

Year 3 – Striking and Fielding Games – Cricket

What it looked like last year...

- Master basic movements including running, jumping, throwing and catching.
- Participate in team games, developing simple tactics.

What it looks like next time...

- Understand and develop batting and batting tactics.
- Refine bowling and bowling tactics.
- Develop fielding; throwing, catching, stopping.
- Introduce umpiring and scoring.

Vocabulary (Definitions)

Striking (hitting the ball with a bat)

Fielding (retrieving the ball)

Batting

Throwing

Catching

Overarm

Underarm

High Ball

Low Ball

Bowler (player who sends the ball to the batter)

Wicket Keeper (player who stands behind the wicket)

Wicket (upright poles which are placed behind the batter)



Sequence of Learning

1. **Understand the concept of batting and fielding** (I can understand what batting and fielding are).
2. **Introduce throwing overarm** (I can throw overarm).
3. **Introduce throwing underarm** (I can throw underarm).
4. **Introduce catching** (I can catch the ball).
5. **Striking with intent** (I can strike the ball, with intent, away from fielders).
6. **Consolidate sequence of learning** (I can bring together my learning in mini games).



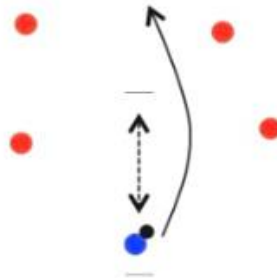
Cultural Capital

- To be able to throw the ball overarm and underarm, catch the ball, and strike a ball with intent.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, teamwork, tactical thinking.
- The jobs it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

Fielding v Batting

Structure

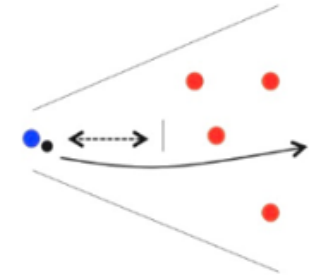
- Split the class into groups of 5.
- One pupil starts as the batter, the other four pupils are the fielders.
- The batter throws the ball (away from the fielders) and then runs to the marker in front of them.
- The batter continues to run until the fielders return the ball to the marker.
- Pupils have an equal number of turns batting (throwing).



V Game

Structure

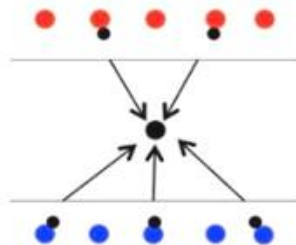
- Split the class into groups of 5.
- One pupil starts as the batter, the other four pupils are the fielders.
- The batter throws the ball into open spaces within the V and then runs to the marker in front of them to score points.
- The batter continues to run until the fielders return the ball to the marker.
- If the batter throws the ball outside the V they do not score any points.



Crossfire

Structure

- Split the class into two teams of 5.
- Teams start opposite each other.
- Place a large ball in between the two teams.
- Teams continuously throw a ball at the target until it crosses the opposite teams line.
- Pupils can retrieve the ball from the middle area, but must throw from behind their end line.



Hit the Target

Structure

- Split the class into groups of 5. One pupil starts as the batter, the other four pupils are the fielders.
- Layout targets (cones) for the batter to hit the ball through.
- The batter hits the ball (use a batting T) and then runs to the marker in front of them. The batter's score is doubled if they hit the ball through a target.
- Fielders can not start in front of the targets. The batter continues to run until the fielders return the ball to the marker.

