

LESSON PLAN: KWIK CRICKET: YEAR 3: WEEK 6

LESSON OBJECTIVE: Learning when and how to back up in a kwik cricket game.

WARM UP (10 MINS)

Coconut Shy: In groups of 4 players take it in turn to bowl/throw at the stump which has a large ball balanced on it, (a batting tee or cone can also be balanced on it), other players act as fielders and wicketkeepers whilst the bowler attempts to hit the target. Fielders replace the ball on the stump or cone if it is knocked off. Points can be awarded for successful hits, 6 throws each and then swop.

MAIN LESSON (35 MINS)

Mini tournament:

Get pupils into teams of 10 and separate them into:

- 2 batters
- 1 bowler
- 1 Wicket keeper
- 6 fielders

Ask the pupils to identify a partner to bat with. Set up 2 cones or sets of stumps 10 meters apart. Ensure pupils have a go at every position. Every pair has 6 bowls per over per person, the batting pair get to face 2 overs and then have to swop with another pair. An over is when 6 balls have been bowled within a pair. If the batter hits the ball they have to run and swop ends, if they are bowled or caught out they have to swop ends.

Once the ball is hit the fielders have to return the ball to the Bowler or Wicket keeper asap. Count the runs for each team and rotate the teams around so they all get to play each other.

EQUIPMENT

- Cones
- Balls
- Bats
- Stumps

KEYWORDS

- Runs
- Overthrow Backing up

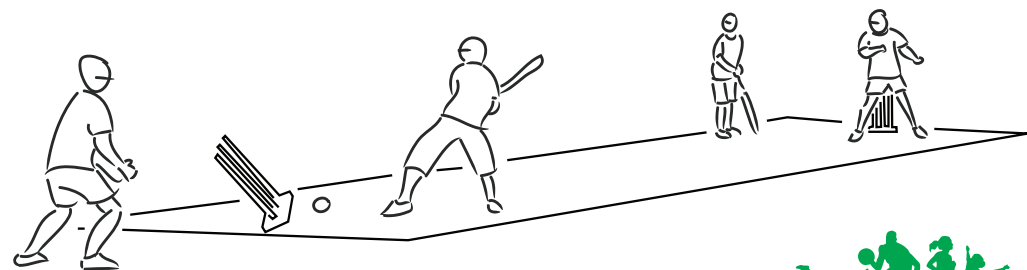
DIFFERENTIATION

LESS ABLE

- Don't use a bowler: put a ball on a cone.
- Use a tennis racket.

MORE ABLE:

- Increase the distance between the stumps.
- Have more fielders.
- Count the runs being scored per team.



ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	5	Can they hit and field the ball to a high ability?
	4	Can they hit and field the ball with a certain degree of control?
	3	Can they hit and field the ball, but to a low ability?
Tactics, Rules & Teamwork	5	Works in a team and demonstrate the use of tactics and an understanding of the rules.
	4	Can work in a team and understands the rules.
	3	Starts communicating within a team.
Show & Link	5	They can link the skills: Playing the game and understanding the rules to a high ability?
	4	Can they show and link: Playing the game and understanding the rules?
	3	Show an understanding of the positions played in cricket.
Describe Ways to Improve	5	Are able to describe and improve performance.
	4	Are able to describe performance.
	3	Are able to see differences in performance against a simple model.
Fitness & Health	5	Shows a solid understanding of why physical activity has health benefits.
	4	Has some knowledge of why physical activity has health benefits.
	3	Has little knowledge of why physical activity has health benefits.