

# LESSON PLAN: KWIK CRICKET: YEAR 1: WEEK 5

**LESSON OBJECTIVE:** Learning the basic concept of playing a Kwik cricket game

## WARM UP (10 MINS)

Human Ball: Pupils to pass and move in a 20x20 grid with a partner. When teacher shouts out a body part both partners have to place that body part on the ball ASAP, can use larger balls to make it easier.

## MAIN LESSON (20 MINS)

- Recap on the gate game, seeing how many passes a pair can make through a variety of gates.
- Set up 3 cones. One cone for the bowler (teacher). One cone approx. 5m opposite for the batter. And a cone approx. 5m to the side as stumps.
- Split the class into two groups, or 4 groups and set up another area. One group are fielders, they have to collect the ball after the batter has hit the ball and return it to the bowler. Another group are batters, encourage them to cheer and motivate their team mates. The bowler, throws the ball underarm, and ensures the ball bounces about a metre in front of the batter. The batter must hit the ball with their hand. When they hit the ball they run to the stumps and back to the batting position. Let every batter have 2 turns each.
- Swap the groups over, so batters become fielders and fielders become batters.

## GAME/COMPETITION (15 MINS)

Play the above game and count how many runs to the stumps and back they get as a team. To the stumps only 1 point, to the stumps and back is 2 points. The batter is out when the ball is returned to the bowler, before the batter is back. Or if the batter is caught out.

## EQUIPMENT

- Bean bags
- Sponge Balls
- Cones
- Tennis Racket

## KEYWORDS

- Runs
- Caught Out
- Batter
- Bowler

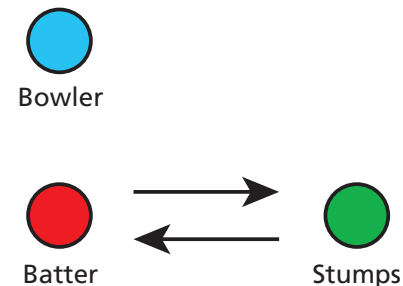
## DIFFERENTIATION

### LESS ABLE

- Use larger balls.
- Shorter distances to run.

### MORE ABLE

- Use a bat.
- Use a tennis ball.
- Increase the distances of the cones.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	3	Can they get involved in a game situation to a high ability?
	2	Can they get involved in a game situation with guidance.
	1	Can they play in a game with a lot of support.
Tactics, Rules & Teamwork	3	Works in a team & demonstrates a good throwing technique and fair play.
	2	Can work in a team & understands the meaning of fair play.
	1	Starts communicating within a team.
Show & Link	3	Can they link the skills : throw the ball using the correct technique and consistently hit the ball in a game situation?
	2	Can they show and link : batting and running?
	1	Show how to hit the ball.
Describe Ways to Improve	3	Are able to describe and improve performance.
	2	Are able to describe performance.
	1	Are able to see differences in performance against a simple model.
Fitness & Health	3	Shows a solid understanding of why physical activity has health benefits.
	2	Has some knowledge of why physical activity has health benefits.
	1	Has little knowledge of why physical activity has health benefits.