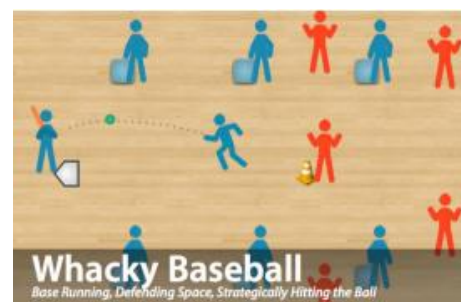# Whacky Baseball

The concept of striking and fielding games is to 'score more runs than the opposition using the number of innings and/or time allowed'. Tactical problems related to striking and fielding games include; striking the object to an open space, scoring points, reducing space on defence, and bowling/pitching accurately. Examples of striking and fielding sports include baseball, cricket, softball, kilikiti, and T-ball.

Level:

Year 3 and above

Equipment:

Whacky Baseball
Base Running, Defending Space, Strategically Hitting the Ball

Per game: 1 bat, 1 ball, 1 batting tee, 1 cone, 10 + bases

Purpose:

Whacky Baseball helps students learn and practise the skills of running bases, striking the ball and fielding the ball.

Formation:

Divide the class into four teams (have two games running, or more if you want to have smaller teams). Set up a Whacky Baseball playing area with enough bases for the batting team to be on one each, with a batting tee at the front and a cone in the middle.

Directions:

1. The fielding team spreads out to cover as much of the playing area as possible.

2. The batting team places themselves on the bases (there can be more than one per base) with one player starting at home plate (they will be the first to bat).

3. The teacher stands at a safe distance from the batting player and will act as the pitcher (or see variations section for options with pitching).

4. Once the batting player has successfully struck the ball, all players on the batting team begin running around the bases.

5. The fielding team attempts to field the ball and place it on top of the cone in the middle of the playing area.

6. Once the ball is on the cone, or if the ball is caught directly out of the air, the teacher says "freeze" and all running players must return to the last base they touched.

7. The batting team earns a point each time one of their players makes it back to the home plate.

8. Once all of the players on the batting team have had a turn at bat, the teams switch roles.

Variations:

Build One: Base Running

Have the teams run around the bases in order. Teams continue to run laps around the bases. When the teacher says "freeze", players must return to the last base they touched.

Build Two: Throwing The Ball

Teams now play the game by throwing the ball rather than striking it.

Build Three: Striking The Ball (from a tee)

Teams now play the game by striking the ball from a tee.

Build Four: Striking The Ball (thrown by a partner)

Teams now play the game by striking a ball thrown by the teacher.

Modifications to be able to use game with younger students:

• Instead of using a bat, the children can simply throw the ball.

• Have teams of only 3 so it is easier for them to work together around the bases.

Links to fundamental movement skills:

Manipulation skills	Locomotor skills	Stability skills
Striking with an implement	Running	Stopping
		Lunging

Catching   Turning and pivoting
Throwing
www.thephysicaleducator.com/game/whacky-baseball