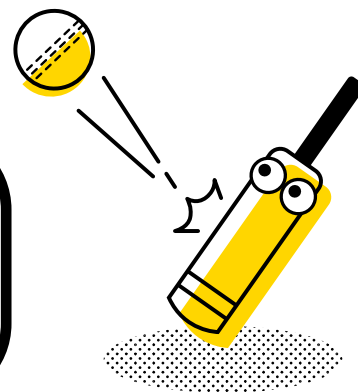


# Super Striker: Extension

## Find the gap



### Equipment (per group)

- Bat
- 4-5 cones
- 6 balls
- Set of stumps
- Batting tee



### How to set up

- Split the children up into groups of approx 4/6
- Set up a striking area for the batter, hitting away from the stumps towards the targets
- Set up 3-4 target gates where the fielders will stand between
- Place balls either on a batting tee or have a bowler/feeder in position (10m away)

### How to play

- Hitting the ball either off a tee/cone, or hitting a moving ball, the batter aims to hit the ball through the gates
- Each batter has 6 goes, scoring 1 point if they hit it through the gate
- After 6 goes, swap with another child and ensure everyone has lots of goes
- Scoring tables can be used to measure either accumulated points or personal best
- Points can be given to fielders catching any ball to add to their overall personal total, to encourage good fielding

### Physical skills

- How did the batters use the 'keys to success' to support hitting the targets?
- How could the batters look to create more power and accuracy?

### Life skills

- What decisions did the batters make to help hit the gaps?
- How did the batter use others in the group to help improve their performance?

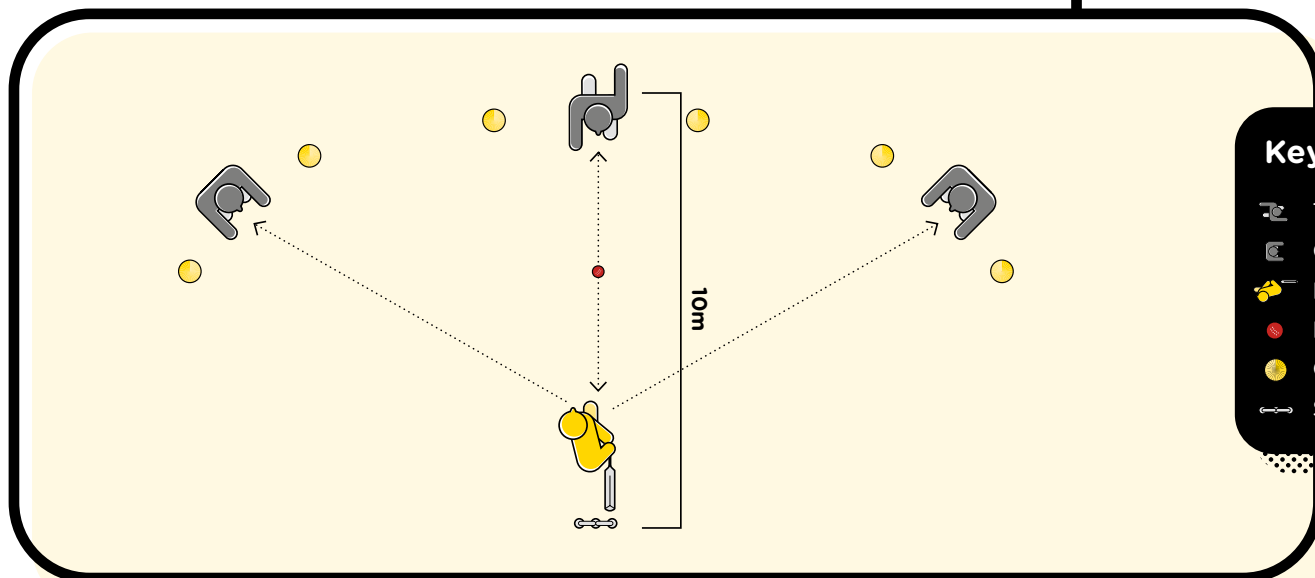
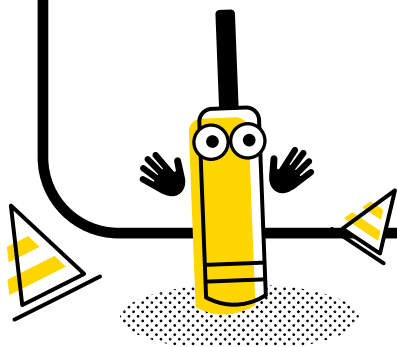
### STEP

#### Make it easier...

- Space** - Increase size of gates
- Task** - Strike from tee
- Equipment** - Use a bigger ball
- People** - Reduce size of teams so children get more turns

#### Make it harder...

- Space** - Decrease size of gates
- Task** - Hit from a competitive feed
- Equipment** - Use a smaller heavier ball
- People** - Fielding team allocate roles



### Key

- Throw
- Catch
- Bat
- Ball
- Cone
- Stumps