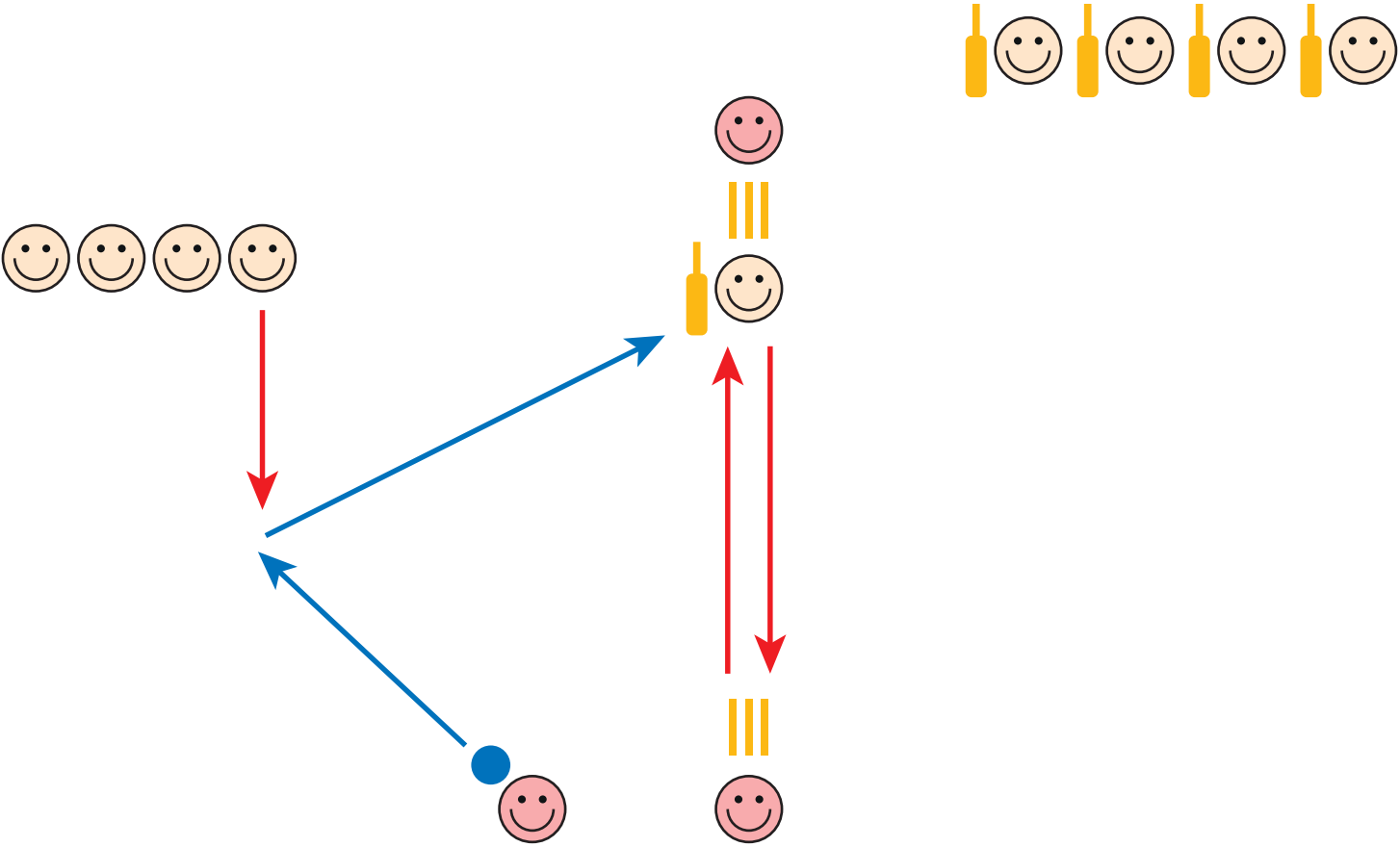


RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEK 1**

MAIN LESSON: DEVELOP



KEY



Player



Ball



Bat



Stumps



Where the player moves to

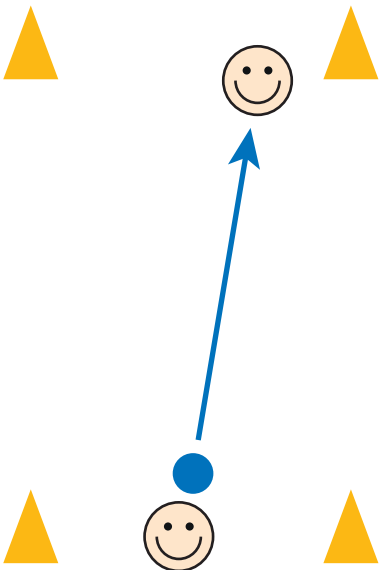


Where the ball moves to

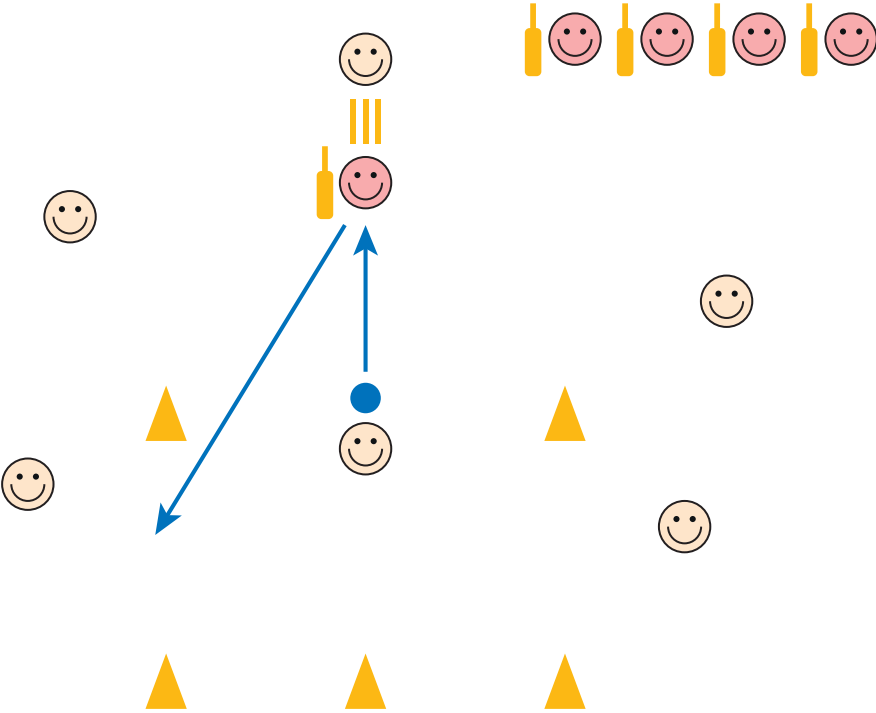
RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEK 2**

MAIN LESSON: BARRIER BLOCK



GAME / COMPETITION: MINI GAME

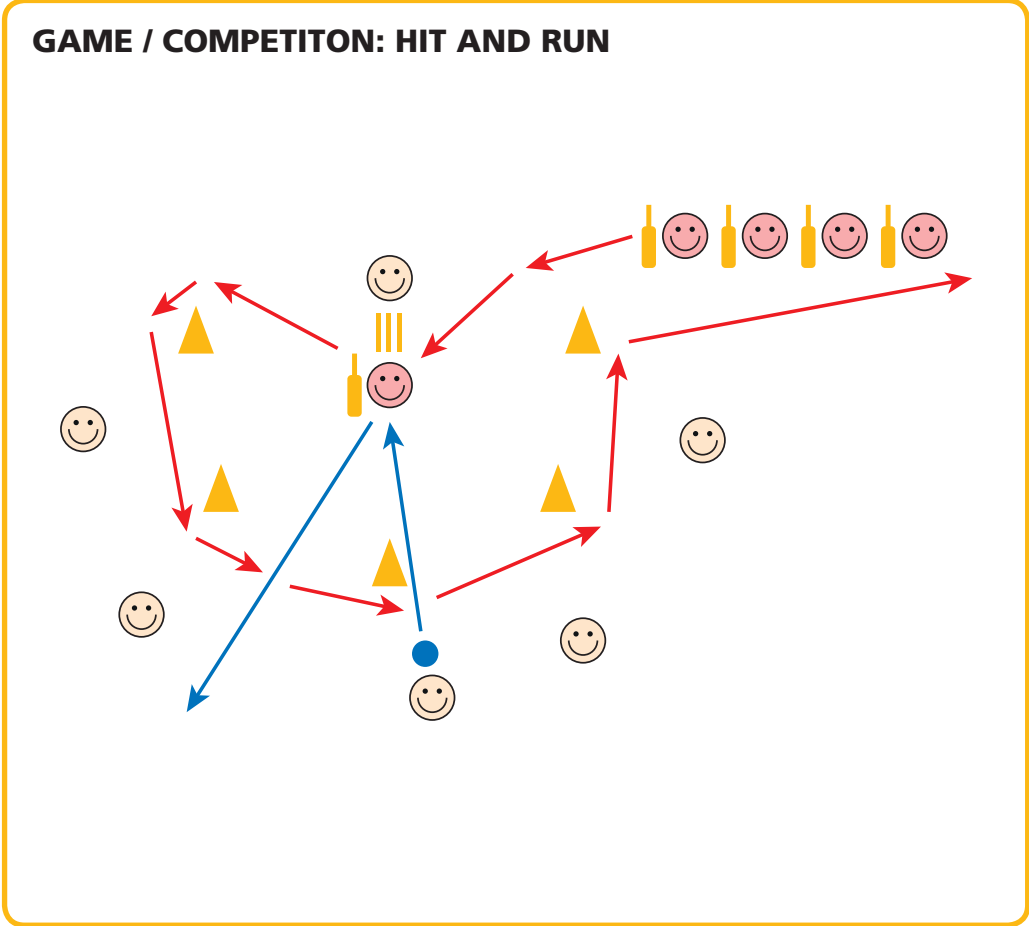
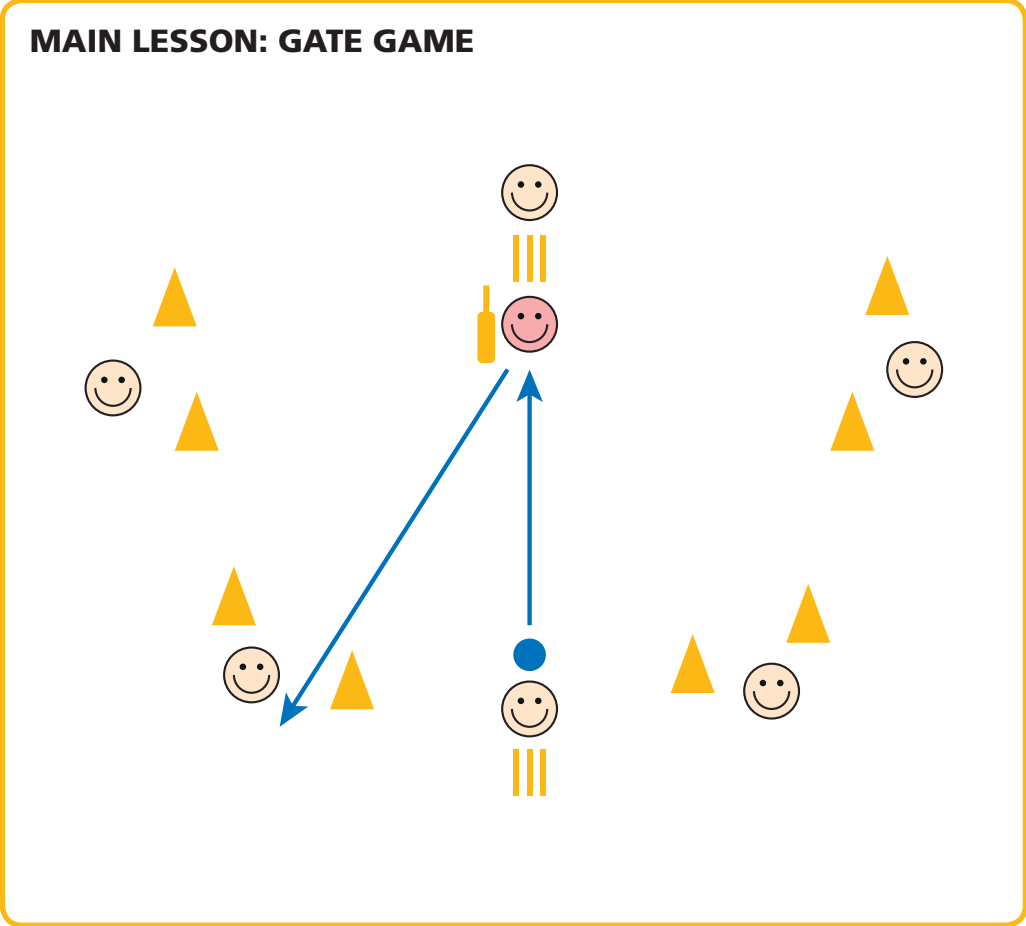


KEY

- Player
- Ball
- Stumps
- Bat
- Cone
- Where the ball moves to

RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEK 3**



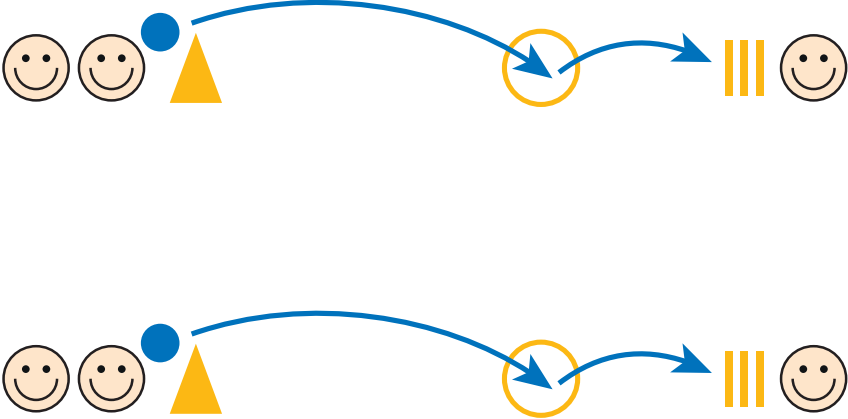
KEY

Player	Ball	Stumps	Bat
Cone	Where the player moves to	Where the ball moves to	

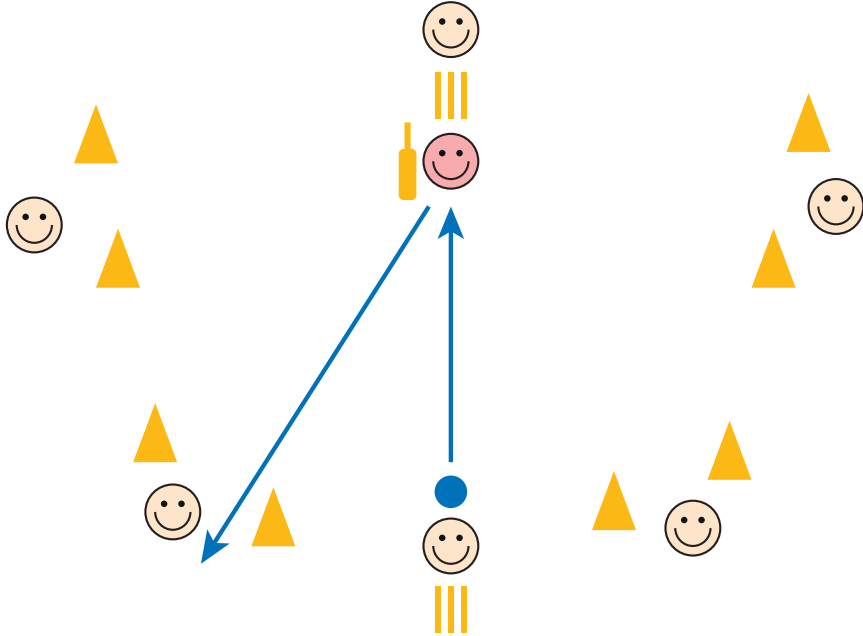
RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEK 4**

MAIN LESSON: BOWLING



GAME / COMPETITION: GATE GAME



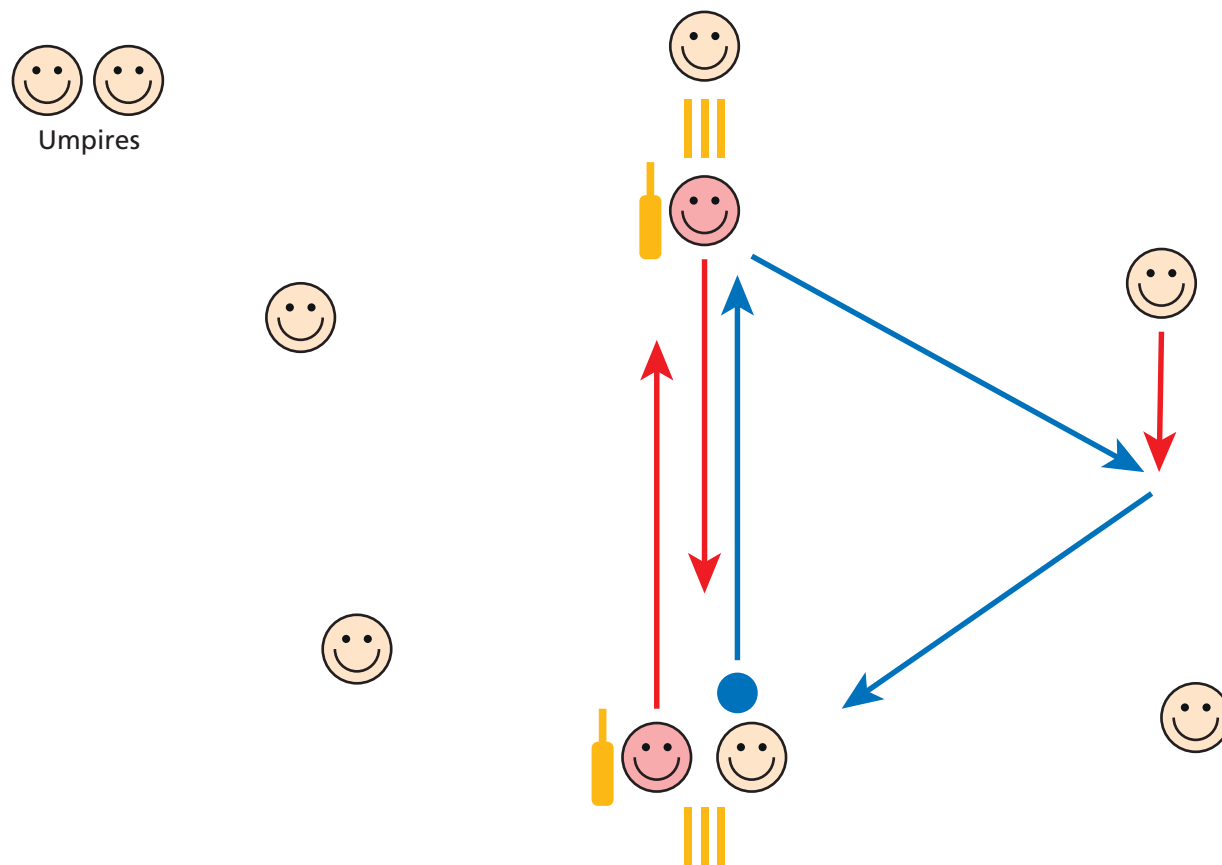
KEY

- Player
- Ball
- Stumps
- Bat
- Cone
- Hoop
- Where the ball moves to

RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEKS 5 & 6**

MAIN LESSON & GAME / COMPETITION: GAME



KEY



Player



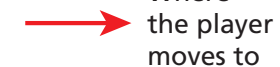
Ball



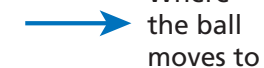
Bat



Stumps



Where the player moves to



Where the ball moves to

RESOURCE CARD: **CRICKET:** YEAR 6

RELATES TO: **WEEK 6**

GAME / COMPETITION: RULES

- Batters bat in pairs for 2 overs (12 balls).
- The bowler bowls 6 balls, over or under arm.
- 2 runs are scored every time the batsman runs.
- 'Umpire 1', at the bowlers end, looks for balls that are too wide to hit (two runs to the batter).
- 'Umpire 2' stands 10 metres to the left of the batter at the batting end, looking for run-outs and keeps score for the batters.
- After 12 balls the players swop round.
- Repeat until every player has taken up every role.