

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)

Children to complete the skill from further away and at a faster speed.

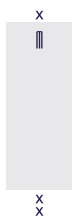
Key Questions

What is the short barrier?
When do we use this technique?

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

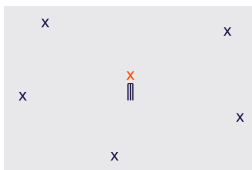


Skill Acquisition (Short Barrier):

Demonstrate to the children the techniques of the short 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!

Cooldown

Review lesson and Success Criteria.

Key Technical Points

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 correct batting shots from a variety of different feeds

Lesson 2/6

Equipment Needed

Markers, cones, cricket stumps, cricket balls.

Success Criteria

Children can:

- 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)

Key Questions

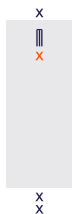
How do you hold the bat?

Warm Up

Round the Clock:

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.

Main Activity



Batting Lanes:

Children are to work in groups of four. One batsman, one bowler, one WK, one fielder. Ten hits each and then rotate.

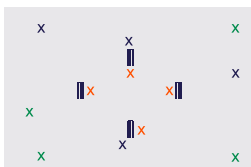
Batting Lanes Competition:

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.



Rotation Cricket:

Organise pupils into 4's. Three teams play on each field (Batters, Bowlers, Fielders). Bowler bowls from same end every time. After the batter hits the ball, all four batters rotate clockwise to the next wicket. Fielders can get any batter out by stumping the closest wicket. After six balls swap bowler, after each player on one team has bowled swap roles (Batters, Bowlers, Fielders).

Cooldown

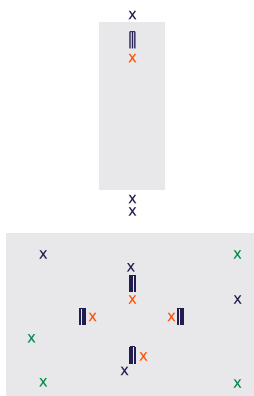
Review lesson and Success Criteria.

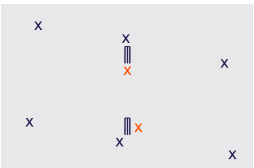
Key Technical Points

Holding a Bat:

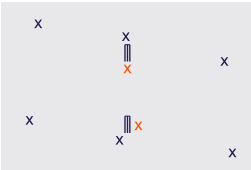
Stand side on, knees slightly bent. Weak hand at the top of the grip, holding the bat tight strong hand at the bottom of the grip, holding the handle loosely.

Lesson Objective	To bowl the ball overarm towards a batsman		Lesson 3/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.		
Success Criteria	<p>Children can:</p> <ul style="list-style-type: none"> • 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?		
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 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.</p>		
Main Activity	<p>Bowling at the Stumps:</p> <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 4 minutes to collect as many points as possible.</p> <p>Batting Lanes Competition:</p> <p>Same as above but make competitive.</p> <p>Points system:</p> <ul style="list-style-type: none"> • Points scored for runs made • 1 point for the bowler if the batsman misses it • 3 points for bowling the batsman out • 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> <p>Rotation Cricket:</p> <p>Organise pupils into 4's. Three teams play on each field (Batters, Bowlers, Fielders). Bowler bowls from same end every time. After the batter hits the ball, all four batters rotate clockwise to the next wicket. Fielders can get any batter out by stumping the closest wicket. After six balls swap bowler, after each player on one team has bowled swap roles (Batters, Bowlers, Fielders).</p>		
Cooldown	Recap and discuss Success Criteria.		
Key Technical Points	<p>Grip:</p> <ul style="list-style-type: none"> • Fingers each side of the seam • Thumb supports the ball • When releasing the ball fingers should point to the wickets <p>Action:</p> <ul style="list-style-type: none"> • Stand side on when starting to bowl • Non-bowling arm brushes ear • Keep arm straight • Finish pointing at middle stump 		



Lesson Objective	To play correct batting shots from a variety of different feeds	Lesson 4/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	<p>Children can:</p> <ul style="list-style-type: none"> • Have 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 	
Adapted Learning (Differentiation) (Challenge)	Group similar ability together when playing games.	
Key Questions	Where does the shot need to be played?	
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 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.</p>	
Main Activity	<p>Pick Your Spot:</p> <p>Split the class into as many groups as you have stumps. Split the pitch into four areas. 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 1,2,3 OR 4' 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 and discuss Success Criteria.	
Key Technical Points	Children can adjust their feet as the ball travels, and plant their forward foot towards the ball and direct into an area of the pitch where there are no fielders.	

Lesson Objective	To understand the rules of Kwik Cricket and follow them in small games	Lesson 5/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	Children can: <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	What are the rules of Kwik Cricket? How do I get the batters 'out'?	
Warm Up	Pick Your Spot: Split the class into as many groups as you have stumps. Split the pitch into four areas. 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 1,2,3 OR 4' and the batter has to try and hit the ball in that direction.	
Main Activity 	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		
Key Technical Points	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 	

Lesson Objective	To play small, modified games of cricket	Lesson 6/6
Equipment Needed	Markers, cones, cricket stumps, cricket balls.	
Success Criteria	<p>Children can:</p> <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 are the rules of the game?	
Warm Up	<p>Bowling at the Stumps:</p> <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 	<p>Game/Competition:</p> <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> <p>Rules:</p> <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 and discuss Success Criteria.	
Key Technical Points	<p>Rules:</p> <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 	