

2023
COMPETITION
PACK



What is Dynamamos Schools?

- ▲ An inter/intra school format for state Primary and Middle Schools in England & Wales
- ▲ A new competition format building on the success of Kwik Cricket
 - ▲ Exciting New brand of competition
 - ▲ Connecting to the elite via The Hundred
 - ▲ Countdown cricket format
 - ▲ Replicates the introductory format played by children at club (Dynamamos Cricket)
- ▲ A fully inclusive experience for children aged 8- 11 (school year 4 to 6)
 - ▲ Mixed, Girls and SEND



Why Dynamos Schools: 2022 Feedback....

- ▲ Enjoyment above 95% for all groups surveyed – teachers and SGOs (98% for kids)
- ▲ Format was easy to adopt and the ‘Free-Hit’ rule was well received
- ▲ Develops soft-skills and sporting values:
 - ▲ Teamwork: communicating and collaborating with others .
 - ▲ Resilience: learning to accept a loss gracefully.
 - ▲ Confidence: playing in front of a large audience.
 - ▲ Improved focus: ability to concentrate.
 - ▲ Strategic thinking: watching opponents and strategizing tactics.
 - ▲ Fair play and sporting spirit: respecting others.
- ▲ Widely inclusive
 - ▲ Opportunity to focus on ‘New’ or ‘Less Sporty’
 - ▲ Easy to adapt for SEND participants
 - ▲ Girls only

“Just from them being able to hit a couple of free balls whilst they're batting actually makes them feel like they've had a go... I just think with that free hit rule it gives them an opportunity to actually connect with the ball and feel a bit of success.” - Teacher (all-girls sch)

“They were communicating far better. The team work was far better, and you can't just stand there and switch off, you have to be alert. Someone has to shout, leave that ball, get this ball. So, the children, they have to work harder, their brains have to work, they can't switch off, because there is always something going on and it keeps everybody more engaged.” - Teacher

“Every girl in the year group who played wanted to then go to the tournament. That was a real big thing. Because we had lots of children who don't always play sport or don't get involved, but they really were involved in the Dynamos, they loved it.” - Teacher (all-girls school)

How Cricket can deliver School Games outcomes...

School Games Mark

2022/23

Application window runs from
03 May 2023 - 26 July 2023

The outcomes for the School Games network to work towards in 2022/23 are:

1 To maintain and grow school engagement¹ in the School Games and their delivery of 60 active minutes

Supporting schools to prioritise the delivery of 60 active minutes for every child to support improvements in their physical literacy, social, emotional, and physical wellbeing

2 To create positive experiences by ensuring physical activity and competition provision is designed to reflect the motivation, competence and confidence of young people and has clear intent

Targeting young people locally who need the intervention most based on local insight to improve their physical literacy, social, emotional, and physical wellbeing (e.g., low socio-economic backgrounds, minority ethnic groups, SEND, girls)

3 To have a clear focus on secondary schools and transition points (e.g. Yr.3 and Yr.6/7)

Continuing to prioritise the engagement and delivery in secondary schools but also recognising the impact in early Key Stage 2²

4 To create positive experiences that support the character development of targeted young people

This includes opportunities across the full breadth of the School Games which incorporates the delivery of high quality, inclusive leadership and volunteering

5 To advocate to key stakeholders³ how the School Games makes a meaningful difference to the lives of children and young people, including supporting schools to engage and educate parents

Participation in physical activity and competition will impact on young people's physical, emotional and social wellbeing and influence the likelihood of continued engagement both at school and in the community, creating habits for life

- ▶ Appropriate and adaptable formats: contributing towards School Games Mark accreditation
 - ▶ Helping schools to deliver competition for more children
- ▶ Developing health, character and life skills
 - ▶ Delivering meaningful impact on the lives of young people and helping SGO's to tell these stories
- ▶ Fully inclusive and exciting format making it easier to engage Girls and SEND
 - ▶ Fun elements to engage new audiences
 - ▶ Skills festivals, celebrating personal best and using School Games values to focus on the process of the competition (learning opportunities)
- ▶ Young Leader and Teacher training resources (Virtual and Face to Face)
- ▶ Aligned to Dynamos Cricket... Improving the likelihood of continued play in the community

Dynamos Schools: Resources and Support

- ▶ Young Leader training
 - ▶ Face to Face CCB training (subject to local resource availability)
 - ▶ Virtual: [Tutor notes and video resources are available here](#) (they're also available on the Cricket page of School Games Website)
- ▶ Matches can scored using the Countdown Cricket scorer app (a paper scoresheet template is also available to download)
 - ▶ Android [Click here](#)
 - ▶ IOS [Click here](#)
 - ▶ [Scoresheet](#)
- ▶ Equipment
- ▶ Competition/ Festival set-up resources – [Chance to Shine Resource Hub](#)
- ▶ Prizes
 - ▶ E-certificate will be made available to download and share with schools and individuals
 - ▶ CCB's will provide prizes for county finals including a 'Spirit of Cricket' award for the school best demonstrating the School Games values



* This format would be appropriate for KS2, 3 or 4 where a specific Inclusion competition is delivered

GIRLS

YEAR 6
(age 10- 11)

SKILLS FESTIVAL
offer

COMPETITIVE
Match-Play offer

FORMAT OPTIONS

MIXED

**FULLY
INCLUSIVE***
(SEND)

YEAR 5
(age 9 -10)

YEAR 4
(age 8 - 9)

PARTICIPATION
Match-Play
offer

2023: Inter-School competition framework

Indoor (Sep-Mar)	All Stars Skills Festivals				Skills Festivals							
					Countdown Bats							
Outdoor (Apr-July)	All Stars Skills Festivals				Skills Festivals							
					Dynamos Schools (Participation Match-Play)							
					Dynamos Schools (Competitive Match-Play)							
Age	5		6		7		8		9		10	
School Year	1		2		3		4		5		6	
Key Stage	1				2							
Inclusion	All formats are fully inclusive with Mixed, Girls only and SEND											

Dynamos Schools format options explained

- ▲ Dynamos Schools is a fully inclusive Countdown cricket format making it easy for new or less sporty children to participate
 - ▲ It's also an easy and exciting format for younger children, girls and those with SEND to take part
- ▲ We would encourage Schools and SGO's to consider delivering multiple strands to their Dynamos Schools competition
- ▲ We have set-out below an explanation of the target audience for each of the competition format options. This is intended as a guide and should not limit you in developing appropriate local competition offers

Competition Format	Skills festivals	Participation Match-Play	Competitive Match-Play
Target audience	<ul style="list-style-type: none"> - New or less-sporty children - Younger children, to allow a Personal Best focus which supports fundamental movement skill development - Those with Special Educational Needs or Disabilities 	<ul style="list-style-type: none"> - New or less-sporty children who would otherwise miss out on the opportunity to take part in competition e.g. normally only taking part in 'Intra-School' competition - Younger participants who are new to developing Sport Specific Skills and are ready to develop these in a participation based game format 	<ul style="list-style-type: none"> - Children looking to test their skills as a 'Confident Cricketer' - Those more familiar or experienced with inter-school competition
Development of soft skills, sporting and school games values			
All format options are fully inclusive and can be delivered as Mixed, Girls only and/or SEND specific			

Skills Festivals (Participation focus)

- ▲ Skills festivals are a great way to provide children with appropriate competition opportunities e.g. KS1/KS2 lower, those lacking experience or confidence etc.
 - ▲ The Chance to Shine programme resources were developed to compliment All Stars and Dynamos Cricket
 - ▲ The skills challenges available on the CtS resource hub ([click here](#)) provide all of the details needed to plan and deliver a Skills Festival competition*
 - ▲ Skills festivals can also be delivered virtually as Intra-School competition

**You will need to register to access the full suite of resources and supporting videos*

COMPETE		
DESCRIPTION		
Our Compete section focusses on the competitive opportunities available to your school, ranging from simple Skills Challenges through to Inter Competition.		
When delivered well, competition is not just fun, it teaches important life skills to young people. Our content informs on how cricket can be used to support children to compete in a supportive environment that increases their motivation, confidence and competence.		
Our content has been designed to link into the School Games – you can find out more here: https://www.yourschoolgames.com/taking-part/our-sports/cricket/		
Skills Challenges	Intra Competition	Inter Competition
Brilliant Bowler Challenge	Rocket Fuel Batting KS1	Dynamos Schools
Ferocious Fielder Challenge	Caterpillar Cricket KS1	
Super Striker Challenge	Confident Cricketer LKS2	
Skills Challenges Teacher Guide	Confident Cricketer UKS2	
Skills Festival Guide	Competition Teacher Guide	
Skills Festival Planner KS1		
Skills Festival Planner - LKS2		
Skills Festival Planner - UKS2		

Inclusive Dynamos Schools

- ▶ Dynamos cricket is designed to be inclusive, with easy adaptations that will help meet the needs of every pupil.
- ▶ Cricket is a team sport full of individual skills, so don't rush to separate groups based on ability or confidence.
 - ▶ Small adaptations will enable children with SEND to participate in your Dynamos Inter-School Competition
- ▶ For some children, running a Specific Inclusive competition that will enable them to play alongside others with similar disabilities may be more appropriate. This will help build confidence and create a positive learning environment.
 - ▶ This could follow a competitive skills festival format alongside match-play
- ▶ Examples of how you might adapt using the STEP framework are outlined (although not limited) below:
 - ▶ **SPACE** – Adapt pitch lengths to shorten the distance for bowlers (although never closer than 11-yards). Shorten the running distance, ground size etc.
 - ▶ **TASK** – Allow for the free-hit batting tees to be employed or drop feeds to be used (underarm bowling is already permitted).
 - ▶ **EQUIPMENT** – a larger ball or a tennis racket can be used to increase success when batting. Equally, more sets of stumps can improve any bowler's confidence!
 - ▶ **PEOPLE** – The pupils are usually the best practitioners of inclusion and we encourage team mates to support one another. Allow a 'runner' to complete another batters runs, or an additional fielder to stand alongside and support a less mobile participant.



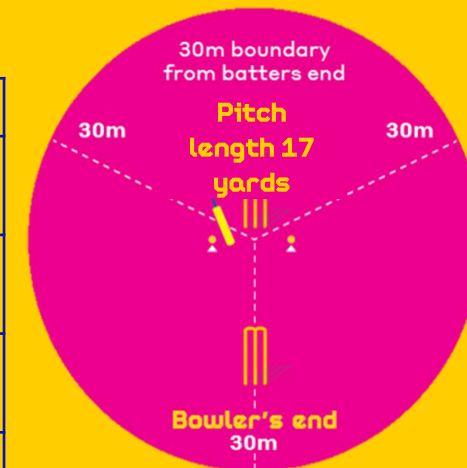
Rules & Equipment

Rules

Dynamos Cricket provides a perfect introduction for all 8-11year olds new to the sport. It provides children with a more social offer and in schools, an exciting game of countdown cricket.

Players	8
Bowling	5 balls per player then rotate with next fielder to bowl. Underarm & Overarm bowling allowed
Pitch length	Click here: ECB Recommended Junior Formats 17 yards (15.5m) Year 5 & 6 or 15 yards (13.7m) Year 4
Batting	Pairs (10 balls per pair). Umpires should use discretion to swap batters so each is given an opportunity to contribute
Scoring	via Countdown cricket scorer app: Android Click here or IOS Click here
Runs	Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing 'runs' between the wickets. No-balls & wides are scored as 2 runs to batting team and no extra delivery to be bowled.
Free Hit*	Following a no ball or a wide, the batter receives a "free hit" from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the "free hit" = 3 runs). Batters have 3 seconds to take their free hit and must hit in front of square. Batters can be run out whilst trying to complete a run during a free hit but only by the ball struck from the batting tee (and not the original ball that resulted in the free hit being awarded). Once the free hit ball has been returned to the wicketkeeper the ball is considered 'dead' and the batters should no longer run.
Out if	Bowled, caught, run out (if out, swap ends and continue, 5 runs added to the fielding team)
Fielding	Rotate after each over SAFETY: Except for the wicketkeeper no fielder may field within 10 yards of the bat
Byes	Yes, if batters miss the ball or it hits part of the body they can still run
No balls/ Wides	Yes, if deemed un-hittable e.g. rolling, too high or too far to be hit fairly

* Where batting tee's aren't available, cones can be used as an alternative



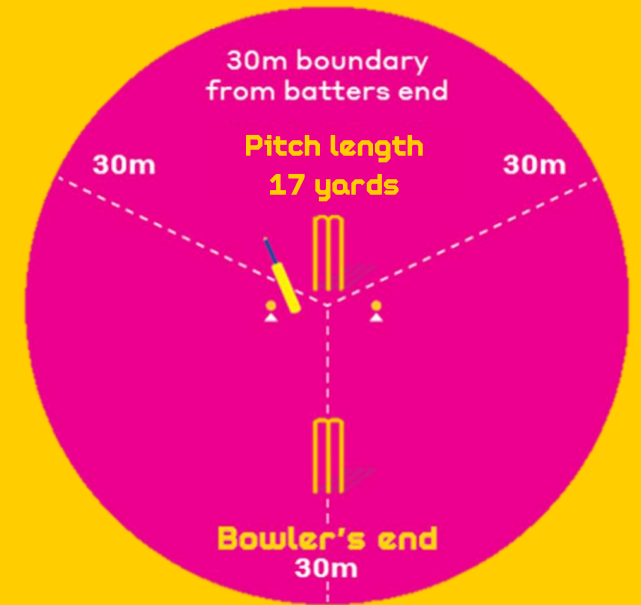
Rules 6-a-side

Dynamos Cricket provides a perfect introduction for all 8-11 year olds new to the sport. It provides children with a more social offer and in schools, an exciting game of countdown cricket.

We know that smaller teams can sometimes make participation more accessible for young people and so Dynamos Schools has been designed to be flexible based on the needs of young people and schools.

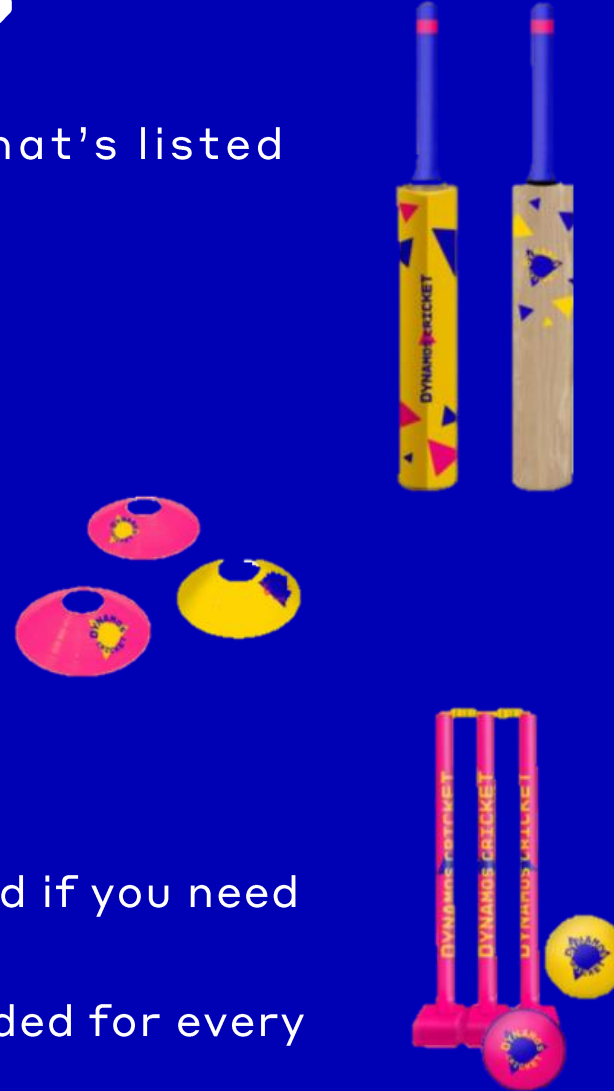
For School Games Organisers and County Cricket Boards that would like to take trial smaller teams, all competition rules remain the same with the adaptations outlined below making it easy to adjust.

Players	6
Bowling	5 balls per player then rotate with next fielder to bowl. Each player will bowl twice. Underarm and Overarm bowling allowed.
Batting	Pairs (20 balls per pair). Umpires should use discretion to swap batters so each is given an opportunity to contribute



Equipment & Prizes

- ▲ All you need to run Dynamos Schools is what's listed below;
 - ▲ Rubber balls
 - ▲ Boundary Cones or Markers
 - ▲ Plastic stumps
 - ▲ Bats*
 - ▲ Batting tees (or a cone to hit off)
 - ▲ Countdown Cricket scorer app
 - ▲ Android [Click here](#) or IOS [Click here](#) or [Scoresheet](#)
- ▲ Please contact your local County Cricket Board if you need any of this equipment to run your competition
- ▲ A template certificate can be also be downloaded for every child participating




* Plastic bats can be used where Dynamos light-weight wooden bats aren't available. For County Finals, CCB's will provide the necessary equipment

Further Information

- ▶ You can find further information via the links below
 - ▶ School Games <https://www.yourschoolgames.com/>
 - ▶ ECB: <https://www.ecb.co.uk/play/junior/dynamos-schools>
 - ▶ Chance to Shine <https://teachers.chancetoshine.org/>
 - ▶ Dynamos <https://icoachcricket.ecb.co.uk/dashboard>





DYNAMOS
CRICKET



Enjoyed Dynamos Schools? Why not carry on?

Who can get involved in Dynamos Cricket?

- ▶ All 8-11 year olds new to cricket
 - ▶ Or those graduating from All Stars
- ▶ Parents and guardians are invited to take part.
 - ▶ There are lots of skills, challenges and activities you can practice at home

What is Dynamos Cricket?

- ▶ For all 8-11 year olds new to cricket
 - ▶ Or those graduating from All Stars
- ▶ A sociable, fun and exciting introduction
- ▶ Exciting Countdown Cricket format - the same as The Hundred you see on TV



What's Included?

- ▶ A minimum of six, 60 to 90-minute sessions*
- ▶ A personalised New Balance t-shirt
- ▶ A pack of Topps Cricket Attax cards
- ▶ Exclusive content on the Dynamos app
- ▶ Money-can't-buy opportunities linked to The Hundred

What Equipment is used?

- ▶ Soft balls & light wooden bats are used by all participants

*Course length may vary by centre

Visit dynamoscricquet.co.uk
to find out more!