

Kickball

How to play this game:

Divide the children into 2 teams. Set up a diamond style pitch, like a softball diamond or use a rounders style field. The kicking team are the batters in a traditional game and the other team spread out in the field and are fielders. One of the fielders acts as a bowler and rolls the ball along the floor to the first kicker. The kicker has to kick the ball and try to run around the diamond, as in rounders they can stop at any base. If a kicker gets all the way around in one go they score 3 points, if they stop at any bases but get home they score 1 point. A kicker is out if they are caught, the base they are running to is stumped before they get there or they are tagged with the ball. Once three kickers are out, the teams change roles. You can play as many sets of innings as you wish.

Adaptations

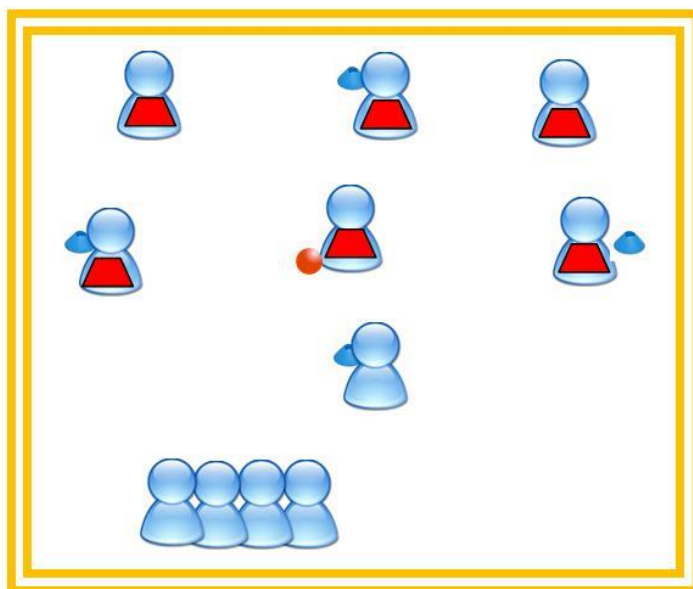
Change the scoring so that kickers get half a rounder if they make it home having made it at least to second base after their first kick and a whole rounder if they get all the way around in one go. This introduces the rounders scoring system to the children.

You can add as many of the rounders or softball rules into this game as you wish to get children used to the scoring or rules of each game. For example add half a rounder if any fielder obstructs a running kicker; add half a rounder for two consecutive no-balls (balls being rolled wide of a marked box) etc.

Change the method of travel that they children have to do to get around the diamond, maybe to skipping or hop-step-jump.

Add more bases or make the diamond bigger to make it harder to score a home-run.

Introduce a two ball rule. Here the kicker gets one ball rolled to him or her which they kick into the field, at this point no fielder is allowed to move. The bowler then rolls a second ball which again the kicker kicks into the field. The fielding team then have two options about which ball to chase after or can chase after both to increase their chances of getting the kicker out.



Learning Objectives

- Co-ordination
- Taking turns
- Fielding skills
- Can be used as a fun cool-down or warm-up

Resources

- Activity area
- Cones
- Volleyball