

# P.E.

## Year 6 – Cricket



### About this Unit

Cricket is a striking and fielding game. The game has one fielding and one batting team. A complete game can last until the fielders get the batters out or after a set number of overs.

### Knowledge & Skills

#### Knowledge:

Striking: Momentum and power for striking a ball comes from legs as well as arms.

Fielding: There are lots of different fielding techniques. Assess the situation to help you decide on the best one.

Throwing & Catching: Decide who to throw to and when to throw in order to get batters out.

Accuracy, speed and consistency of throwing and catching will help to limit a batter's score.

#### Skills:

I can strike a bowled ball with increasing consistency and accuracy.

I can use a wider range of fielding skills with increasing control under pressure.

I recognise my own and others strengths and areas for development and can suggest ways to improve.

I understand and can apply some tactics in the game as a batter, bowler and fielder.

## Golden Threads

### Motor competence – Manipulate objects

- underarm and overarm throwing
- overarm bowling
- batting
- two handed pick up
- short barrier

### Healthy participation

How will this unit help your body?

Balance, speed, strength, co-ordination, agility

## Rules, strategies and & tactics

### BOWLING

- Each fielding player is required to bowl 5 balls per set.
- Balls can be bowled using underarm (only one bounce allowed or deemed a no-ball), or overarm bowling action (two bounces allowed).
- Overarm bowling with a straight arm is preferred.

### RUNS

- 2 runs = no ball (no extra delivery – Free hit)
- 2 runs = wide balls (no extra delivery – Free hit)
- A ball is considered a wide ball or no-ball if it is deemed un-hittable e.g. rolling, bounces more than once, too high or too far to be hit fairly.

#### Batters

- Look at where the fielders are and try to place the ball away from them.
- Finish with the bat pointing in the direction you want the ball to go.

### BATTING

- Batting teams are organised into pairs
- Each batting pair will receive 10 balls (2 overs)
- Umpires to swap batters, so each is given an opportunity to contribute.

### OUT

- Bowled out: bowler bowls a ball that hits the wicket
- Caught out: fielders catches a batted ball
- Run out: fielders hit the wickets with the ball when the batter isn't there
- Stumped out: wicket keeper stumps the wicket when the batter isn't there

#### Fielders

- Spread out to cover space.
- Consider which fielding technique to use: How quickly is the ball approaching you? Has the ball gone past you? Is the ball coming in flat or high?

#### YEAR 3

I am able to bowl a ball towards a target.

I am beginning to strike a bowled ball after a bounce.

I am developing an understanding of tactics and I am beginning to use them in game situations.

I can use overarm and underarm throwing, and catching skills.

#### YEAR 4

I am able to bowl a ball with some accuracy and consistency.

I can communicate with my teammates to apply simple tactics.

I can strike a bowled ball after a bounce.

I can use overarm and underarm throwing, and catching skills with increasing accuracy.

#### YEAR 5

I am developing a wider range of fielding skills and I am beginning to use these under some pressure.

I can strike a bowled ball with increasing consistency.

I understand the need for tactics and can identify when to use them in different situations.

I understand there are different skills for different situations and I am beginning to use this.

#### YEAR 6

I can strike a bowled ball with increasing consistency and accuracy.

I can use a wider range of fielding skills with increasing control under pressure.

I recognise my own and others strengths and areas for development and can suggest ways to improve.

I understand and can apply some tactics in the game as a batter, bowler and fielder.

## Key vocabulary

Close catch: Having both hands relatively close to the body to catch, little fingers together

Deep catch: Catch a ball from height, thumbs together in front of head

Long barrier: A fielding action used to stop a ball coming at speed

Momentum: The direction created by weight and power

short barrier: Creating a barrier with hands in front of feet to stop a ball travelling at slow speed