

# Skilful Scorer

UKS2



## National Curriculum link

Play competitive games, modified where appropriate, and apply basic principles

## Physical focus: Technique

Analyse areas of strength

## Life skill focus: Creativity

Design a variety of activities to improve a specific skill

## Keys to success

- 01 Select appropriate shots based on the field set
- 02 Play to your strengths

## Activities

### Game 1 (whole)

Countdown bats

Teams

25–40% of total

### Skill development

Practice

Teams

10–20% of total

### Game 2 (whole)

Mini pairs

Teams/Pairs

25–40% of total

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.

Scan to view some examples



## Safety

- **Space** Use a fan arrangement, so groups are hitting away from each other
- **Appropriate** Use STEP to adapt activities to suit all abilities
- **Fun** Ensure children are having fun - change things if you see this is not the case
- **Equipment** Provide a variety of equipment for all abilities

## Reflective questions?

### Physical

Which skills in cricket do you think you are best at?

### Creativity

Which activities did you design to improve different cricket skills?

## Where next?

Why not try **CONFIDENT CRICKETER UKS2** to develop skills through competition?

Have you tried **SUPER STRIKER UKS2** to support the development of **BATTING** skills?

# Skilful Scorer: Game 1

## Countdown bats

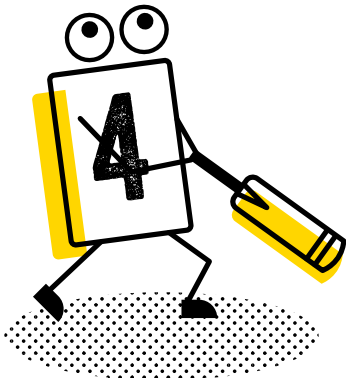
### Equipment (per game)

- Set of stumps
- Variety of bats
- Ball
- Cones



### How to set up

- Set up stumps and bowlers area (at least 10m away)
- Place a cone to mark batting line, where waiting batters must stand (see diagram)
- Have a variety of different sized bats available



### How to play

- Batters face 5 balls each (max 40 balls per team)
- Bowler feeds to batter, who faces one delivery and attempts to hit it to score a run
- Batter can hit ball past boundary to score 4 or 6 runs
- Batter runs to end of batting line after their delivery, with next batter running to stumps to face the next ball
- Player who faced the delivery, will pass their bat to the next player in the queue as they run back
- Every time a wicket is lost, the team loses a bat - if all bats are lost before the max balls are faced, the innings ends early

### Scoring

- Total number of balls faced before bats lost/ time finishes plus any bonus runs for boundaries

### Physical skills

- Do you think you are best as a fielder or a batter? Why?

### Life skills

- How many different ways can you hit the ball?

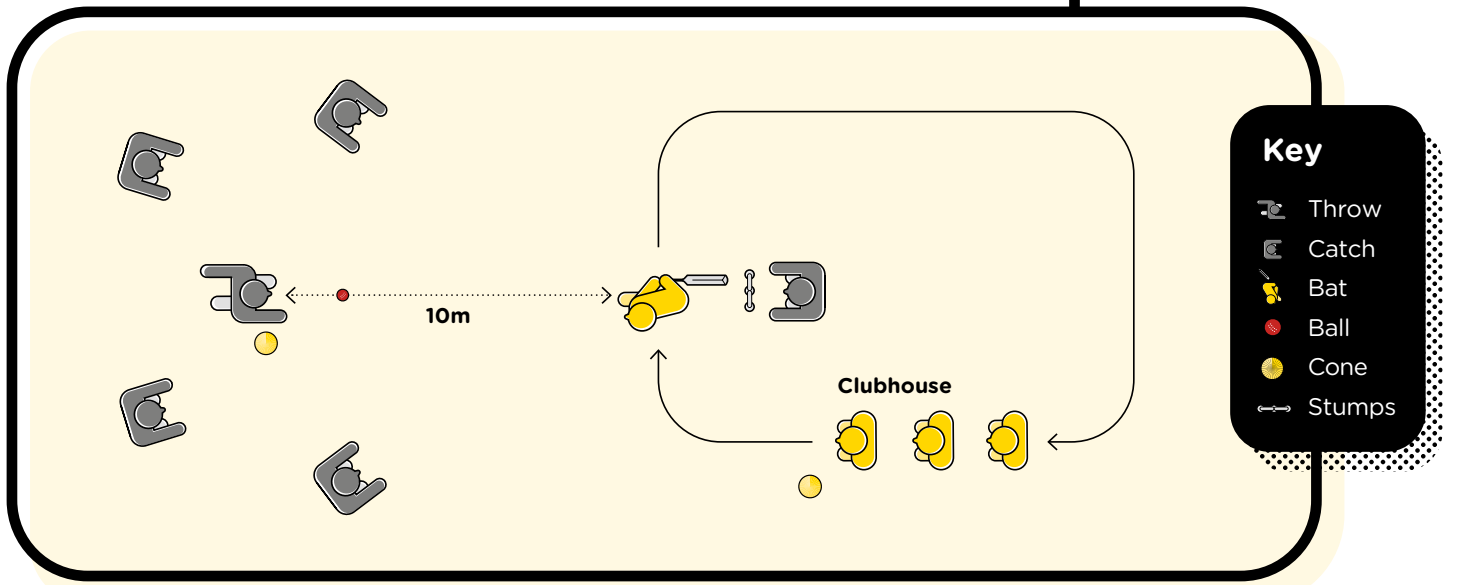
### STEP

#### Make it easier...

- Space** - Reduce running distance
- Task** - Take boundaries out of the game
- Equipment** - Use a larger ball
- People** - Use an adult to bowl

#### Make it harder...

- Space** - Increase boundary sizes
- Task** - Increase number of ways a batter can be out
- Equipment** - Use a smaller ball or bat with a stump
- People** - Match children by ability

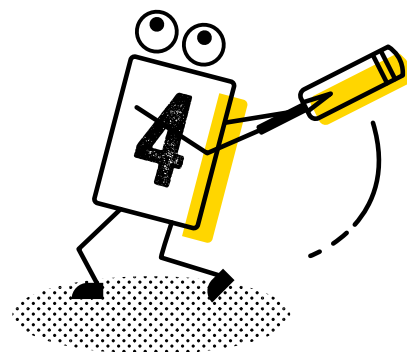


# Skilful Scorer: Skill development

## Practice

### Equipment (per group)

Bats  
Balls  
Cones  
Set of stumps



### How to set up

- Split the children up into groups of approx 5/6
- 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 design 2 skills practices 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

- Can you come up with some new activities to develop the skills?

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?

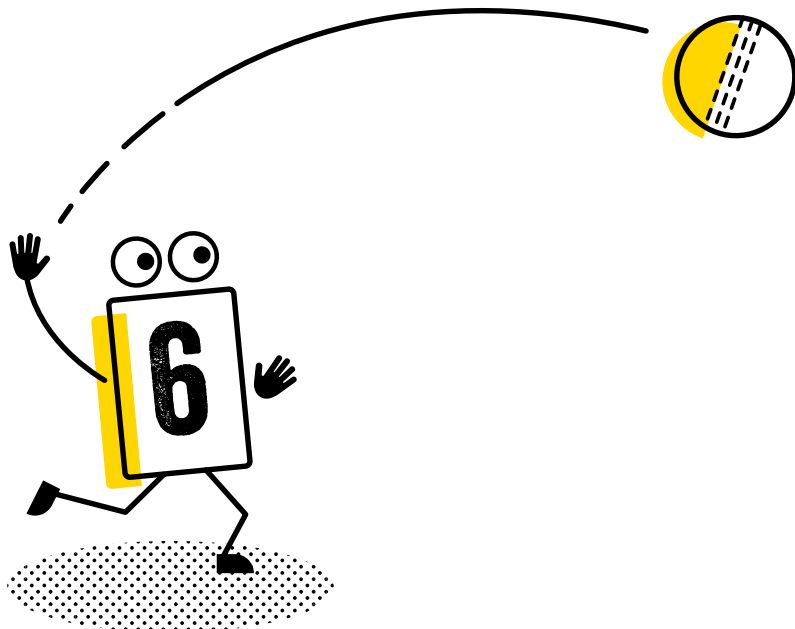
#### Make it easier...





Space -  
Task -  
Equipment -  
People -

#### Make it harder...

Space -  
Task -  
Equipment -  
People -

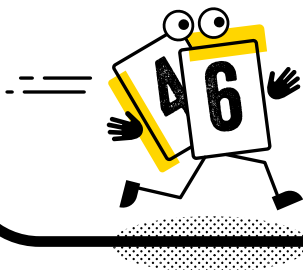
STEP



-  **Equipment (per game)**  
2 sets of stumps  
2 bats
-  Ball
-  Cones
-  Scoresheet/App

### How to set up

- Set up two sets of stumps, ideally a distance apart specific for the appropriate age group
- Set up boundary with rope, cones or markers – **use an appropriate size for the ages**, but consider enough space for more than 1 game
- Have a variety of different sized bats available



### How to play

- Split into groups of 6(8) & create 3(4)x pairs
- 4(6)x fielders & 2x batters at every point
- Each batting pair will face 20(15) balls, and try to score as many runs as possible
- Bowler bowls to batter, who can run between wicket to score runs or hit boundary
- Next pair to bat after 20(15) balls
- Fielding team rotate around every 5 bowls, with each child bowling 5 bowls in a row

### Scoring

- Can be done via teachers/children using either paper copy scoresheets or the 'Countdown Cricket' app
- Batters can score either runs (1,2,3) or boundaries (4 or 6) which get added on to their team total
- Any wicket taken by the bowling/fielding side adds 5 onto their total
- Wide balls/no balls add 2 runs to the total, and aren't rebowled until the final pair

### Physical skills

- What skills do you have which help you be a skilful scorer?

### Life skills

- Which different areas of the pitch can you stand as a fielder to help you get to the ball quickly?

**STEP**

#### Make it easier...

- Space** - Reduce boundary sizes or pitch length
- Task** - Use underarm bowling
- Equipment** - Use a bigger ball/bat
- People** - Use an adult to bowl

#### Make it harder...

- Space** - Increase boundary sizes/pitch length
- Task** - Ask bowlers to try different bowling styles
- Equipment** - Use cricket specific equipment (Dynamos ball, bats, stumps)
- People** - Group by ability

### Summary questions








#### Physical skills

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

#### Life skills

How does being creative improve your performance in cricket?

### Key

-  Throw
-  Catch
-  Batter 1
-  Batter 2
-  Ball
-  Cone
-  Stumps

