

PE

Year 6 Striking and Fielding Cricket Summer 1

<b>National Curriculum subject content:</b>
<ul style="list-style-type: none"> <li>✓ Use running, jumping and catching in isolation and in combination</li> <li>✓ Play competitive games, modified where appropriate (for example, badminton, basketball, <b>cricket</b>, football, hockey, netball, rounders and tennis) and apply basic principles suitable for attacking and defending.</li> </ul>
<b>National Curriculum theme:</b>
<ul style="list-style-type: none"> <li>✓ Striking and fielding</li> <li>✓ Cricket</li> </ul>



<b>Key Vocabulary:</b>	
Accuracy	Being able to make passes and shots, making sure they get to the location the player is aiming for.
Batsman	The person hitting the ball on the green at the time
Boundary	The edge of the pitch if the batsman hits the ball over this, they score 4 runs (bounces first) or 6 runs (no bounce)
Bowl	When the bowler throws the ball overarm towards the stumps
Bowler	The person who bowls the ball
Fielder	A person who is on the team which is bowling. Their job is to catch or stop the ball and return it to the bowler quickly.
Foul	This is given when the bowler bowls the ball too wide or bowls the ball in the wrong place.
Over	A bowler has 6 bowls called one 'over'. Then another bowler bowls an over(6 bowls)
Pass	Sending the ball to another member of your team.
Stamina	Sending the ball to another member of your team
strike	How frequently a batsman hits the ball
stumps	The vertical posts which support two smaller sticks on top, called balls
Wicket keeper	A fielder who stands behind the stumps to catch or stop the ball.

<b>Sequence of Learning:</b>					
<b>Objectives (key knowledge):</b>					
To learn to intercept a bouncing ball with two hands whilst stationary.	To learn to select the appropriate method of returning the ball. (overarm/underarm/rolling)	To learn to strike a ball that has been bowled in different directions.	To learn to over arm bowl a ball with a short approach with accuracy.	To use striking, bowling and fielding skills to play a simple cricket game.	
<b>Key events timeline</b>					
Improve catching skills. Fielding/ intercepting	Improve accuracy of overarm throw Fielding returning the ball	Batting	Bowling	Collaborate with team to choose, use, and adapt rules in games -Recognise how some aspects of fitness apply to cricket, e.g., power, flexibility, and cardiovascular endurance.	

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**Kit and Equipment**

- Cricket bat
- Cricket ball
- Pads
- Helmet
- Gloves

**Basic Rules**

- Cricket is played between two teams each made up of eleven players.
- Games comprise of at least one innings where each team will take turns in batting and fielding/bowling.
- The fielding team will have a bowler bowl the ball to the batsman who tries to hit the ball with their bat.
- The fielding team tries to get the batsmen out by:
  - Hitting the wickets with the ball when bowling
  - Catching a batsman's shot.
  - Hitting the batsman's leg in front of the wicket (LBW)
  - Or hitting the wickets before the batsmen can run to the other end of the pitch
- The batsmen try to score as many runs as possible before getting out by:
  - Hitting the ball and running between the wickets and making it to the other end before the fielders can hit the wickets with the ball.
  - Hitting the ball to the boundary along the ground is 4 runs.
  - Hitting the ball over the boundary on the full equals 6 runs.
  - The fielding team must get 10 batsmen out before they can change over and start batting.
- The aim of the game is to score as many runs as possible before the fielding team takes 10 wickets. The team with the most runs wins.

**Pitch / Playing Area**