

Skilful Scorer

KS1



National Curriculum link

Master basic movements including throwing and catching, as well as developing balance, agility and co-ordination – begin to apply these in a range of activities and participate in team games

Physical focus: Agility

To start and stop with control and change the direction and speed of travel with control

Life skill focus: Teamwork

To play cooperatively with others

Keys to success

- 01 Find a comfortable and fast way to move with the bat
- 02 Slide your bat over the line to get 'in'

Activities

Starter

Yes-No-Wait

Individual

20–30% of total

Skill development

Caterpillar cricket 1

Whole class

30–40% of total

Star challenge

Caterpillar cricket 2

Whole class

30–40% of total

Participation Suggested time

Scan to view some examples



Safety

- **Space** Ensure there is sufficient space for children to find runs safely and free of obstacles
- **Appropriate** Consider differentiating the activity to meet the needs of all children by using the STEP Framework
- **Fun** Ensure the activity is fun and everyone is aware of the instructions
- **Equipment** Enable children to use a bat, racket or their hand to play according to their needs

Reflective questions?

Coordination and control

Why is it important for Skilful Scorer to send the ball into a space in order to score more runs?

Life skill

What can Skilful Scorer do to encourage teammates while running?

Where next?

Why not try **SKILFUL SCORER LKS2** to develop your class further?

Have you tried **SUPER STRIKER KS1** to support the development of **BATTING** skills?

Skilful Scorer: Starter

Yes-No-Wait

Equipment (per class)

Cones
Bats (1 each)



How to set up

- With a partner, children stand in two rows opposite each other a few meters apart

How to play

- When children hear “Yes”, they run and swap places with their partner
- When they hear “No”, the children stay where they are
- When they hear “Wait” they move forwards 3 steps and get ready to follow the next instruction (yes or no)

Physical skills

- How can you create a ‘ready to move’ position so that you can react when hearing “yes!”?
- What do you need to be aware of with your partner?

Life skills

- How can you and your partner work as a team to be fast and safe?



STEP

Make it easier...

Space - Decrease running distance

Task - Decrease number of commands

Equipment - Create running channels so children know where to go

People - Work in larger groups, to create more rest time

Make it harder...

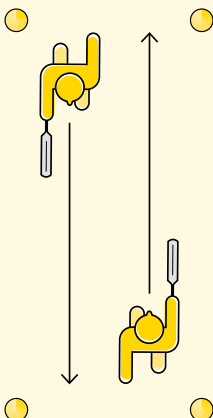
Space - Increase running distance

Task - Introduce competition, consider ‘opposites’ or ‘Simon says’ commands

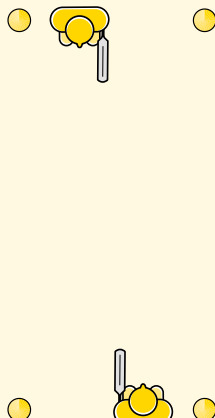
Equipment - Use cricket bats to replicate running in a game of cricket

People - Work as an individual

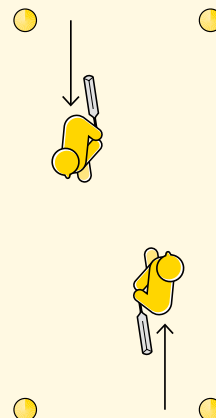
“Yes”



“No”



“Wait”



Key

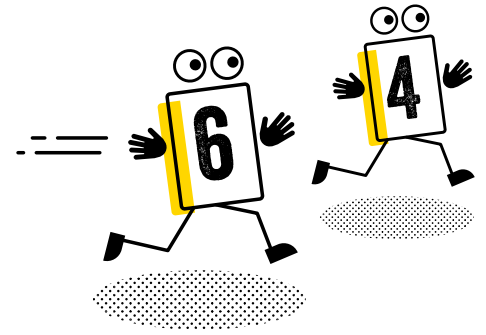
- Run
- Stand
- Wait
- Cone

Skilful Scorer: Skill development

Caterpillar cricket 1

Equipment (per game)

- Cones
- Set of stumps
- 6-8 Bats
- Ball



How to set up

- Set up stumps, bowling area and a rectangle/circle of cones for batters to run around
- Mark a 'pavilion' area for waiting batters
- Divide the group into teams of 6-8
- Two teams per pitch

How to play

- One team are the batting team – the others are the fielding team
- The teacher/coach/assistant bowls to a batter who strikes the ball
- The batter calls "Yes" or "No" – if they call "Yes" the batting team run around the cones in a line, while the fielding team collect the ball and complete three catches within their team before passing the ball back to the activator/bowler
- 1 run is scored for every member of the batting team who have passed the final cone before the ball is back with the bowler
- No member of the batting team can overtake the batter who leads the batters around the cones
- If the batter calls "No" the batting team must wait – the batter has three turns and can call "Yes" on any of them, however, they must call "yes" on the third turn whether the ball is struck or not

Physical skills

- How are you using the 'Keys to success' to help make progress?
- How can batters be ready to run when they hear "Yes" called?

Life skills

- How can children support each other whether batting, running or fielding?
- How might creating a team name help your team to be more motivated?

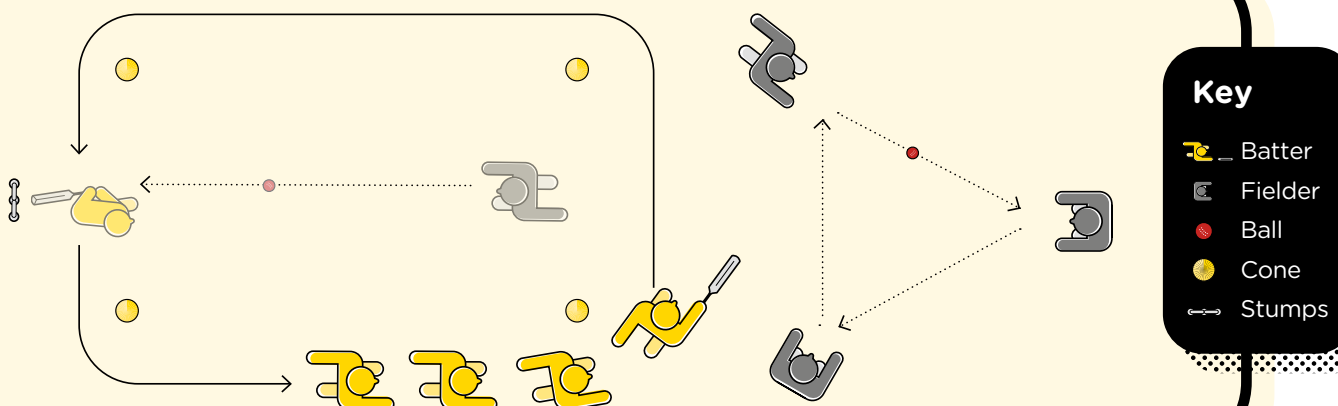
STEP

Make it easier...

- Space** - Reduce running distance
- Task** - Batter starts with the ball in the hand and throws rather than bats
- Equipment** - Use a batting tee
- People** - Create smaller teams

Make it harder...

- Space** - Increase running distance
- Task** - Batters must slide the bat over the line to be 'in'
- Equipment** - Reduce ball size
- People** - Increase the number of fielders the ball must be thrown to

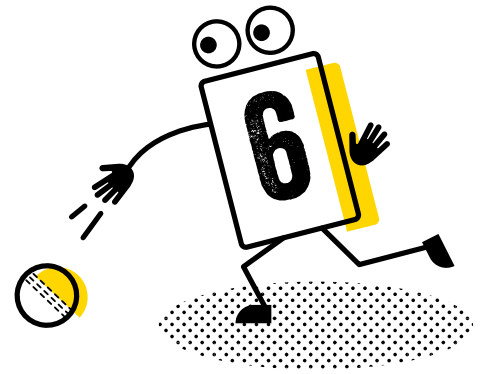


Skilful Scorer: Star challenge

Caterpillar cricket 2

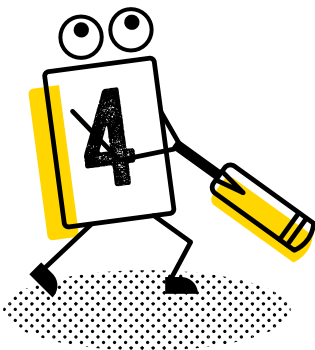
Equipment (per game)

Cones
Set of stumps
6-8 Bats
Ball



How to set up

- As per Caterpillar cricket 1, but create running channels (straight line) for each batter

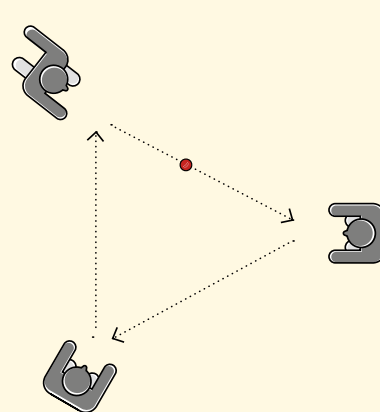
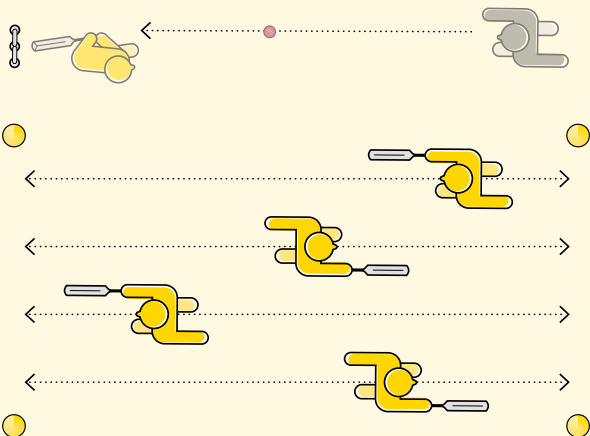


How to play

- Play as per Caterpillar Cricket 1 but replace running around the cones as one team with running back and forth between two rows of cones - batters must touch their bat over the 'crease line'
- Each child on the batting team completes as many runs as they can before 'stop' is called - these are added up to get the team score
- The fielding team continue to collect the ball and complete three successful catches before returning the ball to the activator as the stop signal to the batting team

Star challenge questions

How can you improve your score next time?
How did you help your teammates improve?



Key

- Batter
- Fielder
- Ball
- Cone
- Stumps