

Prior Learning: In Year 4, children continued to master throwing and catching a ball over a variety of distances. They recapped how to stop a ball using the long barrier method. They recapped how to hit a ball off a tee. They played an adapted version of kwik cricket.

Key Skills

Physical Me

Throw/bowling - Underarm/overarm

Throwing and 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

Thinking Me

- To improve my performance

Value Me:

- Inspire
- Gracious

Social Me

- Communicate
- Co-operate

Key Knowledge

Wide: If a bowled ball passes outside either cone to the left or right of the wicket it is called 'wide', and the batter is given another go.

Over - There are 6 balls bowled in an over

Runs - In cricket, a run is term for scoring. The team with the most runs wins in many versions of the game

Speed- Meaning the speed at which bowler/thrower releases the ball

Wicket Keeper- Is the player in a cricket team who stands behind the wicket in order to stop balls that the batsman misses or to catch balls that the batsman hits



Kwik Cricket (Pairs)

- 1 pair starts as the batters.

- Each batting pair starts with 20 runs and receives 12 balls (6 balls each- an over)

- 1 pair starts as the bowler and wicket keeper.

- The other pairs start as the fielders.

-If "wide" bowl is called and the batters receive 1 run and an extra ball is bowled.

- Once the bowler has had 6 balls they swap places with their partner, (the wicket)keeper and they have their 6 balls.

- Players can bowl underarm or overarm

After 12 good balls (wide balls do not count). Players rotate around.

Batters can run when they feel it is appropriate: they score 1 run each time. Both players make it to the opposite wicket: there are no boundaries

Batters lose 2 runs each time they are bowled out, caught out, run out by their partner, or if the fielding team hits the wicket.

Key Vocabulary

Inspire

Fielders

Speed

Distance

Wide

Wicket Keeper

Over

Runs

Fair Play