

Year 3: Cricket

Summer 1

Sequence of Learning

- Hit a stationary ball into space
- Retrieve and throw the ball as a fielder
- Bowl an underarm ball at a target
 - Strike a bowled ball
- Collect and return a moving ball
 - Develop team work
- Recognise when to throw over longer distances
- Recognise rules of a modified game and use fairly

National Curriculum Key Skills

- Throw and catch with control to keep possession and advance up the pitch/ court
- Be aware of space and use it to support team-mates and cause problems for the opposition
- Choose and use a range of simple tactics for sending the ball in different ways to make it difficult for their opponent
- Know and use rules fairly to keep games going
- Use a range of skills eg. throwing, striking, intercepting and stopping a ball, with some control and accuracy

Final Outcome:

To play mini cricket games tournament

Key Questions

- When bowling, how do you send the ball accurately?
- When you are fielding, how do you work together to return the ball to the bowler?
- When batting, where should we look to hit the ball?
- What do you do to make sure your throw is accurate and goes towards the target?
- What happens if you 'get out' whether caught, bowled or run out?

Rules

- Each batter faces one over which consist of 6 balls;
- Each batter starts with 10 points;
- If batter is caught or run out, they lose 1 point;
- If they complete one run around the target area and back, they win 1 point.

Key Vocabulary/ Skills

Batting, fielding, bowling, bat, wicket, stump, crease, boundary, run, batsman, bowler, wicketkeeper, innings, forward drive, long barrier, over

Equipment needed:

range of balls, a range of bats and striking equipment, stumps, button cones, batting cone