hanging onto the base with the foot	
<p>Striking ball to open field</p> <ul style="list-style-type: none">• Batter surveys the position of the defensive fielders, looking for the open space/s• Batter strikes the ball toward the open spaces/s in the field	
<p>2nd base coverage</p> <ul style="list-style-type: none">• When ball is hit to left side of outfield, 2nd base person covers the base• When ball is hit to right side of outfield, 2nd base person covers the base• 2nd base fielder tags the base with the foot on the outside edge closest to the person throwing the ball• 2nd base fielder uses the speed of the incoming runner and the position of the incoming throw to adjust the foot position/s when covering 2nd base	

Activity Protocol & Etiquette

- Have FUN and play by the rules of the game!
- Respect yourself and your classmates, and do what the teacher asks you to do, even when she is not watching.
- Follow all the safety rules during the class period.