

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

**LESSON OBJECTIVE:** Developing rules in a kwik cricket game with the use of overarm bowling.

## WARM UP (10 MINS)

- Two sets of stumps 25m apart with a circle of cones around each set. Two teams one at each end with 1 ball.
- One team that starts with the ball must roll the ball to each other and move towards the opposite end and try to hit the stumps without going in the coned circle.
- The other team are allowed to intercept the ball and then try to score at the other end.
- Players must not: move with the ball, use their feet to kick the ball, snatch the ball or throw overarm.

## GAME/COMPETITION (35 MINS)

- 2 stumps 16m apart, 2 batters, 1 bowler, 1 wicket keeper, 2 umpires and 4 fielders.
- Batters bat in pairs for 2 overs (12 Balls).
- Bowler bowls 6 balls, over or under arm.
- 2 runs are scored every time the batsman runs.
- The umpire at the bowlers end looks for balls that are 2 wide to hit (2 runs to the batters).
- Umpire 2 stands 10m to the left of the batter at the batting end looking for run outs and keep score for the batters.
- After 12 balls the players swap round.
- Repeat until every player has taken up every role.

**Develop:** Walking in with the bowler, use correct fielding techniques, backing up the wicket keeper, accurate bowling.

## EQUIPMENT

- Bats
- Balls
- Stumps
- Cones

## KEYWORDS

- Umpire
- Wide
- Over
- Bowlers end
- Backing up

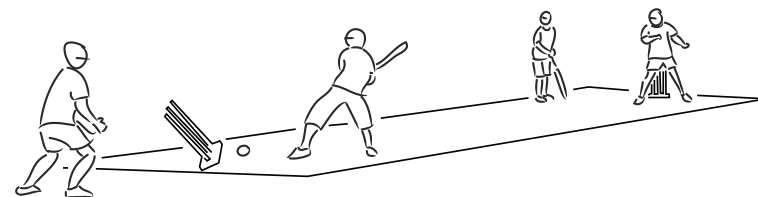
## DIFFERENTIATION

### LESS ABLE

- Use softer/larger balls.
- Shorter distances.
- Underarm bowling.
- Tennis Racket.

### MORE ABLE

- Over arm bowling with run up.
- Longer distance between stumps.
- Kwik cricket balls.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	7	Can they perform the skills to a high ability?
	6	Can they perform the skills with a degree of control?
	5	Can they show an understanding of the skills?
Tactics, Rules & Teamwork	7	Works with their partner & demonstrates knowledge & understanding of the task.
	6	Can work with a partner & understands the directions.
	5	Starts communicating with a partner.
Show & Link	7	Can they link: bowling, batting and fielding into a game situation to a high standard?
	6	Can they show and link: some of areas of bowling, batting and fielding in a game situation?
	5	Can they show knowledge of how to bowl, bat and field in a game situation?
Describe Ways to Improve	7	Are able to describe and improve performance.
	6	Are able to describe performance.
	5	Are able to see differences in performance against a simple model.
Fitness & Health	7	Shows a solid understanding of why physical activity has health benefits.
	6	Has some knowledge of why physical activity has health benefits.
	5	Has little knowledge of why physical activity has health benefits.