

Area of Learning: Understanding physical development, health and wellbeing
Scheme of Work: Cricket

Key Stage: 2		YEAR: 5/6	DURATION: 6 LESSONS
AIM: In this unit pupils will improve the basic skills of sending, receiving, batting and bowling. Pupils will work on quality of replication with the intention of outwitting opponents. Pupils will play and make up small-sided and modified competitive striking/fielding games. To implement skills and tactics to form an attacking and defending principle. To develop an attitude of fair play, sportsmanship and enjoyment.			
Prior Learning It is helpful if the pupils have: ➤ Explored and used a variety of balls, beanbags and quoits and developed sending and receiving skills. ➤ Observed some basic principles of attack (<i>i.e. use of space to avoid others</i>). ➤ Worked in small teams in a variety of roles. ➤ Used and kept basic rules for games activities.	Language for Learning Through the activities in this unit pupils will be able to understand and use words relating to: Batting, fielding, bowling, sending, receiving, anticipation & scoring.	Resources ➤ Cricket bats (Various size) ➤ Cricket balls ➤ Stumps ➤ Hoops/cones ➤ Beanbags	
	Key Skills ➤ Move with ease and show control in a range of physical contexts ➤ Generate & implement ideas and strategies to solve problems ➤ Communicate & collaborate with others to share information & ideas.		
Curriculum Key Concepts and Processes:			
Outwitting an opponent Pupils will explore different ways of striking to a partner or in a team using a variety of bats, sticks and rackets. Pupils will learn to apply consistency & quality in the use of techniques for batting, bowling and fielding. Continual development, adaptation and refinement of the necessary skills will contribute to producing an improved performance & technique.	Developing Physical and Mental Capacity/ Creative Problem Solving Physical warm ups aid as a useful fitness tool in developing a pupils physical capacity. To extend knowledge of cricket scoring and umpire signals. To develop mental capacity when scoring and calculating remaining runs and other simple mathematical problems.	Developing Accurate Replication of Skills/Performances/Actions Pupils will develop the skills necessary to outwit opponents. Batting, bowling and fielding will be developed through small sided games and conditional situations. Pupils should begin to combine skills to create effective performances. Accurate replication will be assessed.	
Making and Applying Decisions Pupils will need to implement tactical decisions based on movement of the ball into space to outwit opposition. Will understand the concept of a team and working within a team (<i>i.e. the different roles in it</i>). Opportunities to referee/coach pupils or small groups will develop knowledge of the rules and enhance communication skills.	Making Informed Choices About Healthy, Active Lifestyle Highlight the possible health benefits gained from taking part in Cricket activities and discuss the need to stay healthy and active. Suggest any cricket clubs within the school timetable and promote community links. To understand the type of fitness cricket players need to perform at a high level.	Evaluating and Improving Pupils will understand the concepts of cricket and make effective evaluations of strength and weaknesses in performance. Self evaluation- suggest areas for improvement. Peer coaching (<i>i.e. watch each other playing and refine their skills</i>). Use demonstrations effectively to highlight good work (<i>i.e. what is happening, what others are doing and copy how others act and work</i>).	
Cross Curricular Links: Literacy (key words), Numeracy (scoring), PSHE (Importance of rules, sportsmanship & promoting good interpersonal relationships)		Assessment opportunities: Question & Answer, formative and summative assessment.	

Week	Learning objectives	Task examples	Assessing Progress
1	Ball familiarisation/catching To successfully throw and catch while maintaining control over the ball. To be able to accurately replicate a basic throwing technique over small to medium distances. To take part in a modified cricket game.	Warm up – Student led. Coordination catching game. Pupils in a small grid. Beanbags and balls. Pupils to move around throwing and catching. If pupils become lazy not moving around, make gates they must run through around the square after passing. Demo catching; ‘tea cup hands’ - T.P’s; Bring hands to chest as you catch, eyes on ball, cushion impact. Pairs to experiment with low and high catches. Game: cricket – netball at the end, set of stumps either end of the grid, must make their way from their side to oppositions and throw ball at stumps for one point. If ball gets dropped change of possession. If ball goes over head height or thrown over arm change of possession. Progress afterwards using one hand and use beanbag to start and progress to ball.	Beginning: - Will replicate a bowling, throwing and catching motion with some success. - Can hit a ball towards a target area using a bat/racket. - Will show an understanding of anticipation. - Will understand how to score in a game situation and adhere to a set of rules.
2	Fielding To use both underarm and over arm throws depending on competitive situation. To confidently throw and catch under pressure. To understand how to score/officiate a kwik cricket game. To develop pupils knowledge of what constitutes a no ball and wide.	Fielding game. 3’s. 2 stumps or hoop either end of grid. Can’t run with ball. Must pass between fielders to get close enough to hit stumps/hoop. Drop ball = possession over. Discuss when to use underarm throws - close to wicket, over arm throws- provide long distances/power. Pairs - explore over arm and underarm throws. Kwik cricket game. 8’s – 1 pair in bat, 1 pair bowl/wicket keep, 2 pairs field.	Developing: - Will throw and catch accurately whilst on the move. - Will be able replicate an underarm bowling action towards a set target. - Will hit a ball accurately into space and anticipate opposition effectively. - Will take part in conditioned games while understanding simple tactics relating to placement of an object in a set are.
3	Introduce bowling To understand how to bowl correctly. To accurately replicate a bowling technique (either underarm or over arm). To play conditioned game understanding the rules. . To begin to incorporate bowling, batting, fielding tactics to outwit an opponent.	Warm up relay games – 3’s. Throwing at targets (through hoops, into buckets), catching skills (returning items). Discuss cricket bowling delivery. Brainstorm pupils knowledge. Teaching points; windmill action, straight arm. Pairs; to explore bowling from standing. Differentiate – underarm bowling. Kwik cricket game. 8’s – 1 pair in bat, 1 pair bowl/wicket keep, 2 pairs field.	Exceeding: - Will catch, throw and hit an object towards an intended target with excellent control, coordination and anticipation. - Can execute overarm bowling action to hit target areas. - Will play the role of an informal captain directing and helping others. - Will show an understanding of basic game tactics relating to the best ways to beat opposition.
4	Introduce batting To accurately replicate the basic batting grip and action. To understand the importance of movement and timing in preparation to strike the ball. To develop the ability to hit the ball towards an intended target. To further build confidence in the rules and scoring of kwik cricket.	Warm up – (‘ team bowling ’) 3’s. Target–box/stumps, points for box/stumps (see task card). Discuss batting technique. Highlight teaching points; Stance, grip & batting action. 4’s - hit the ball off a cone. 1 fielder, batter, bowler, wicket keeper. Reset ball on tee. Rotate roles. Progress to feed to batsmen under arm. Kwik cricket game. 8’s – 1 pair in bat, 1 pair bowl/wicket keep, 2 pairs field.	
5	Game situations and tactics To perform and replicate a combination of skills to outwit opponents in a competitive situation. To understand basic tactics to outwit batsmen & fielders respectively. Make effective evaluations of strength and weaknesses, of self and others’ performance.	Fielding game. 3’s. 2 stumps or a set of traffic cones either end of grid. Can’t run with ball. Must pass between fielders to get close enough to hit target. Drop ball = possession over. 4’s - Small practice session of the learnt skills. Pupils to perform a number of roles. 1 bowler, batsmen, wicket keeper and a fielder. Discuss hitting into space, timing + accuracy when bowling. Kwik cricket game. 8’s – 1 pair in bat, 1 pair bowl/wicket keep, 2 pairs field.	
6	Game situations and assessment To demonstrate the ability to outwit an opponent in a game situation use a range of techniques. The pupils are to develop their knowledge and understanding of the laws of cricket. To demonstrate a variety of tactics based on the placement of the ball in relation to fielders.	Warm up – 4’s. ‘Shuttle ball relay game’ (see task card). Groups of 4, to use batting lanes to recap learnt skills. Differentiate games in terms of ability. Pupils to help umpire and keep score. Kwik cricket game. 8’s – 1 pair in bat, 1 pair bowl/wicket keep, 2 pairs field. Pupil progress to be assessed.	