

Lesson Objective

To field the ball in a variety of different ways

Lesson 1/6

Equipment Needed

Markers, cones, cricket stumps, cricket balls.

Success Criteria

Children can:

- Use your foot to back up when fielding a short ball
- Understand the 'long barrier' technique when fielding a low driven ball
- Know which type of throw and catch is needed depending on where you are on the field
- Field with increased accuracy and know where they need to throw the ball back to
- Understand to 'back up' the fielder in case of overthrows

Adapted Learning (Differentiation) (Challenge)

Ask M/A children to complete the skill from further away and at a faster speed.
M/A Further away from target, smaller targets. L/A Closer, larger targets.

Key Questions

What is the Long Barrier?

Warm Up

Pupils start jogging around the playing area avoiding each other and listening, when the teacher calls out "CATCH!" All of the children stand still and hold their hands in their 'catch' position (See overleaf). If the teacher calls out "How is he?" Then children should throw their hands in the air and shout "HOWZAT?!" STRETCH. Repeat.

Main Activity

Skill Acquisition (Long Barrier/Short Barrier):

Demonstrate to the children the techniques of the short barrier and the long barrier. In pairs the children are to experiment with this technique. PROGRESSION – Set a time limit, how many times can you roll the ball to each other in one minute?! Go!

Throwing at the Stumps:

Organise the class into groups of 4/5 lining up single file behind a cone facing the stumps. Pupils take it turns throwing the ball hard at the stumps. Mark out zones each side of the stumps so all learners can access some form of success.

Protect the Stumps:

For this activity split the class into 4/5 groups. Mark out a circle of cones (As many as there are children in that group). Place a set of stumps in the middle of that circle. One child opposite the stumps takes the role of the bowler, they bowl underarm aiming to make the ball bounce once and hit the stumps. Once child takes the role of the batter and aims to stop the ball hitting the stumps. Rotate positions every six balls!

Paired Cricket:

Organise pupils into pairs. Split the class into eight teams. You will have four separate competitions to keep the children engaged when fielding. Batting (as pairs), Fielding (in teams). Each pair faces two overs (12 bowls) each. In the event of a wicket, a pair loses one run off their score. The competition continues until all pairs have batted. Split the field into quarters, the groups rotate when batters do. If someone takes a catch first time their team gets 50 points! Every time a ball comes into their quarter a team must throw it to everyone in their team before throwing it back to the bowler/wicket keeper. If they manage to do this without a drop, they get 10 points.

Cooldown

Review lesson and Success Criteria.

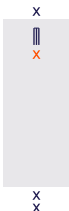
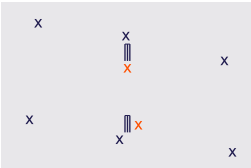
Key Technical Points

Long Barrier:

- Lower left leg parallel and close to floor
- Right foot touching left knee so there is no gap
- Hands out in front to stop ball

Short Barrier:

- Place foot behind the path of the ball aiming to stop the ball with hands.
- Ball hits foot if missed by the hand

Lesson Objective	To play the correct batting shots from a variety of different feeds	Lesson 2/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	<p>Children can:</p> <ul style="list-style-type: none"> • Hold the bat correctly • Understand the correct stance when batting • Have their bat upwards, ready to play their shot when the ball is bowled • Hit the ball on both sides of their body and direct away from fielders 	
Adapted Learning (Differentiation) (Challenge)	Group similar ability together when playing games.	
Key Questions	<p>How do you hold the bat?</p> <p>How do you score runs in cricket?</p>	
Warm Up	<p>Round the Clock:</p> <p>Demonstrate good close throwing and catching technique (Knees bent, ready position, give a target, fingers pointing up or down). In groups of approx. six, children are to make a circle with one person in the middle with the ball. Person in the middle throws it to each person and back. Once completed a new person comes into the middle. Then make competitive between groups.</p>	
Main Activity	<div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 2;"> <p>Batting Lanes:</p> <p>Children are to work in groups of four. One batsman, one bowler, one WK, one fielder. Ten hits each and then rotate.</p> <p>Batting Lanes Competition:</p> <p>Same as above but make competitive.</p> <p>Points system:</p> <ul style="list-style-type: none"> • 1 point for hitting the ball • Points scored for runs made • 1 point for the bowler if the batsman misses it • 3 points for bowling the batsman out • 3 points for taking a catch • 1 point for the WK if batsman misses it and they then catch it • -1 for bowler if they bowl a wide or no ball <p>10 bowls each and then swap round.</p> </div> </div>	
	<div style="display: flex; align-items: flex-start;"> <div style="flex: 1;">  </div> <div style="flex: 2;"> <p>Paired Cricket:</p> <p>Organise pupils into pairs. Split the class into eight teams. You will have four separate competitions to keep the children engaged when fielding. Batting (as pairs), Fielding (in teams). Each pair faces two overs (12 bowls) each. In the event of a wicket, a pair loses one run off their score. The competition continues until all pairs have batted. Split the field into quarters, the groups rotate when batters do. If someone takes a catch first time their team gets 50 points! Every time a ball comes into their quarter a team must throw it to everyone in their team before throwing it back to the bowler/wicket keeper. If they manage to do this without a drop, they get 10 points.</p> </div> </div>	
Cooldown	Review lesson and Success Criteria.	
Key Technical Points	<p>Holding a Bat:</p> <p>Stand side on, knees slightly bent. Weak hand at the top of the grip, holding the bat tight strong hand at the bottom of the grip, holding the handle loosely.</p>	

Lesson Objective

To bowl the ball overarm towards a batsman

Lesson 3/6

Equipment Needed

Markers, cones, cricket stumps, cricket balls.

Success Criteria

Children can:

- Have a two fingered grip on the ball when bowling
- Have a straight arm when bowling, and stay away from a throwing action
- Release the ball as high as possible and use front arm as a guide towards the target
- Follow a simple step pattern when approaching the crease to bowl

Adapted Learning (Differentiation) (Challenge)

Group similar ability together when playing games.

Key Questions

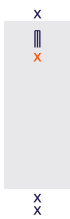
How do we bowl? What is a wide ball?

Warm Up

Bounce (Catching Practice):

This game combines catching skills and introduces elements of teamwork and tactics. Mark out grids of cones in pairs, joined to each other. Set clear rules for each grid. No-one is allowed to throw the ball overarm and the ball is not allowed to bounce three times! The children cannot move when they are holding the ball, they must throw the ball (underarm) into the opposing teams grid trying to make the ball bounce three times. The other team has to stop this from happening by catching it.

Main Activity



Bowling at the Stumps:

Begin with showing pupils how to grip the ball. Hand each pupil a ball and allow them to hold the ball in the correct way. Walk around group and check all pupils are holding the ball correctly. Pupils return to groups facing wickets. Maintain the same set up as previous but using cricket bowl technique. Bowling arm cannot bend at any point during action. Progress to competition between groups. Using points system for targets, each time has 4 minutes to collect as many points as possible.

Batting Lanes Competition:

Same as above but make competitive.

Points system:

- 1 point for hitting the ball
 - Points scored for runs made
 - 1 point for the bowler if the batsman misses it
 - 3 points for bowling the batsman out
 - 3 points for taking a catch
 - 1 point for the WK if batsman misses it and they then catch it
 - -1 for bowler if they bowl a wide or no ball
- 10 bowls each and then swap round.

Paired Cricket:

Organise pupils into pairs. Split the class into eight teams. You will have four separate competitions to keep the children engaged when fielding. Batting (as pairs), Fielding (in teams). Each pair faces two overs (12 bowls) each. In the event of a wicket, a pair loses one run off their score. The competition continues until all pairs have batted. Split the field into quarters, the groups rotate when batters do. If someone takes a catch first time their team gets 50 points! Every time a ball comes into their quarter a team must throw it to everyone in their team before throwing it back to the bowler/wicket keeper. If they manage to do this without a drop, they get 10 points.



Cooldown

Recap lesson and discuss Success Criteria.

Key Technical Points

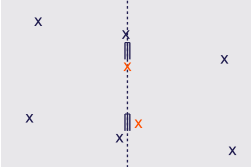
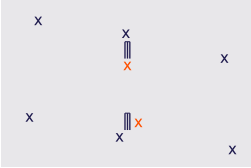
Bowling Grip:

Fingers each side of the seam. Thumb supports the ball. When releasing the ball fingers should point to the wickets.

Bowling Action:

Stand side on when starting to bowl. Non-bowling arm brushes ear as you keep arm straight. Finish pointing at middle stump.

Lesson Objective	To decide what shots to play and where depending on the delivery of the ball	Lesson 4/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	<p>Children can:</p> <ul style="list-style-type: none"> • Play a defensive shot when the ball is bowled fast • Know when they can go for the 'big shots' when the ball is delivered slower • Direct the ball towards areas of the field in which they will be able to score more runs • Play the pull shot, by stepping out and across to the ball 	
Adapted Learning (Differentiation) (Challenge)	Group similar ability together when playing games.	
Key Questions	<p>What is 'offside'?</p> <p>What is 'legside'?</p>	
Warm Up	<p>Partners to stand opposite each other on a cone. Partner 1 rolls the ball to Partner 2 who picks it up and underarm throws it back to Partner 1. Repeat five times then switch over. Change the technique from a roll to a low catch then high catch.</p> <p>Still in pairs players to make two "8m goals" with the goals 15m apart. The aim is to roll the ball into your partner's goal. The fielder should try to move in line with the ball and use the long barrier to stop the ball going through their goal.</p>	
Main Activity	<p>Offside/Legside – Pick Your Spot:</p> <p>Split the class into as many groups as you have stumps (Set up activity the same as Protect the Stumps). Set a line that runs from behind the bowler and behind the wickets. This time the children aren't attempting to simply protect the wickets, they are trying to learn to place their shots. The bowler is to call out 'LEGSIDE!' or 'OFFSIDE!' and the batter has to try and hit the ball in that direction.</p> <p>Paired Cricket:</p> <p>Organise pupils into pairs. Split the class into eight teams. You will have four separate competitions to keep the children engaged when fielding. Batting (as pairs), Fielding (in teams). Each pair faces two overs (12 bowls) each. In the event of a wicket, a pair loses one run off their score. The competition continues until all pairs have batted. Split the field into quarters, the groups rotate when batters do. If someone takes a catch first time their team gets 50 points! Every time a ball comes into their quarter a team must throw it to everyone in their team before throwing it back to the bowler/wicket keeper. If they manage to do this without a drop, they get 10 points.</p>	
Cooldown	Review lesson and Success Criteria.	
Key Technical Points	<p>Offside/Legside:</p> <ul style="list-style-type: none"> • A cricket pitch is referred to in two halves • 'Legside' is the side behind the batter • 'Offside' is the side in front of the batter • Great batters can play shots to both sides! 	

Lesson Objective	To understand the rules of cricket and follow them in small games	Lesson 5/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	<p>Children can:</p> <ul style="list-style-type: none"> • Understand the basic rules of the game • Understand how a batter is deemed 'out' • Bowl and field in order to get the batter 'out' 	
Adapted Learning (Differentiation) (Challenge)	Group similar ability together when playing games.	
Key Questions	<p>What are the rules of Kwik Cricket?</p> <p>How do I get the batters 'out'?</p>	
Warm Up	<p>Bounce (Catching Practice):</p> <p>This game combines catching skills and introduces elements of teamwork and tactics. Mark out grids of cones in pairs, joined to each other. Set clear rules for each grid. No-one is allowed to throw the ball overarm and the ball is not allowed to bounce three times! The children cannot move when they are holding the ball, they must through the ball (underarm) into the opposing teams grid trying to make the ball bounce three times. The other team has to stop this from happening by catching it.</p>	
Main Activity	<div>  <p>Offside/Legside - Pick Your Spot:</p> <p>Split the class into as many groups as you have stumps (Set up activity the same as Protect the Stumps). Set a line that runs from behind the bowler and behind the wickets. This time the children aren't attempting to simply protect the wickets, they are trying to learn to place their shots. The bowler is to call out 'LEGSIDE!' or 'OFFSIDE!' and the batter has to try and hit the ball in that direction.</p> </div> <div>  <p>Non-Stop Cricket:</p> <p>Two batters, one bowler, one wicket keeper, and four fielders. Batsman once hit it must run. As soon as the ball gets back to the bowler they can bowl. Once out swap over. Have as many games going on as possible in order to give players more batting/bowling time.</p> </div>	
Cooldown	Review lesson and Success Criteria.	
Key Technical Points	<p>Offside/Legside:</p> <ul style="list-style-type: none"> • A cricket pitch is referred to in two halves • 'Legside' is the side behind the batter • 'Offside' is the side in front of the batter • Great batters can play shots to both sides! 	

Lesson Objective	To play small, modified games of cricket	Lesson 6/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	Children can: <ul style="list-style-type: none">• Play the games using the techniques shown throughout the term• Understand the scoring system, and how players can be played 'out'	
Adapted Learning (Differentiation) (Challenge)	Group similar ability together when playing games.	
Key Questions	What batting shots do I play in different situations?	
Warm Up	Bowling at the Stumps: <p>Begin with showing pupils how to grip the ball. Hand each pupil a ball and allow them to hold the ball in the correct way. Walk around group and check all pupils are holding the ball correctly. Pupils return to groups facing wickets. Maintain the same set up as previous but using cricket bowl technique. Bowling arm cannot bend at any point during action. Progress to competition between groups. Using points system for targets, each time has four minutes to collect as many points as possible.</p>	
Main Activity	Game/Competition: <p>Split the class into groups of eight accordingly to ability. Children will the bat in pairs for two overs. Set up other pitches so that all children can play in groups of eight.</p> Rules: <ul style="list-style-type: none">• Two wickets 16m apart, two batters, one bowler, one wicket keeper, and four fielders. Repeat for rest of the class• Batters bat in pairs for two overs (Twelve balls)• Bowler bowls six balls, over or under arm• Two runs are scored every time the batsman run• After twelve balls the players swap round• Repeat until every player has taken up every role	
Cooldown	Recap lesson and discuss Success Criteria.	
Key Technical Points	Children to remember the key technical points of cricket and be able to play small sided, modified games.	