

**Prior Learning:** In Year 4, children continued to master throwing and catching a ball over a variety of distances. They recapped how to stop a ball using the long barrier method. They recapped how to hit a ball off a tee. They played an adapted version of kwik cricket.

## Key Skills

### Physical Me

**Throw/bowling** - Underarm/overarm

**Throwing and Catching**- Varying distances

**Running**- Chasing the ball when fielding  
- Scoring runs, running to support

**Co-ordination** -Hand-eye (catching and hitting the ball)  
- Throwing at a target

**Balance**- when batting, bowling, fielding

### Thinking Me

- To improve my performance

### Value Me:

- Inspire  
- Gracious

### Social Me

- Communicate  
- Co-operate

## Key Knowledge

**Wide:** If a bowled ball passes outside either cone to the left or right of the wicket it is called 'wide', and the batter is given another go.

**Over** - There are 6 balls bowled in an over

**Runs** - In cricket, a run is term for scoring. The team with the most runs wins in many versions of the game

**Speed**- Meaning the speed at which bowler/thrower releases the ball

**Wicket Keeper**- Is the player in a cricket team who stands behind the wicket in order to stop balls that the batsman misses or to catch balls that the batsman hits



## Kwik Cricket (Pairs)

- 1 pair starts as the batters.

- Each batting pair starts with 20 runs and receives 12 balls (6 balls each- an over)

- 1 pair starts as the bowler and wicket keeper.

- The other pairs start as the fielders.

-If "wide" bowl is called and the batters receive 1 run and an extra ball is bowled.

- Once the bowler has had 6 balls they swap places with their partner, (the wicket)keeper and they have their 6 balls.

- Players can bowl underarm or overarm

After 12 good balls (wide balls do not count). Players rotate around.

Batters can run when they feel it is appropriate: they score 1 run each time. Both players make it to the opposite wicket: there are no boundaries

Batters lose 2 runs each time they are bowled out, caught out, run out by their partner, or if the fielding team hits the wicket.

## Key Vocabulary

Inspire

Fielders

Speed

Distance

Wide

Wicket Keeper

Over

Runs

Fair Play