

Four Corners

Activity

Resource: PlaySport

Division(s): Intermediate Senior

TGFU Category: Striking/Fielding Games

Locations: gymnasium, outdoor space (e.g., field, tarmac, baseball diamond)

Game/Sport Connections

Striking/Fielding games are activities in which players score points by striking an object and move to designated playing areas or prevent opponents from scoring by retrieving the object and returning it to stop the play. By playing these games, participants develop skills and tactics to play other striking/fielding games or games that require the application of similar skills, concepts, and strategies (e.g., baseball, cricket, rounders, softball).

Activity Overview

Participants learn about and practise striking an object to score runs against the fielding group.

Key Movement Skills, Concepts, and Strategies

Throughout the activity, consider highlighting the following skills, concepts, and strategies batters can use to strike an object in order to score runs against the fielding group. Note that this list is not exhaustive and further learning opportunities may arise during the task.

Movement Skills and Concepts

- Manipulation skills and effort awareness: applying a controlled force while using the body or an implement to strike an object into a designated area (e.g., striking an object with a force that will send the object very far, making it harder for the fielders to return the object); applying manipulation skills to successfully receive/field the object and return it to stop play.
- Applying appropriate skills to be proficient at striking an object with an implement (e.g., standing sideways in a ready position, ready to transfer the weight from the back foot to the front foot while swinging the implement to strike the object).

Movement Strategies

Understanding and developing tactics to strike an object into a designated space, while trying to score a run (e.g., striking the object with the appropriate force to a location that the fielders are not covering).

Considerations

- Incorporate some or all of the variations listed in the “Variations” section while planning the activity. This will help to best meet the diverse backgrounds, identities, needs, and interests of participants and maximize the fun, inclusion, participation, and success of everyone.
- To elevate participant voice and choice, periodically pause the activity and share the variations with participants. Ask them to determine how they would like to change the activity to maximize the fun, inclusion, meaningful participation, and success for everyone. Encourage participants to add any variations of their own.

Equipment

- 4 batting tees or large pylons per game
- 4 field markers/pylons per game
- 4 objects per game (e.g., softballs, tennis balls, foam balls, beach balls, beanbags)
- 4 implements for striking per game (e.g., bats, tennis racquets, cricket bats, paddles)

Safety

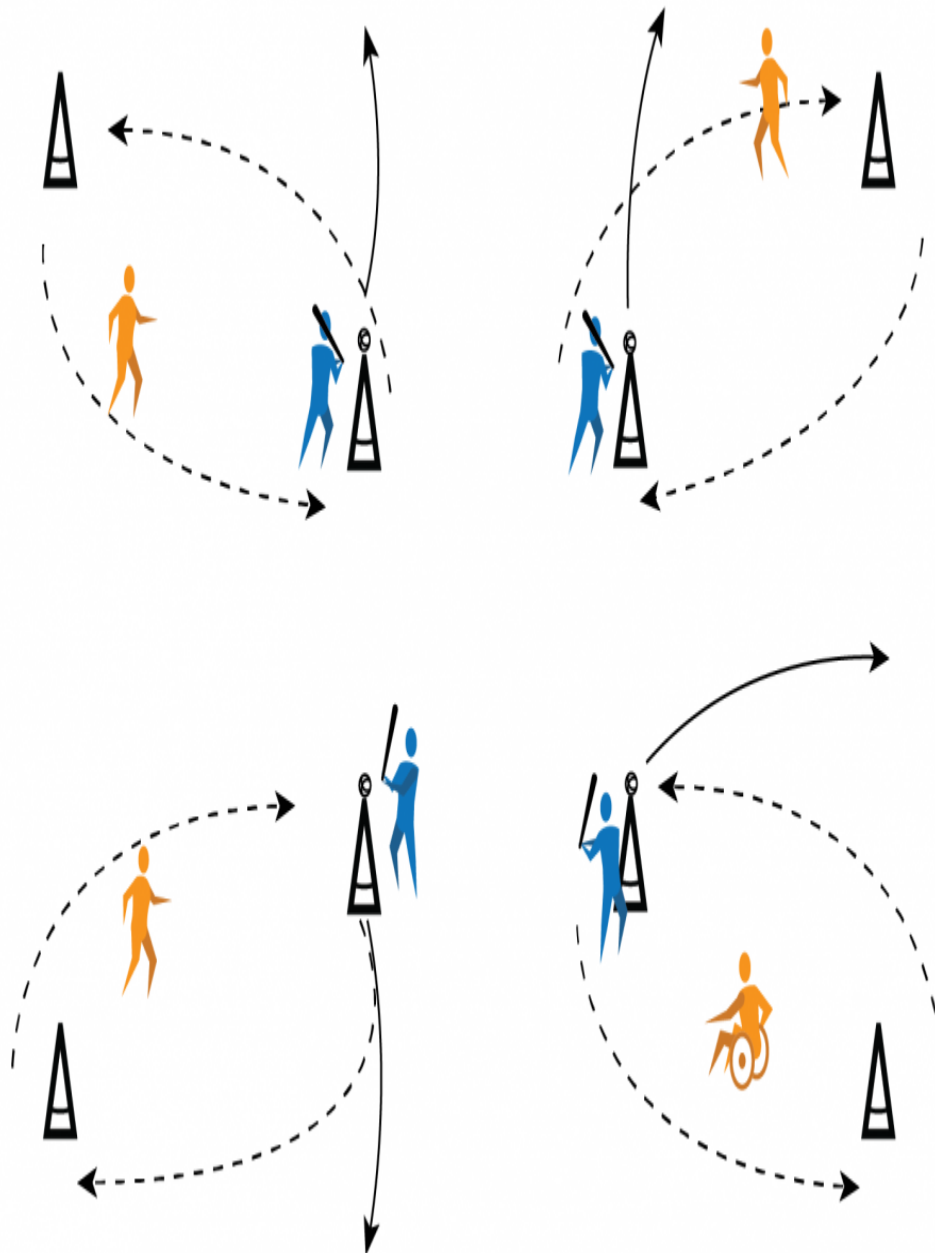
- Inspect the equipment and activity area to identify and remove hazards. Check that the activity surface provides sufficient traction.
- Establish the boundaries for the designated playing area at a safe distance from walls and obstacles. Share the boundaries with participants.
- Review the safety rules and activity instructions with participants prior to the activity.
- Instruct participants to be aware of their surroundings, including the locations of other participants during play.

How to Play

- Divide participants into groups of 4.
- Each game consists of 2 groups of 4. One group is at bat while the other group is in the field.
- Participants set up their playing area for each game by placing field markers/pylons to mark 4 corners of their playing area. Participants make a smaller square in the middle of the playing area using the 4 batting tees or pylons, making sure there is enough space between tees so that batters can swing without hitting each other.
- Batting participants choose an object and implement for striking. Each batter positions themselves beside 1 of the 4 batting tees. Batters hit the object off their tee at the same time into the activity area. Batters may choose to use their arm, hand, or foot to strike the ball, eliminating the use of the tee.
- Each batter then moves to the field marker/pylon at the corner of the activity area in front of their tee and attempts to make it back to the tee to score a run.
- The fielders collect the objects and return them to their respective tees.
- A run is scored when a batter reaches a corner field marker/pylon and returns to their tee before a fielder has returned the batter's object to the tee.
- Each batting group makes 3 hitting attempts, with the goal being to collect as many runs as they can before the batting group rotates to the field.

- After a period of play, provide participants with some or all of the variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.
- Consider having groups share their variations and select another variation to try with their group.

Image: Visual Depiction of the Activity Instructions



Pause for Learning

Throughout the activity, ask open-ended questions to help participants refine their movement skills, strategies, and tactical solutions. Examples include:

- As a batter, where would you aim to send your object to ensure that you have enough time to score a run?
- As a fielder, describe a strategy you can apply to prevent the batter from scoring a run.
- When batting, what do you observe about the fielder(s) to choose where to strike the object?
- What do you consider when selecting your object and implement for striking to send your object?
- How much force do you have to use when you are striking the object to send it into open space? Does this change with the type of object/implement for striking you select?
- What changes do you make to your strategy after you are successful or unsuccessful when striking your object?
- Which games or sports have you played or know about that use similar rules and strategies to the ones used in this game?

Variations

- Send the object back to the batting tee area instead of returning it directly back to the batter's tee when fielding.
- Make the fielding space smaller/larger.
- Send the object in various ways each time a participant is at-bat (e.g., kicking, with the hand).
- Switch the type of object to send for each attempt.
- Identify a target (e.g., hula hoop, floor tape, rubber spot) that batters try to hit for bonus points.