



VIRTUAL SCHOOL GAMES

Intra School Competition Programme

CRICKET: KS2

@TraffordSSP #TraffordVirtualSchoolGames



HOW TO GUIDE

- **This competition resource is aimed at children in school years 3-6.**
- **The different activity stations should ideally be delivered outdoors although with careful consideration given to set up and safety can also be delivered inside.**
- **The competition resource is a TEAM challenge for teams of 6 players. Teams can be all boy, girl or mixed.**
- **The competition should ideally be delivered at the end of a cricket scheme of work.**



STATION 1: RUNNING BETWEEN THE WICKETS

Equipment & Set Up

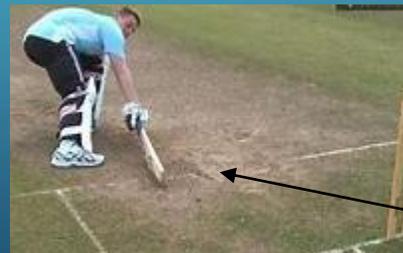
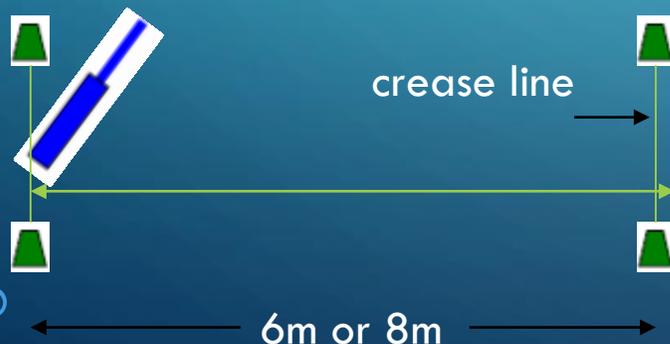
- Teams of 6 players
- Activity set out as per diagram
- Equipment: Plastic bat & marker cones (6m apart (Y3/4) and 8m apart (Y5/6))
- Sports Leaders to coordinate and score



Scoring: Record how many runs each batter completes to calculate the team total

How to Play

- One at a time each team member takes it in turns to 'run between the wickets' (cones) for 30 seconds
- Batters start with their bat grounded on the imaginary crease line and run carrying their bat to the opposite crease grounding their bat and turning to run back to the start before repeating
- Batters should complete as many runs as they can in 30 seconds
- There and back = 2 runs



- Batters to carry the bat when running and slide the bat over the crease line when turning

STATION 2: BATTING

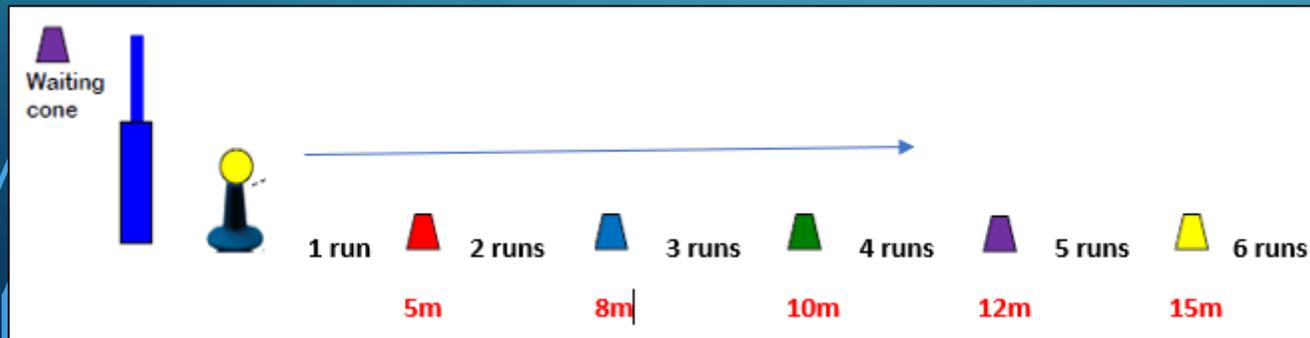


Equipment & Set Up

- Teams of 6 players (2 teams to play this station)
- Activity set out as per diagram
- Equipment: Plastic bat, soft ball, batting tee, marker cones
- Sports Leaders to coordinate and score



Scoring: Batters to have 2 shots each.
 Calculate total runs scored from all 12 shots



How to Play

- One team bats and one team fields
- Batters line up behind the 'waiting cone'
- 1 fielder stands in each scoring zone (except 3-6m)
- Batters take it in turn to strike a ball off the batting tee into the scoring zone to score points (2 goes each)
- Fielders aim to stop the ball with bating runs awarded for where the ball finishes or is stopped
- **SAFETY:** Batters to wait at the waiting cone when not hitting and fielders to be no closer towards the batter than the 8m cone.

- Batters to keep head over the ball when striking
- Fielders to be alert with good READY position

STATION 3: FIELDING - UNDERARM THROW

Equipment & Set Up

- Teams of 6 players
- Activity set out as per diagram
- Equipment: Plastic stumps & marker cones
- Ball set on ground 6m from the stumps (Y3/4) or 8m (Y5/6)
- Player starts at a cone 4m back from the ball

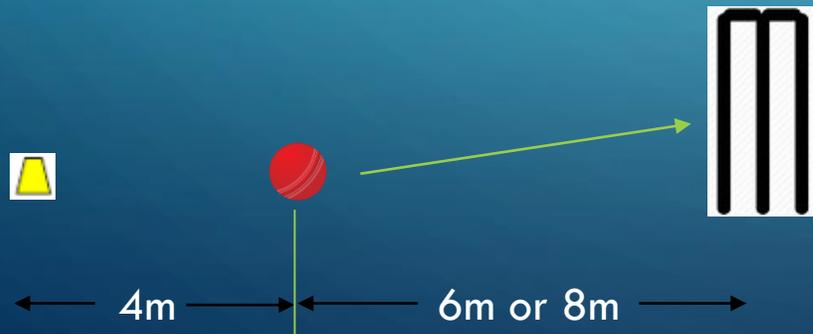


Scoring: Record how many direct hits each player achieves to calculate the team total

How to Play

- One at a time players run to the ball pick it up and throw underarm to try and hit the stumps
- One player starts as the wicket keeper (fielding behind the stumps) to stop the ball and take it back to place at the start position
- After their attempt the fielder then becomes the wicket keeper for the next player and the wicket keeper goes to the back of the line to wait their go.
- Each player to have 2 goes each

- Get to the ball quickly
- Get low as you approach the ball
- Don't stand up - stay low when throwing at the stumps



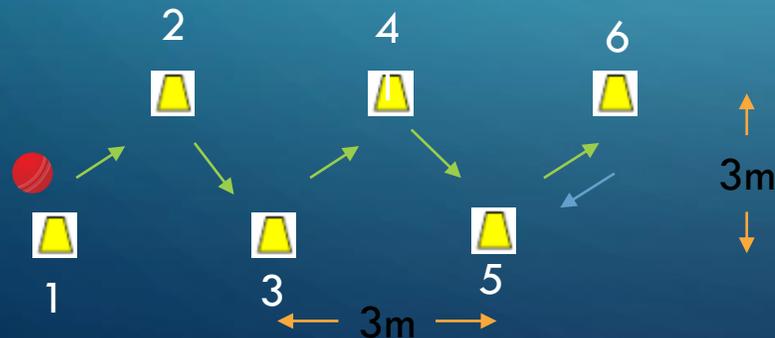
STATION 4: CLOSE CATCHING (Y3/4)

Equipment & Set Up

- Teams of 6 players
- Activity set out as per diagram
- Equipment: Ball and marker cones
- Each player stands on a cone to form a Zig Zag shape (cones 3m apart)
- The ball is passed from cone 1 to cone 6 and back again from cone 6 to cone 1



Scoring: Record how many fully completed 'zig zags' (1-6 & 6-1) the team does in 3 minutes.



How to Play

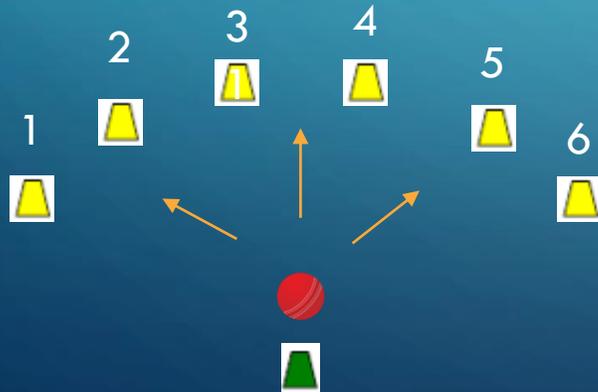
- Players stand behind a marker cone (as shown) facing the players opposite
- Player 1 starts with the ball and passes to player 2 who passes to player 3 and so on in number order until the ball reaches player 6
- Player 6 then re-starts passing the ball to player 5 and so in reverse number order until it reaches player 1
- This is repeated as many times as possible in 3 minutes
- If the ball is dropped at any stage from 1-6 it starts again from player 1 and from 6-1 starting again from player 6.
- Good READY position with hands in front open to catch the ball
- Watch the ball into your hands

STATION 4: HIGH CATCHING (Y5/6)

Equipment & Set Up

- Teams of 6 players
- Activity set out as per diagram
- Equipment: Ball and marker cones
- Each player stands behind a cone facing the thrower. Players need to know their number (1-6)
- Thrower (sports leader / Teacher) is 10m from Players (green cone)

 **Scoring:** Record how many catches are taken in 3 minutes



How to Play

- Each player stands behind a marker cone and is given a number 1-6
- The thrower shouts out a number (1-6) and sends a high catch into the air (must be a good quality throw with height)
- The player whose number it is must react and take a high catch before passing the ball back to the thrower to repeat with a different number
- Aim to catch as many balls as possible in 3 minutes (thrower to ensure that all players receive catches)
- Be ready. Anticipate your number being called.
- React quickly and move to get in position to catch the ball
- Catch the ball at eye level with hands in a 'fingers up' position

STATION 5: FIELDING - OVERARM THROW



Equipment & Set Up

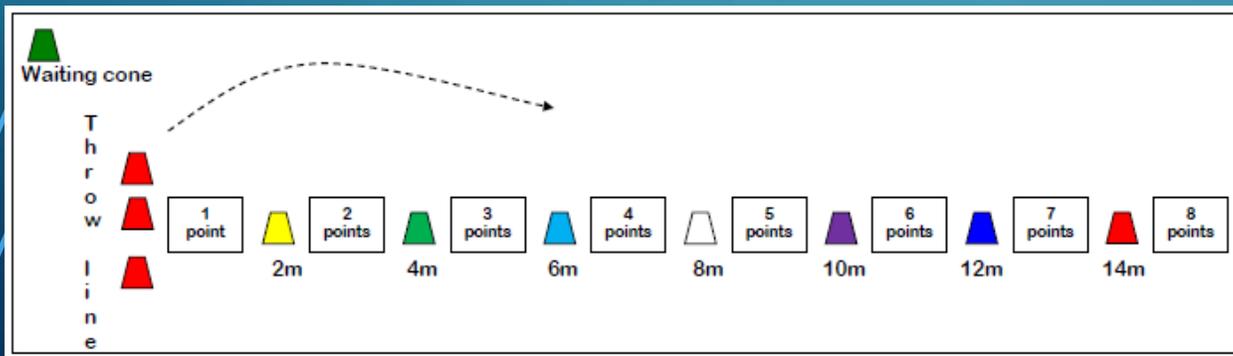
- Teams of 6 players
- Activity set out as per diagram
- Equipment: 3 balls (ideally kwik cricket) and marker cones
- Players have 3 consecutive attempts to throw the ball as far as they can.



Scoring: Calculate the total of each players longest throw.

How to Play

- From a stationary standing position players aim to throw the ball as far as they can
- Players throw one at a time with others waiting by the 'wait cone'
- The distance measured is where the ball lands not where it finishes after rolling
- Each player to have 3 consecutive throws with their longest throw recorded



- Balance side on throwing stance
- Extend throwing arm bend at elbow
- Rotate your hips as you throw and follow through after release

STATION 6: BOWLING



Equipment & Set Up

- Teams of 6 players
- Activity set out as per diagram
- Equipment: Plastic stumps, balls & marker cones
- Bowling distance: 12yds (Y3/4) and 15yds (Y5/6)
- From stationary, players bowl the ball from the bowling line to aim to hit the stumps



Scoring: Calculate the team total from 5 minutes game play



How to Play

- Players take it in turn to bowl. After bowling their ball the bowler becomes the wicket keeper
- The wicket keeper returns the ball to the next player waiting to bowl and then waits for their turn
- Bowling should be in an OVERARM action
- Players have as many goes as they can in 5 minutes
- Direct Hit (10pts) Balls missing the stumps but bowled between the yellow cones (5pts)
- Side on STAR shaped bowling stance. Turn head to look at target
- Front arm and foot pointing to the stumps
- Keep bowling arm straight and release ball as your arm brushes past your ear

SCORE SHEET

SCHOOL:

YEAR GROUP:

Activity Station	Team Score
Running Between the Wickets	
Batting	
Fielding – Underarm Throw	
Close / High Catching	
Fielding – Overarm Throw	
Bowling	
TEAM TOTAL	