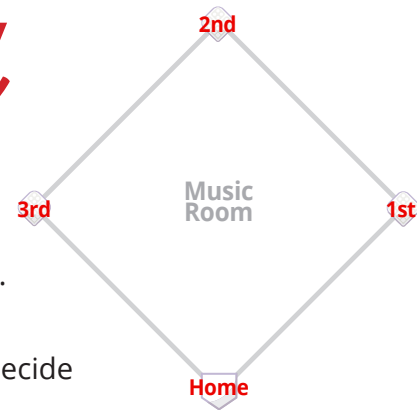


Recorder Baseball

DIRECTIONS



- Set up bases around the classroom as illustrated above, real or imaginary.
- Divide class into two teams and arrange the students in batting order. They should stay in this order throughout the game. Allow each team to decide on a name.
- Choose a team to bat first.
- The teacher sits at Home Plate.
- The first batter comes to Home Plate and chooses a Single or a Double. Explain that a Single is made up of 4 notes and a Double is made up of 8 notes. The teacher will hold the Single or Double for the batter. If the batter plays the notes correctly, the batter will move to the appropriate base. If the batter chose a Single, the batter will move to 1st Base. If the batter chose a Double, the batter will move to 2nd Base. If the batter makes a mistake, call Strike One and the batter gets to try again, starting from the first note. If the batter plays correctly, the batter moves to the appropriate base. If the batter makes another mistake, call Strike Two and give the batter another chance to play the measure(s) correctly. If the batter plays it correctly, the batter moves to the appropriate base. If the batter makes another mistake, call Strike Three and the batter is Out.

SCORING:

RUNS: Teams can score no more than 5 individual runs per team, per inning. However, if a batter gets the word Triple or Home Run, any and all batters coming in to Home Plate will count.

Example: The team has 4 individual runs on the score board, the bases are loaded and the batter gets a Home Run - all 4 batters coming in to Home Plate will score a run, giving the team 8 points for that inning.

OUTS: Three outs per team, per inning.

SCOREBOARD: If you have a Smart Board or Promethean Board, scan the Recorder Baseball Scoreboard (included) onto your computer. If you do not have a Smart Board or Promethean Board, draw a scoreboard on your white board or chalk board. Batters will keep score using tally marks as they come in to Home Plate.

MOVING TO BASES:

- SINGLE** – if played correctly, sends batter to 1st Base
- DOUBLE** – if played correctly, sends batter to 2nd Base
- WALK** – sends batter to 1st Base without having to play recorder
- TRIPLE** – sends batter to 3rd Base without having to play recorder
- HOME RUN** – sends batter to Home Plate without having to play recorder
- STEALING BASES** - batters may not steal bases; batters advance only when someone forces them to move to the next base

ASSESSMENT: Use the Assessment Sheet by adding student names in batting order for each team. I suggest the following codes:

S-0 (Single - no mistakes), **S-1** (Single - 1 mistake), **S-2** (Single - 2 mistakes), **S-3** (Single - 3 mistakes)
D-0 (Double - no mistakes), **D-1** (Double - 1 mistake), **D-2** (Double - 2 mistakes)
D-3 (Double - 3 mistakes), **W** (Walk), **T** (Triple), **HR** (Home Run)