

Prior Learning: In Year 2, children recapped how to roll and stop a ball. They continued to develop their throwing (underarm and overarm) and catching skills. They recapped bowling underarm at a target. They practiced holding a cricket bat and hitting a ball off a cone. They played an adapted cricket game.

Key Skills Kwik Cricket Rules Physical Me Key Vocabulary Thinking Me Throw/bowling - Underarm/overarm - 2 equal teams: 1 batting - To improve my team and 1 fielding team performance Long Barrier **Catching-** Varying distances Batting: The first player to bat stands in front of the Value Me: **Running-** Chasing the ball when fielding wicket ready to bat. - Honesty - Scoring runs, running to support Accuracy The remaining batters stand - Teamwork in the "runs zone" a safe distance behind the field Co-ordination -Hand-eye (catching and of play Batter hitting the ball) Social Me - Throwing at a target Fielding: The fielders spread - Communicate out at least 10m away from - Co-operate Wicket the wicket **Balance-** When batting, bowling, fielding - Fielders try to catch the batter out, or stop the ball **Key Knowledge** and pass it back to the bowler Score **Bowling:** One player bowls - The bowler "bowls" the ball Long Barrier - A technique to control a cricket ball that is traveling along the ground. Teamwork underarm (with one bounce) - when kneeling down the leg creates a barrier to stop the ball to the batter - The bowler can bowl the ball Fielders -Aim to limit the number of runs that stop the batter scoring again as soon as they receive - Aim to get the batter out! Fielder the ball, even if the batter is not back in time Bowler Batter- Aim to score runs when a player hits the ball Play a maximum of 6 balls (an over) for each batter - Sprints between two wickets to score runs The team that scores the **Bowler-** Aims to get the players out by hitting the wicket Co-operate most runs, wins Wicket- Stumps that the batsman is trying to defend