



STRIKING & FIELDING GAMES

“Where should I hit and how do we stop scoring?”

KEY PRINCIPLES

- Place the ball into space
- Anticipate play
- Cover space as a team
- Make smart decisions

TRY THIS

- Score runs by aiming for space, not power
- As a team, get the batter out in 3 attempts or less



IN-GAME CUES

Batting:

- Hit into gaps
- Choose the right ball to hit
- Control direction and power

Fielding:

- Spread out to cover space
- Anticipate where the ball will go
- Communicate with teammates

Examples:

Cricket • Baseball • Softball • Kickball



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TACTICAL UNDERSTANDING

(What students are trying to achieve in the game)

- Create and use space to score runs
- Limit scoring opportunities through effective field placement
- Transition quickly between attack and defence
- Work as a team to apply pressure on the batter or runners
- Anticipate play to intercept or stop scoring opportunities

DECISION MAKING

(What students must decide in real time)

- Where should I hit the ball to create the best scoring opportunity?
- Should I run or stay based on the fielding position?
- Where should I position myself to best cover space?
- When should I throw to stop the batter or runner?
- How can we work together to get the batter out quickly?

SKILL EXECUTION

(How students perform the skills)

- Strike the ball with control and direction into space
- Field the ball cleanly using correct body positioning
- Throw accurately and efficiently to a target
- Catch the ball using appropriate technique (high/low/ground)
- Control power and placement when batting or throwing

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QUESTIONING

(Guiding thinking and decision making)

- Where is the space and how can we use it?
- What is the best option in this situation and why?
- How can we create more scoring opportunities?
- What could we do differently to be more effective?
- How can we work together to improve our performance?

REFLECTION

(Helping students think about their learning)

- What worked well and why?
- When did you successfully create or use space?
- What decision helped your team the most?
- How did your positioning affect the outcome?
- What would you do differently next time?

MODIFICATIONS

(Adjusting the game to improve learning)

- Change the size of the playing area to increase or reduce pressure
- Adjust scoring rules to emphasise a tactical focus (e.g. bonus for hitting into space)
- Limit time or touches to encourage faster decision making
- Modify team numbers to create overloads or challenges
- Introduce constraints (e.g. must pass before scoring, or specific zones)

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INCLUSION

(Ensuring all students can participate and succeed)

- Provide different roles (e.g. scorer, feeder, defender, leader)
- Allow choice in equipment (e.g. bat size, ball type)
- Adjust rules to support confidence and participation
- Pair or group students strategically for support
- Offer multiple ways to succeed (e.g. scoring options, modified tasks)

EQUIPMENT

(Ensuring all students can participate and succeed)

- Provide different roles (e.g. scorer, feeder, defender, leader)
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