

Prior Learning: In Year 2, children recapped how to roll and stop a ball. They continued to develop their throwing (underarm and overarm) and catching skills. They recapped bowling underarm at a target. They practiced holding a cricket bat and hitting a ball off a cone. They played an adapted cricket game.

Key Skills

Physical Me

Throw/bowling - Underarm/overarm

Catching- Varying distances

Running- Chasing the ball when fielding
- Scoring runs, running to support

Co-ordination -Hand-eye (catching and hitting the ball)
- Throwing at a target

Balance- When batting, bowling, fielding

Value Me:

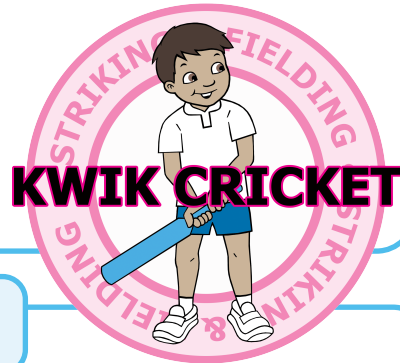
- Honesty
- Teamwork

Thinking Me

- To improve my performance

Social Me

- Communicate
- Co-operate



Key Knowledge

Long Barrier -A technique to control a cricket ball that is traveling along the ground.
- when kneeling down the leg creates a barrier to stop the ball

Fielders -Aim to limit the number of runs that stop the batter scoring
- Aim to get the batter out!

Batter- Aim to score runs when a player hits the ball
- Sprints between two wickets to score runs

Bowler- Aims to get the players out by hitting the wicket

Wicket- Stumps that the batsman is trying to defend



Kwik Cricket Rules

- 2 equal teams: 1 batting team and 1 fielding team

Batting: The first player to bat stands in front of the wicket ready to bat. The remaining batters stand in the "runs zone" a safe distance behind the field of play

Fielding: The fielders spread out at least 10m away from the wicket
- Fielders try to catch the batter out, or stop the ball and pass it back to the bowler

Bowling: One player bowls
- The bowler "bowls" the ball underarm (with one bounce) to the batter
- The bowler can bowl the ball again as soon as they receive the ball, even if the batter is not back in time

Play a maximum of 6 balls (an over) for each batter

The team that scores the most runs, wins

Key Vocabulary

Long Barrier

Accuracy

Batter

Wicket

Score

Teamwork

Fielder

Bowler

Co-operate