



Cricket



The six School Games values are: **Determination**, **Passion**, **Respect**, **Honesty**, **Self-Belief** and **Teamwork**, which were designed to reflect the 'spirit' of the School Games. We encourage all children to adopt and demonstrate the 'Spirit of the Games' in all PE lessons and sporting events we attend.

Links to the PE National Curriculum

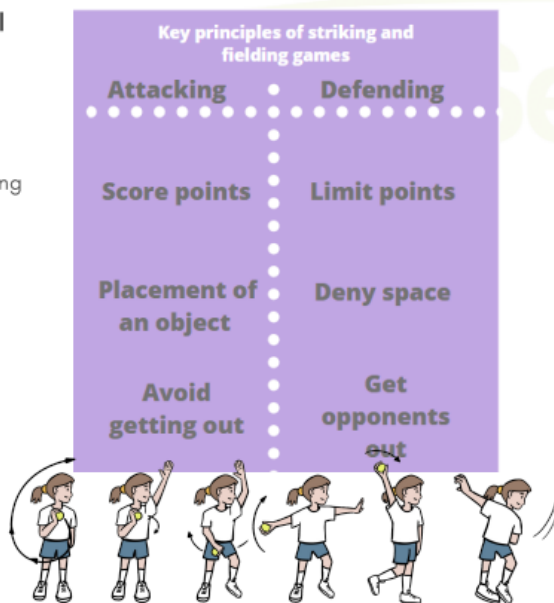
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate [for example badminton, basketball, cricket, football, hockey, netball, rounders and tennis], and apply basic principles suitable for attacking and defending.

Key Skills: Physical

- Underarm and overarm throwing
- Catching
- Over and underarm bowling
- Long and short barrier
- Batting

Key Skills: S.E.T

- Social: Collaboration and communication
- Social: Respect
- Emotional: Honesty
- Thinking: Observing and providing feedback
- Thinking: Selecting and applying strategies



A player is out if:



- **Bowled out:** The bowler bowls a ball that hits the wicket.
- **Caught out:** The batter hits the ball and the ball is caught by the bowler or a fielder before it hits the ground.
- **Run out:** The batters, when going for a run, fall short of the crease and the stumps are hit by the fielding team.
- **Stumped out:** The wicket keeper can stump the wicket off a bowled ball if the batter has moved beyond their crease.
- **Hit wicket:** The batter hits their own wicket.
- **LBW:** The ball hits the batter's **L**eg **B**efore the **W**icket when the ball is travelling towards the wicket.

Key Vocabulary:

- strike
- batting
- wicket keeper
- fielding
- wicket
- tracking
- consistently
- tracking
- retrieve
- support
- obstruction



Year 6

- Bowl underarm
- Bowl overarm
- Throw overarm
- Bat a bowled ball with greater accuracy and control
- Apply a combination of batting and fielding skills into games
- Field and return a ball quickly

Key positions

- We explore four key positions:
- Bowler
 - Batter
 - Fielders
 - Wicket keeper

Getting out

- You can go out in a number of ways:
- Run out
 - Caught out
 - Bowled out
 - Stumped out.

Teacher Glossary

- Fielder:** A player on the fielding team, especially one other than the bowler or backstop / wicket keeper.
Batter: A player on the batting team.
Runs: The unit of scoring.
Bowler: The player who starts the game by bowling to the batter.
Wicket Keeper: The player on the fielding side who stands behind the wicket.
Innings: One player's or one team's turn to bat (or bowl).
An over: The delivery of six consecutive legal balls by one bowler.
Crease: The lines in front of the wickets that mark positions for the bowler and batter.