

Round and Round

A team game needing communication,
speed and catching skills

How to play

Number of players

6

Equipment

1 ball, 4 posts and bases,
stopwatch

Variations

- Use harder/softer/bigger/smaller balls
- Reduce the number of posts if you don't have 6 players
- Move the posts further away or closer together to make the game harder or easier

1. Set the posts and bases out for a normal rounders pitch
2. Place 4 members of the team on each post and then one person as bowler (with the ball) and one person as backstop
3. **Bowler** throws the ball to backstop and follows their throw to the backstop position
4. The **backstop** receives the ball, throws to 1st post and follows their run
5. The player at **1st post** receives the ball, throws to 2nd post and follows their run
6. The player at **2nd post** receives the ball, throws to 3rd post and follows their run
7. The player at **3rd post** receives the ball, throws to 4th post and follows their run
8. The player at **4th post** receives the ball, then runs to the bowling square to start the circuit again
9. The circuit is repeated until the ball has travelled around the pitch twice. The team that completes in the quickest time wins

Focus question

Set them a challenge of getting round the course without dropping the ball. When they achieve this, ask them what helped to do this?

This challenge is brought to you by Rounders England