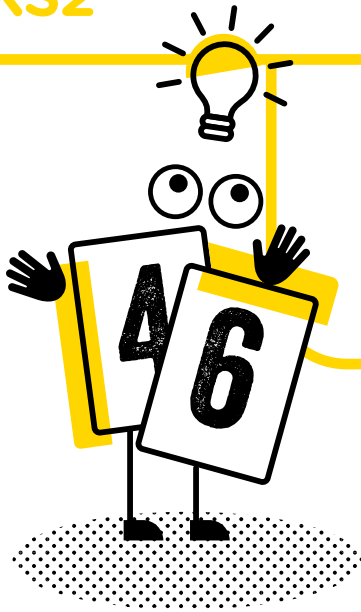


Skilful Scorer

LKS2



National Curriculum link

Play competitive games, modified where appropriate and apply basic principles

Physical focus: Consolidation

Practise to consolidate areas of strength and improve areas for development

Life skill focus: Collaboration

To recognise the importance of taking the views of others into account

Keys to success

- 01 The ability to analyse strengths and areas for development
- 02 Choose appropriate practices to improve

Activities

Energiser

Star skills - Howzat!

Individual

10% of total

Game 1 (whole)

Run them out

Teams

25-40% of total

Skill development

Practice

Teams

10-20% of total

Game 2 (whole)

Caterpillar cricket

Teams

25-40% of total

Scan to view some examples



This session is designed as a 'Whole-Part-Whole' session. Therefore, you have two game options available to use. It's recommended that you do the same game before and after 'Skill development' so that applications of skills can be reviewed.

Safety

- **Space** Assess how many games can be setup safely within the space available
- **Appropriate** Support children to choose appropriate skill development practices - use cards as a prompt
- **Fun** Ensure teams are split evenly with as many goes to bat as possible
- **Equipment** Check bat grips and sizes - ensure plenty of options available

Reflective questions?

Decision making

How did you decide which area of your performance you needed to improve?

Collaboration

Why is listening important when working as a team?

Where next?


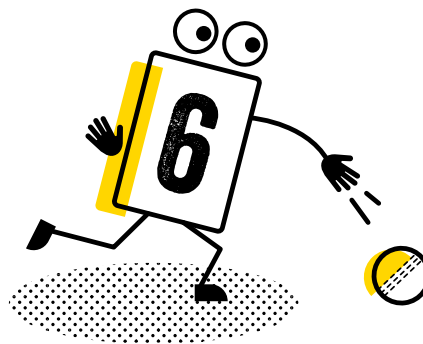
Why not try **SUPER STRIKER LKS2** to develop your **BATTING** skills further?

Have you tried **FEROCIOUS FIELDER LKS2** to support the development of **THROWING AND RETRIEVING** skills?

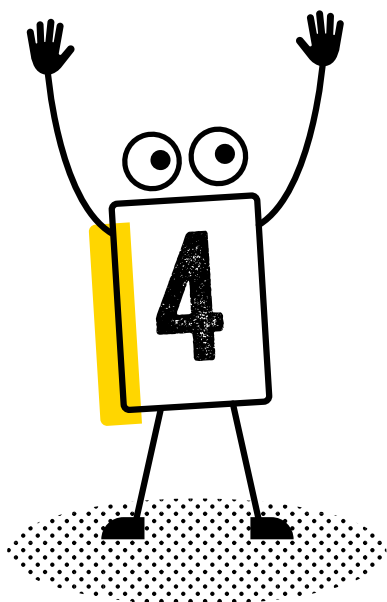
Skilful Scorer: Energiser

Star skills - Howzat!

Equipment (per class)
Cones

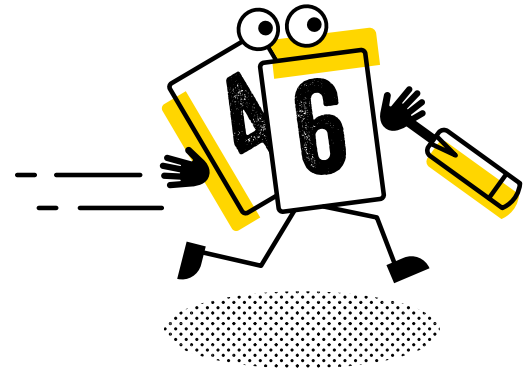



How to set up	How to play	Physical skills	Life skills
<ul style="list-style-type: none"> • Create a space using cones, large enough for all children to move around in • Ensure you are well positioned for all children to see and hear commands 	<ul style="list-style-type: none"> • Children to move around in the space, using a variety of movement types and changing directions (e.g. walk, run, skip etc.) • Call out “Ready” – children take up the ready position and wait for the next command • Use a mixture of commands from the previous lessons e.g. bowl fast/slow, catch to the left/right, big six, throw at the stumps • Add to the list of commands with Howzat! for great decision and fist pump for wrong decision/ mistake to learn from 	<ul style="list-style-type: none"> • How can we make this task more challenging? 	<ul style="list-style-type: none"> • How do mistakes help us improve?



Skilful Scorer: Game 1

Run them out



Equipment (per game)
 Bat
 Ball
 Cone
 3 sets of stumps

How to set up

- Create a running area with two sets of stumps approx 10 metres apart
- Create a fielding area with one set of stumps and a cone approx 15 meters apart

How to play

- One team is running between the stumps and one team is fielding with a wicket keeper.
- The wicket keeper rolls the ball 6-12m into the fielding area – as soon as the ball is rolled the runner tries to reach the far stumps/crease and back
- The fielder runs to collect the ball and tries to hit the wickets or return the ball to the wicket keeper before the run is complete

- If the runner makes it back, 2 runs are awarded
- Change the runner after each run – after each runner has had two or three goes, swap the teams

Extension:

- Rather than rolling the ball flat along the ground, try making it bounce a little

Physical skills

- What is the best shape to make with your hands to help you catch/stop the ball?

Life skills

- How did you collaborate with your team to ensure you were all focussed on catching /stopping or running?

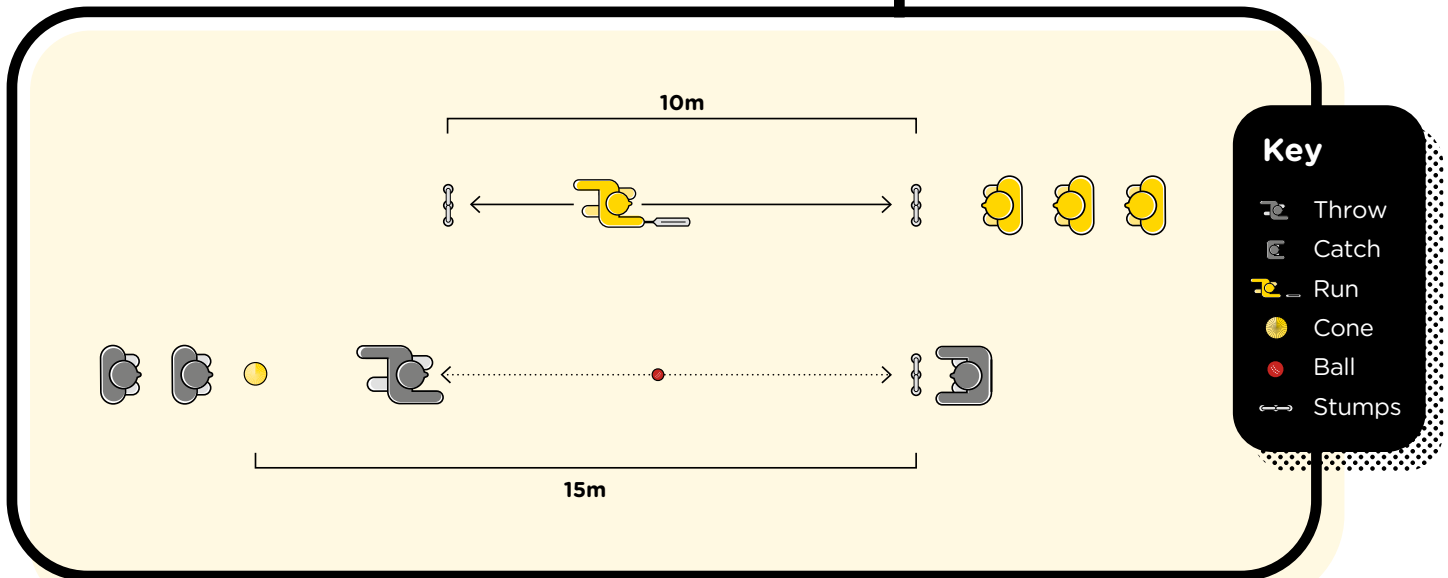
STEP

Make it easier...

- Space** - Shorten the playing areas
- Task** - Roll the ball directly to the fielder
- Equipment** - Try a larger target
- People** - Change the size of the teams

Make it harder...

- Space** - Lengthen the fielding area
- Task** - Make the fielder move for the ball
- Equipment** - Try a smaller target
- People** - Make two runners go together

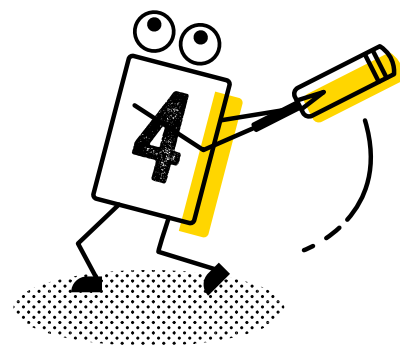


Skilful Scorer: Skill development

Practice

Equipment (per group)

- Bats
- Balls
- Cones
- Set of stumps
- Skills practice cards



How to set up

- Working in their teams from the first game
- Set up a practice area for each group
- Ensure all groups are hitting in the same direction or away from each other (if using a batting activity)

How to play

- Teams discuss their performance in the game and identify areas to improve
- Teams look at practice cards and choose two which they feel will improve their performance
- Teams set up the activities in their area
- Perform the activities

Physical skills

- Which skills have you chosen to practise and why?

Life skills

- What skills do you need to have to collaborate with your teammates?

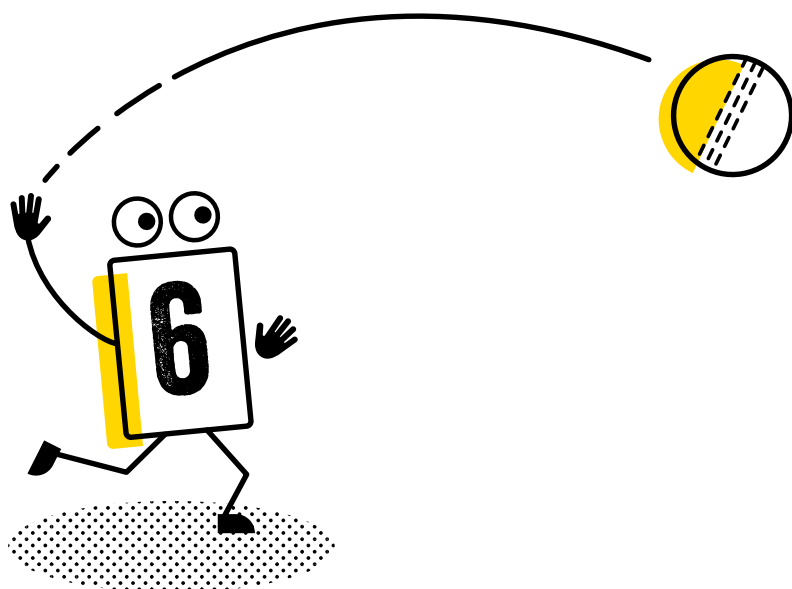
Allow teams to make their own adaptations using the STEP framework - why not print off a copy of the framework below as a prompt sheet for them to use?

Make it easier...

- Space -
- Task -
- Equipment -
- People -

Make it harder...

- Space -
- Task -
- Equipment -
- People -

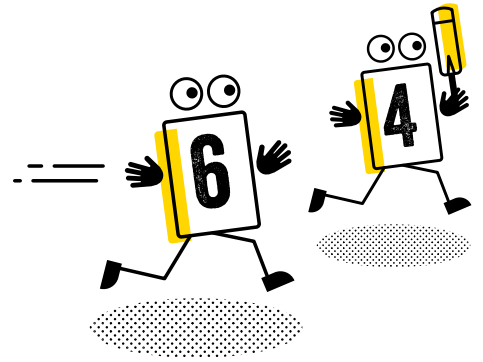


Skilful Scorer: Game 2

Caterpillar cricket

Equipment (per game)

- Ball
- Bat
- Cones
- Set of stumps



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
- After the ball is hit, 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 who then shouts 'Howzat!'
- A run is scored for every member of the team that completes a run before 'Howzat!' is shouted
- No runner can overtake the child who hit the ball
- Once everyone has batted, swap the teams over

Physical skills

- What is the best shape to make with your hands to help you catch/stop the ball?

Life skills

- How did you collaborate with your team to ensure you were all focussed on catching/stopping or running?

Summary questions

Physical skills

Has the performance of your team improved? Give evidence for your answer

Life skills

How does working together improve your performance in cricket?

STEP

Make it easier...

- Space** - Shorter running course
- Task** - Roll ball to batter or fewer catches for fielding team
- Equipment** - Use a larger ball
- People** - Set up lots of games with small teams

Make it harder...

- Space** - Longer running course
- Task** - Batter hits more than one ball before running
- Equipment** - Use a smaller ball
- People** - Ask players to add rules

Key

- Batter
- Fielder
- Ball
- Cone
- Stumps

