**Base Race**
Striking & Fielding Games

**Tactical Focus**
- Accurately Hit Ball
- Avoid Getting Out
- Scoring Runs
- Make Hitting Difficult
- Stop Scoring Runs

**Description**
- Batter hits ball off the tee into the field.
- After hitting player runs to a base and back to score a point.
- The further the base the higher the points scored.
- Fielders aim to return the ball to the pitchers hoop to stop runner.
- If batter has not returned then no points are scored.
- After each batter switch roles.

**Modifications (Change It!)**

**Change it Up**
- Rather than hitting off the Tee, have pitcher throw ball to batter for striking.
- Add rule where batter is out (no score) when ball is caught by field without bouncing.
- Decrease the size of the ball to make it more difficult to hit.

**Change it Down**
- Increase the size of the ball to make it easier to hit.
- Change the batting skill from hitting to throwing or kicking.

**Change it for Distance**
- Ensure fielders are spaced to maintain distance.
- Change rules to make all skills kicking only.

**Change it for Home**
- Use socks in place of ball and cans for cones.
- Throw socks and run to a point and back in house.

**Assessment**

**Emerging**
- Batter has difficulty hitting the ball away from fielders and struggles to score points.

**Developing**
- Batter can sometimes hit ball away from fielders and scores points by running to bases close to starting point.

**Competent**
- Batter consistently hits ball away from fielders and scores points by running to bases with a minimal level of risk.

**Proficient**
- Batter consistently hits ball away from fielders and scores points by running to bases with the appropriate level of risk to reward.

**Questions**

Where is the best place to hit the ball to be able to score the maximum number of points?
Where should the fielders stand while waiting for the batter to hit?
What affected your decision on which base to run to?
How can the fielders prevent the batter from scoring?