

# Striking/Fielding Games: Success Criteria

Objective of Striking/Fielding Games: Players score points by striking an object and running to designated playing areas to prevent opponents from scoring.

Examples: baseball, softball, cricket, rounders, kickball.

## Applying Offensive Strategies:

- I can send an object to an open space or where it cannot be caught.
- I can avoid being tagged out by advancing between bases before the object reaches the base.
- I can avoid hitting an object that is outside the strike zone.
- I can use a variety of different hits to place the object away from my opponent (e.g., bunt, line drive).

## Applying Defensive Strategies:

- I can be in a ready position to quickly react to the play.
- I can narrow my base of support to quickly move to react to the path of the object.
- I can anticipate the path of the object and move toward it.
- I can position myself to catch the object in the air to get a runner out.
- I can position myself to trap the object to avoid it getting past me.
- I can reposition myself to react to different hitters.
- I can send the object to the base before the runner.
- I can tag the runner before the runner reaches the base.
- I can change the speed of the pitch.

## Thinking About Performance (Living Skills):

- I can monitor my performance in a game and set a goal to increase my success.
- I can collaborate with my teammates to cover the field of play when on defence.
- I can use my leadership skills to help my team on defence by calling plays.
- I can work with my teammates to determine successful offensive and defensive strategies.

## Improving Performance:

- What factors do you need to consider when selecting strategies to advance a runner?
- What do you need to consider when deciding where to throw the ball when you are on defence?
- What do you have to consider as a base runner to be successful at advancing bases?