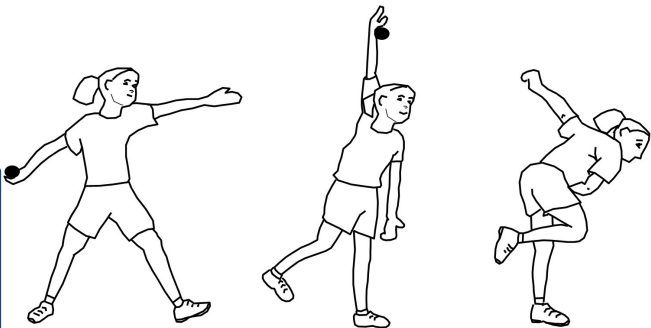


Prior Learning:
Adhered to some of the basic rules of cricket. Developed a range of skills to use in isolation and a competitive context. Strike a bowled ball.

Unit Focus: Develop and apply a range of skills in competitive context. Choose and use a range of simple tactics in isolation and game context. Consolidate existing skills and apply with consistency.

Equipment needed: Range of balls, range of bats and striking equipment, stumps, button cones, batting cone.



Key Vocabulary/Skills	
Directing the hit.	Zones, directing, conditioned game, intercepting, isolation, pull shot, ground ball, overarm bowling, run singles.
Anticipate when to run to score singles.	
Intercepting the ball with one hand.	
Bowl overarm from a stationary position at a target.	
Attempt a pull shot in a game.	

Head: With increasing consistency, choose where to direct a hit from a bowled ball.

Hand: Track and intercept the ball along the ground sometimes collecting with 1 hand.

Heart: Show fair play such as accepting if they were run out or stumped.

- Key Questions:**
1. When would a player attempt a pull shot in a game?
 2. Why do we want to bowl overarm? (More powerful, quickest, can vary the ball to make it harder for the batter to hit).
 3. Why is it beneficial to only pick the ball up with one hand?

- Rules:**
- Players bat in pairs and will face two overs between them (12 balls).
 - 4's and 6's can be scored on the marked boundaries; players must get to the other set of stumps if taking singles.

