



CRICKET ACTIVITY CARDS

THE POWER OF CRICKET

CRICKET WALES AND GLAMORGAN COUNTY CRICKET CLUB HAVE PRODUCED A SERIES OF ACTIVITY CARDS TO ASSIST TEACHERS GAIN AN UNDERSTANDING AND APPLICATION OF APPROPRIATE CRICKET GAMES AND PRACTICES WITHIN THE NATIONAL CURRICULUM AND DELIVER THEM TO THEIR PUPILS.

Cricket can contribute towards the whole child development by:

Teaching leadership, teamwork and respect

Allowing children to learn how to win, to lose and cope with the setbacks

Drawing together children from different cultures and backgrounds

Giving opportunities to boys, girls and children with special education needs

Teaching individual and collective responsibility

Using cross-curricular resources to bring learning to life in the classroom

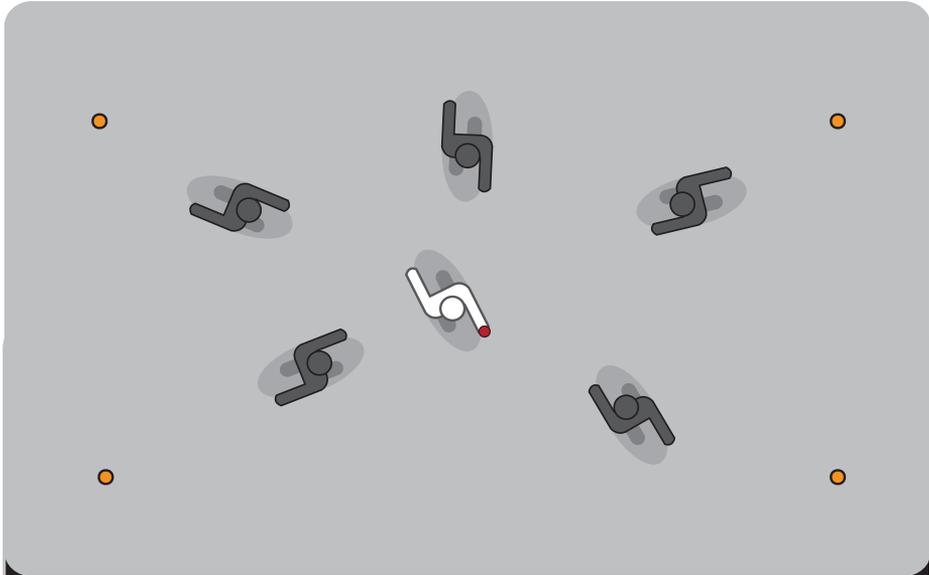
We are grateful to Gloucestershire Cricket Board for use of their material.

HIERARCHY OF GROSS MOTOR SKILLS

STAGE	LOCOMOTOR	BODY MANAGEMENT ACTIONS	MANIPULATIVE ACTIONS
As they develop	Crawling Crawling Soldiers Walking Foxes Running Jumping and Landing (Frog Hopping)	Body Awareness Straight Shape Star Shape Angry Cat Balance (one foot) Climbing Pushing an Object Log Roll Pool Safety* Entries and Exits* Bubbles and Breathing*	Underarm Roll Underarm Throw
As they progress	Hopping Jumping (distance)	Pulling an Object	Catching an Object Kicking a Ball
As they become more skilful	Leaping Galloping Skipping	Lunging Dodging	Two-handed Throw Bouncing a Ball Overarm Throw Dribbling with Feet Dribbling with Hands Trapping with Feet Striking an Object with Hands or Bat
As they apply their skills	Side-step Cross Over Fast Feet	Tuck Shape Trap the Mouse Dish Shape Arch Shape Front Support Back Support Ready Position Pivot Rapid Reactions	Move into Space to Receive an Object Move into Space to Strike an Object with Hand or Bat

*These water-based skills have been taken from the 'Making a Splash in the Foundation Phase' resource pack

CATCHING BY NUMBERS



Safety!
— Use soft balls



5–15 mins



4+



Ball Holder



Fielding team

● ● ● Wickets

● Cone

Organisation:

- Cone area off suitable for the number of players you have. If you have a large number of players, consider splitting into groups.
- Each player is given a number (eg 1–6).
- Staying in the coned area and walking around, number 1 throws underarm to number 2, 2 throws to 3 etc and 6 throws back to 1.

- Increase the intensity gradually and give different instructions, such as:
 - jog
 - pass the ball from hand to hand around your body twice before throwing it, and perform other dynamic stretches
 - high and low catches
 - one-handed catches
 - add a second ball
 - 6 throws to 5, 5 to 4 etc and try other number variations.

CATCHING RELAY

Safety!
— Use soft balls

0	0	5–15 mins	4+
1		Ball Holder	Fielding team

● ● ● Wickets ● ● ● Cone

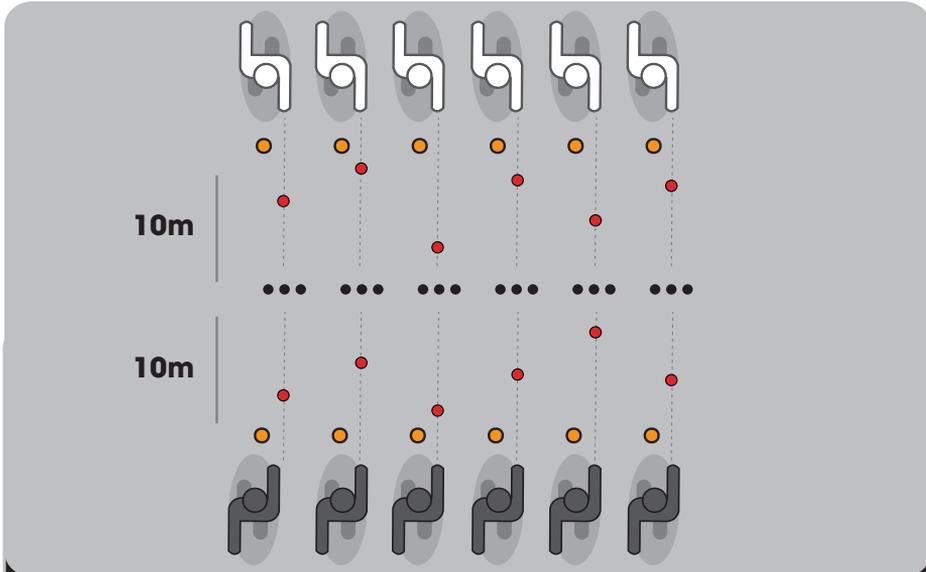
Organisation:

- Players line up behind different coloured cones (yellow and blue in this illustration). Two other cones of different colour are positioned to form a diamond shape.
- The player with the ball throws underarm to the player at the front of the opposite line before walking clockwise, around the (red) cone, to join the other line.

- The player receiving the ball catches it and throws it underarm to the new front player in the opposite line and walks clockwise, around the (green) cone, to join the other line.
- Increase the intensity gradually and give different instructions, such as:
 - perform dynamic stretches whilst moving from one line to the other
 - jog
 - sidestep, run backwards etc
 - increase or decrease throwing distance
 - perform high throws, bounced throws and try rolling the ball
 - one-handed catches.

OVERARM THROW

A game to develop a powerful accurate overarm thro
in a fun team practice.



Safety!

- Use soft balls
- Restrict access to area around stumps to avoid danger of being hit
- Ensure there is a minimum of 10 meters between each teams and the stumps



0



>2



5-15 mins



>4



>4



12



Team 1



Team 2

● ● ● Wickets

● Cone

Organisation:

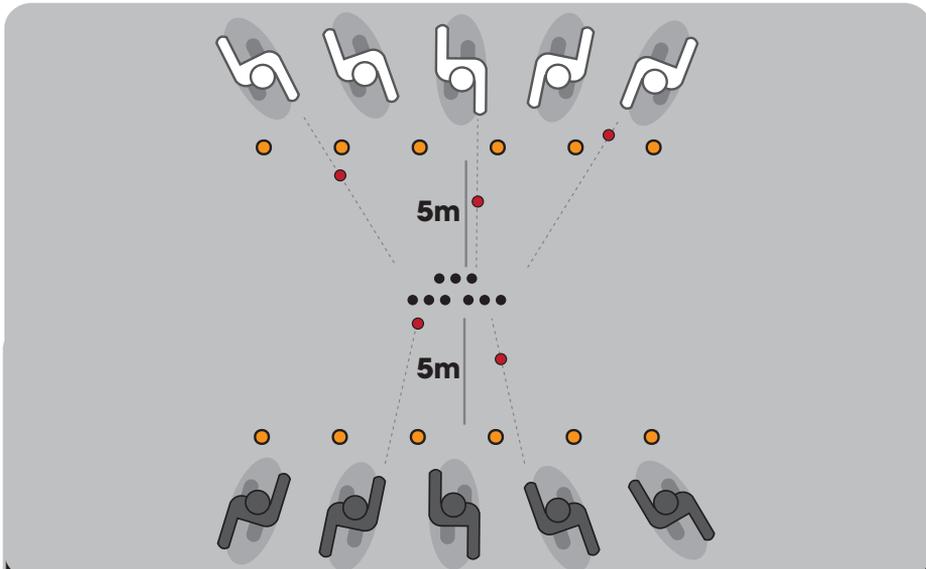
At least one ball per two players. At least one set of stumps per six players. Four to 20 cones depending on numbers.

The Game:

Place as many sets of stumps as you have, between the two teams, around 10m from each group. The sets should be equally spaced apart. The players stand behind a line of cones and have a ball each or one between two. When the coach shouts 'go' the players throw over-arm at the stumps. If they knock them over it is a point to their team. The game continues until all of the stumps have been knocked over.

HIT THE STUMPS

A game to improve catching and throwing skills can be used as a warm up or main activity



Safety!

- Use soft balls
- Restrict access to area around stumps to avoid danger of being hit
- Ensure there is a minimum of 5 meters between each teams and the stumps



2



3+



5–15 mins



up to 30



>5



12



Batting team



Fielding team

● ● ● Wickets

● Cone

Organisation:

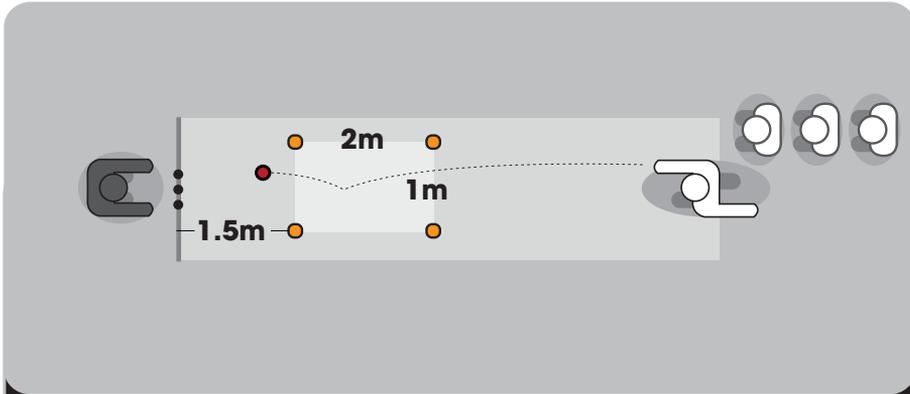
Divide the group into two equal teams and set up the area as in the diagram. Depending on how many sets of plastic stumps you have you may wish to place one on top of the other. It makes it more fun if a successful hit makes stumps come crashing down from a height!

The Game:

- The aim of the game is to knock the stumps over by throwing balls (overarm) at the target.
- Teams will be throwing from opposite sides so it's whoever knocks the stumps over into the other team's area first that wins.
- Throws can be as quick and often as the supply of balls allow.
- Children find a new ball to throw once they've thrown theirs

BOWLING IN PAIRS

A game to develop overarm bowling technique



Safety!

- Ensure there is a safe distance between the batting team running and where the ball is being picked up and thrown



0



1



10-15 mins



3+



1



3



Bowling team



Fielding team

● ● ● Wickets

● Cone

Organisation & Game:

Divide class into teams of five or six with a wicketkeeper behind a set of stumps at one end and bowlers behind a cone at the other. Mark out a target area about 1m wide and 2m long about 1.5m in front of the stumps.

Bowlers take it in turns to bowl aiming for the target. After bowling their ball they replace the wicketkeeper. The wicketkeeper collects the ball and brings it back to the next bowler before joining the back of the queue. This is then repeated for each player.

Bowlers get a point for landing the ball in the target zone and a second for hitting the stumps.

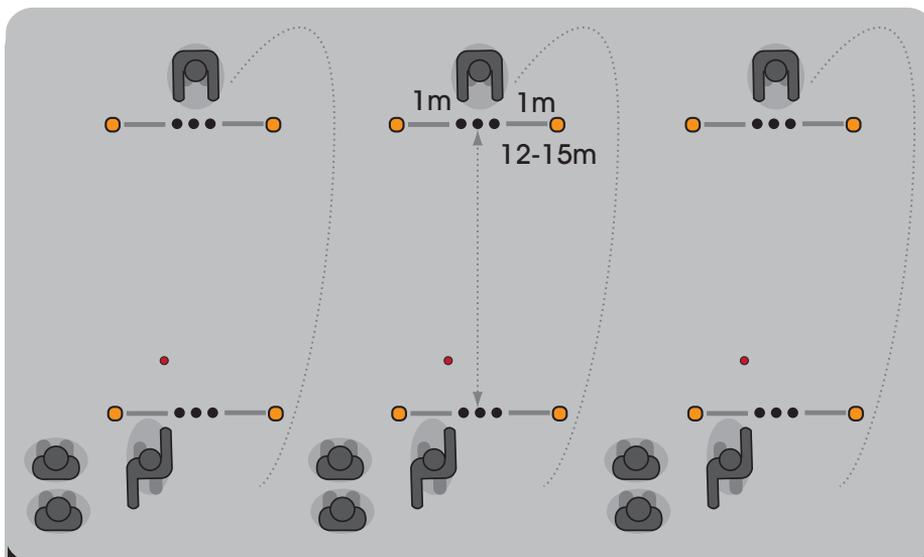
These points can count towards a team or individual competition. If there is time finish the practice with a 'bowl off' where the target zone is removed and players aim for the stumps.

Every time they hit the wickets a stump is removed.

The winning team is the first one to knock them all out or the one with the least stumps left at the end of a timed period.

TARGET BOWLING

A game to help practise bowling accuracy



Safety!

- Ensure next bowler does not bowl until new wicket-keeper is ready and in place
- Wicket-keeper running to back of bowlers' queue must run well away from bowling activity



0



3+



5–15 mins



12+



3



12

● ● ● Wickets

● Cone

Organisation:

Divide group into teams of three to five. One of the team starts as the wicket-keeper, others are bowlers.

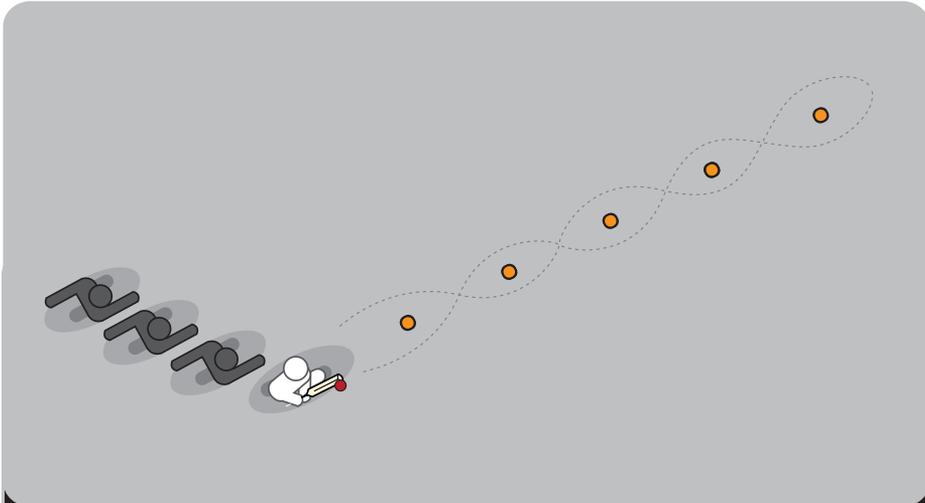
The Game

- The aim of the game is to score the most points.
- Bowler bowls at stumps and scores 10 points for hitting stumps, or one point for getting the ball between the coned area.
- You can add more targets with cones or markers if you like.
- Wicket-keeper retrieves ball and runs to back of bowlers' queue to wait his/her turn to bowl.
- Once bowler has bowled, s/he runs and becomes wicket-keeper for the next bowler.

The Game:

- Next bowler should not bowl until new wicket-keeper is in position and ready.
- Continue for selected number of deliveries for each bowler and then count up individual and team scores.

BAT TAPS



Safety!

— Use soft balls



1



0



5–15 mins



1+



1



Batsman

● ● ● Wickets

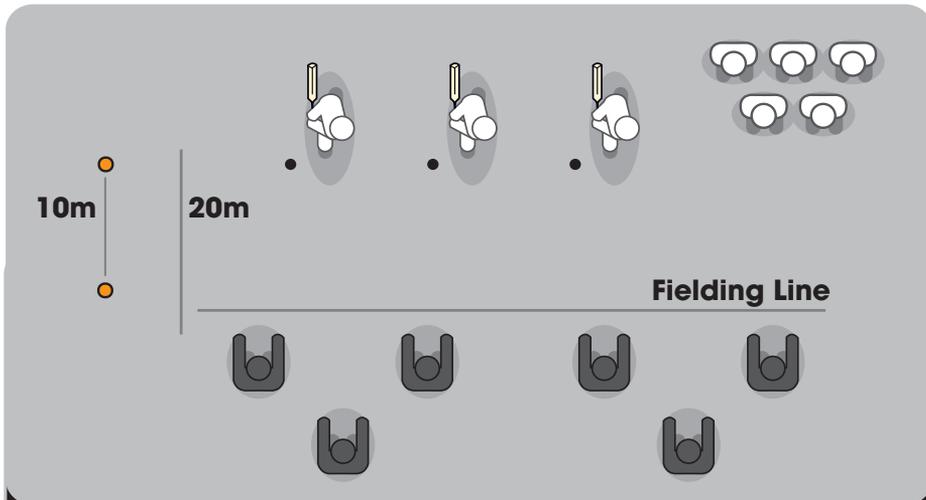
● Cone

Organisation:

- Each player has a bat and ball.
- Begin with simple keepy uppies.
- Increase the intensity gradually and give different instructions, such as:
 - zigzag between cones
 - jog
 - do the seven-point challenge – tap the ball on the seven parts of the bat: face, back, both sides, both ends and the handle
 - pass to a neighbour.
- This can lead to games of batting tennis.

RAPID FIRE CRICKET

This game is perfect for Key Stage 1 Children



Safety!

- Batsmen line up in 'pavilion' in order of batting
- Fielders cannot move from behind the line until all three balls have been struck
- The running area should be 4-5m away from the striking area to avoid fielders and the batter running into each other.

			
1	0	10-15 mins	12
			
3	3+	Batting team	Fielding team
● ● ● Wickets		● Cone	

Organisation:

Either divide into two equal teams (best for larger group), or just select a batter and everyone else is a fielder (best for smaller group).

Batting side:

One batter at a time. Other batters wait in 'pavilion' to ensure their safety.

Fielding side:

Fielders line up behind the 'fielding line'. Once the batsman has hit all 3 balls the fielders retrieve the balls and replace them on the 'Tees' and return to the 'fielding line' to stop the batsman from scoring.

Bowler:

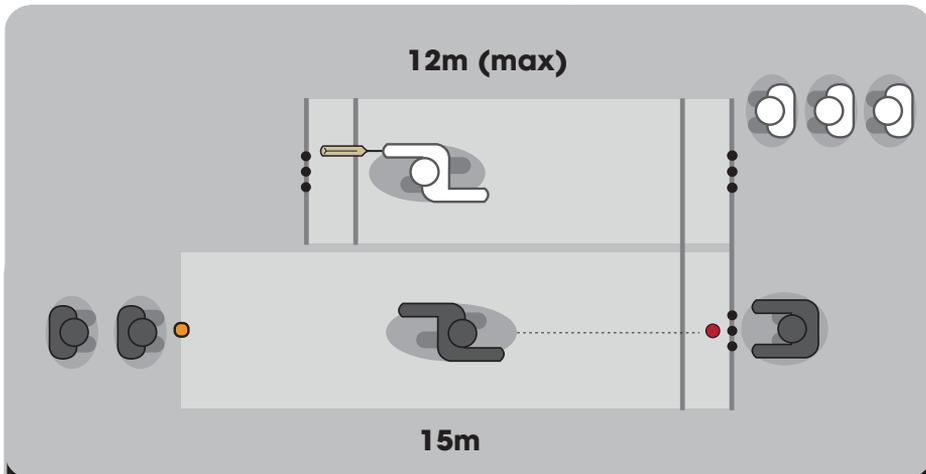
This game does not require a bowler.

The Game:

- Batsmen line up in 'pavilion' in order of batting (safety).
- First batsman comes out and hits the 3 balls off the 3 'Tees'.
- Fielders cannot move from behind the line until all three balls have been struck (safety).
- Batsman runs between the cones/stumps until all 3 balls are replaced on the 3 'Tees' and the fielders have returned to the 'fielding line'.
- One run is awarded for each run between the stumps.
- Next batsman follows until everyone has batted.

RUN THEM OUT

A game to improve running between the wickets and fielding skills



Safety!

- Ensure there is a safe distance between the batting team running and where the ball is being picked up and thrown



1



3



10-15 mins



6+



1



3



Batting team



Fielding team

● ● ● Wickets

● Cone

Organisation:

Divide into two equal teams, or if there is a smaller group, just allocate two players as the batsmen and the rest as fielders.

Batting:

The batter stands at their stumps, with the rest of the batting team in a safe area waiting for their turn.

Fielding:

The fielding team has their wicket keeper at 1 end, with the rest of the fielders at a cone (as shown).

The Game

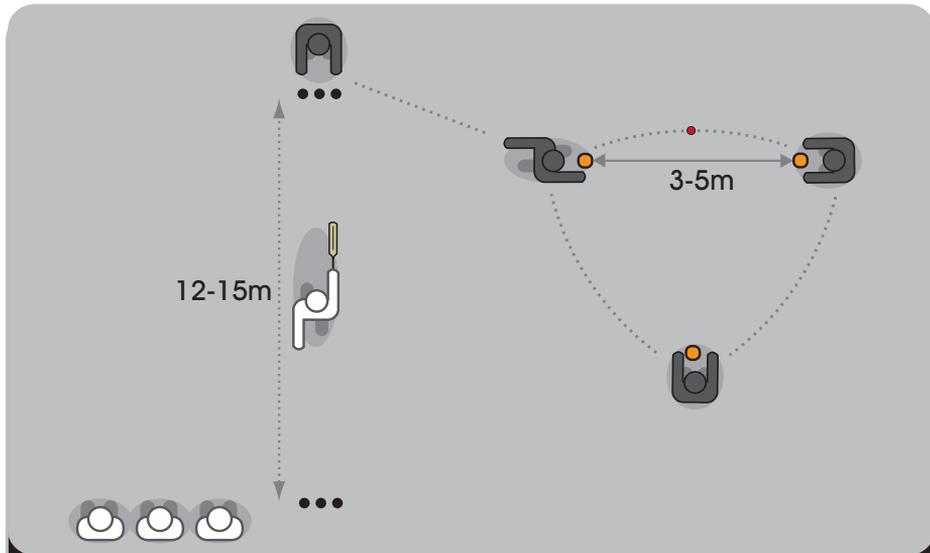
- The game is a race between batters & fielders.
- The wicket keeper rolls the ball along the ground towards the fielders.
- At the same time, the batter runs to the other stumps and back again as quickly as possible.

The first fielder runs in to pick up the ball and throws underarm to the wicket keeper ('underarm pick-up'), who catches the ball and touches it onto the stumps.

- If the batter returns to the stumps before the ball does, s/he scores a run and has another turn.
- If the ball returns to the stumps before the batter, the batter is out and it is the next batter's turn.
- Once all the batters have been run out, the teams swap.
- The team with the most runs wins.

TARGET BOWLING

A game to help practise bowling accuracy



Safety!

Batters to run on the opposite side to where the catches are being made



2



2



10-15 mins



8



1



3



Batting team



Fielding team

● ● ● Wickets

● Cone

Organisation:

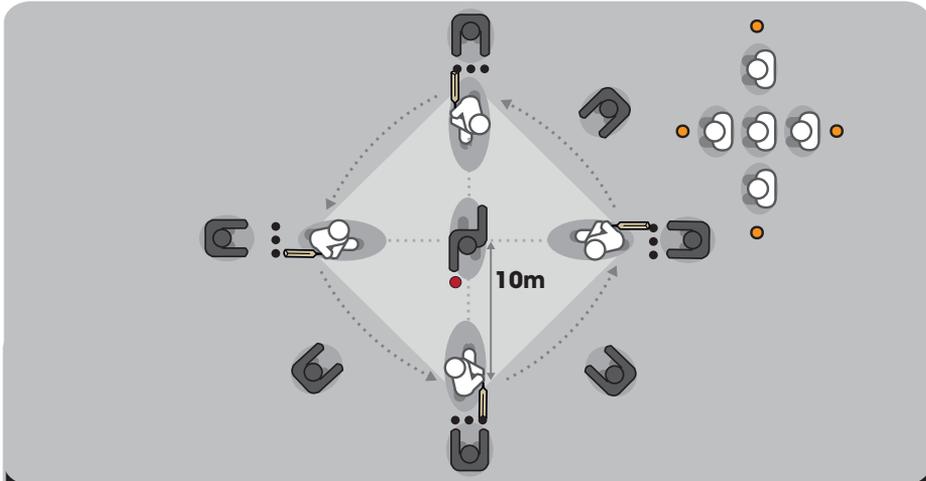
Divide group into teams of four. Two teams play each other. Set up as many games as you need as shown in diagram. Fielding team appoint a wicket-keeper, the three remaining fielders complete catches. You can adapt this game to work with the numbers you've got – catch in a square if you have four, for example.

The Game:

- The aim of the game is to score the most runs.
- When the umpire shouts 'go' the three fielders throw a ball clockwise to make 20 catches, meanwhile the batters run one at a time to score runs.
- When the twentieth catch is made (dropped catches do not count), the fielder throws the ball to the wicket-keeper who touches the wicket with the ball and shouts 'stop'.
- The number of runs the batters have made is noted and the teams swap.

DIAMOND CRICKET

A great game that combines cricket and rounders and requires tactical thinking



Safety!

- All fielders must start outside the diamond
- Batting team members waiting to bat to stand a safe distance out of the way in the coned 'clubhouse' area.

Tip!

- Coach/teacher can bowl if necessary



4



4



1



1



10 – 30 mins



12+



Batting Team



Fielding Team

● ● ● Wickets

● Cone

Organisation:

Either divide into two equal teams (best for larger group), or can just select four batters (best for smaller group).

Batting: Only four players can bat at one time; the remaining batters should wait in a safe area ready to come in. Switch batters as the game/ allocated time requires to ensure everyone gets a chance to bat.

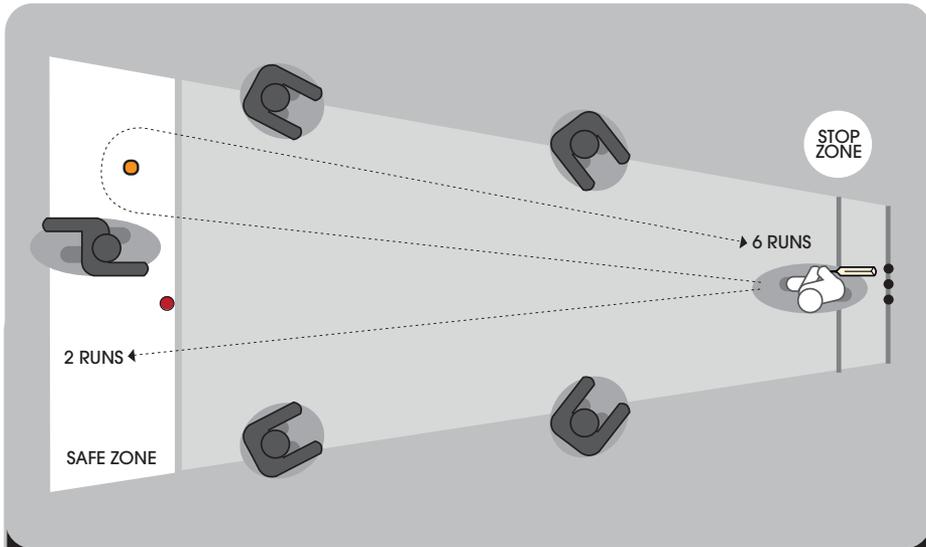
Fielding: Fielders spread out (but no-one can start by standing inside the 'diamond'). A fielder at each set of stumps (as a wicket-keeper) is a good idea.

Bowling: The bowler (child or teacher, dependent on standard) stands in the middle of all four stumps.

The Game:

- Bowler bowls underarm or overarm at any set of stumps.
- Batters can run if they hit or miss the ball.
- All four batters run at the same time – in an anti-clockwise direction - with no overtaking.
- One run is scored when all batters advance safely to next wicket.
- As soon as the bowler receives the ball back s/he can bowl it again so the batters always need to be ready.
- The team with the most runs wins.

CRICKET ROVER



Safety!

- Use a soft ball
- Ensure there is a safe distance between the batting team and fielders



1



1



10–15 mins



6+



1



3



Batting team



Fielding team

● ● ● Wickets

● Cone

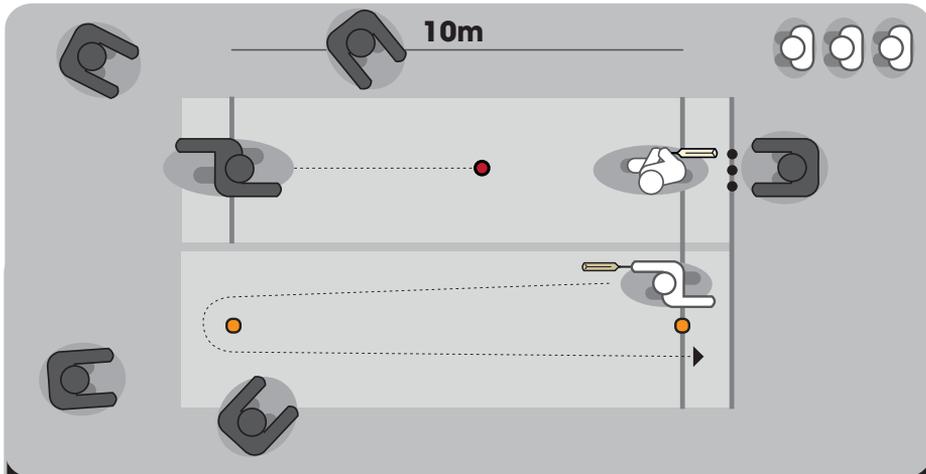
Organisation:

- 4v4 in each large 'garden' (pitch), with a set of wickets at one end, a 'stop zone' close to the wickets and safety zone at least 5m away from the wickets
- One team start as batters the other as fielders
- Batting team - 1 batter, one bowler, 1 scorer and 1 umpire. Agree a fair way to rotate roles
- Fielding team - all field
- Bowler bowls cooperatively, underarm batter hits into playing area
- Fielders retrieve the ball and return the ball to the 'stop zone' as quickly as they can

- Batters scores 2 runs if they get to the 'safety zone' before the ball is returned to the 'stop zone' and 6 runs if they get to the 'safety zone' and back to the wickets before the ball is returned to the 'stop zone'. No runs are scored if the ball is caught
- Each batter has six balls to achieve their highest score, and then players rotate roles
- Score as a team

FIVE BATS GAME

A game to develop batters' grip and set-up, ball striking, fielding and basic tactical play.



Safety!

- Ensure there is a safe distance between the batting team and the fielders

2

1

10-15 mins

6+

1

3

Batting team

Fielding team

● ● ● Wickets

● Cone

Organisation & Game:

Split the class into two teams - one batting, one fielding. The batting team queues up behind a cone a safe distance away, fielders spread out.

The first five batters have bats which act as 'lives'. One at a time batters come out to face a ball thrown underarm by the coach who is about 5m away.

Whether they hit the ball or not, they must run. They run around a cone (see diagram) and join the back of the queue passing the bat to the next in line, this scores 1 run. If a batter is caught out, bowled or hit their wicket, the team will lose a bat but the individual continues playing.

Once all of the bats have been lost, (5 wickets taken), the teams swap over. The fielders' job is to get the ball back to the coach as quickly as possible.

The coach has two balls and can bowl straight away to ensure the game is continuous. When the team is down to the last bat the coach reverts to one ball, but can bowl as soon as he/she receives it from the fielders.

The game can also be run on a timed basis, e.g five minutes per team, with the side with the most bats left winning.

PAIRS (KWIK) CRICKET

The type of game primary school teams will play at tournaments

Safety!
Ensure fielders do not field any closer than 10 meters from the bat
- Use appropriate ball (harder/softer) for ability of group

			
2	2	5-30 mins	8+
			
1	4	Pair 1	Pair 2
			
		Pair 1	Pair 2

● ● ● Wickets ● Cone

Organisation:
Set up groups of eight, and then divide into pairs. Pair 1 bat; pair 2 bowl and wicket-keep; other two pairs are fielders. You can also play with fewer players but won't have as many fielders! Set the pitch up as in the diagram.

The Game:
The aim of the game is to score as many runs as possible.
- Each batting pair faces two overs (12 balls in total – this can be adjusted to suit the time available.)
- If ball bowled passes outside coned area, then a 'wide' is called.
- Runs are scored when the batter hits the ball and the pair run. Batting pair starts on 20 runs and loses three runs each time they are out (bowled, caught, hit wicket or run out).
- Pair two swap bowlers after six balls;
- all pairs rotate to new role after 12 balls.

NATIONAL PRIMARY SCHOOLS KWIK CRICKET TOURNAMENT RULES AND SCORING

1. PLAYERS

1.1 The game is open to all pupils, boys and girls, being taught in year group 6 or under..

1.2 Each team comprises of a minimum of 8 players.

2. PITCH

2.1 The game shall be played on a pitch 16 yards long, with bowling from 1 end only.

2.2 Boundaries – maximum of 35 metres, but can be reduced to accommodate more matches.

3. THE GAME

3.1 The two teams toss a coin to decide which team has the choice of batting or fielding first.

3.2 Each innings will last 8 six ball overs; each player must bowl, overarm where possible.

3.3 KWIK cricket kit is mandatory, wooden bats may not be used

3.4 Players are not permitted to wear batting or wicket-keeping gloves

3.5 Orange KWIK cricket balls will be used.

4. BATTING

4.1 Players bat in pairs for 2 overs, with a new pair starting in the 3rd, 5th and 7th overs

4.2 Each team starts with 200 runs.

4.3 Each time a batter is out 5 runs are deducted and the other batter of the pair faces the next delivery.

4.4 Batters may run on any ball whether it is hit or not

4.5 A batter may be out bowled, caught, run out, stumped or hit wicket, at which point they change ends.

4.6 The LBW law will not be applied unless the batter deliberately blocks the ball from hitting the wicket.

4.7 A batsmen may hit a 'no ball' and if that shot results in 3 or more runs being scored, that score will count and the 2 runs for the no ball ignored

5. BOWLING

5.1 Each player must bowl 1 over, Overarm where possible and from one end only.

5.2 Only 6 balls to be bowled in any over, except in the final (8th) over of each innings.

5.3 2 Runs will be awarded to the batting team for each wide ball and no ball bowled but no extra ball will be allocated, except in the final over of each innings when in addition to the 2 runs an extra ball will be bowled.

5.4 A no ball shall be called if, with the batter in a normal stance at the crease, the ball

5.4.1 passes above the batters waist not having bounced first

5.4.2 passes over the batters shoulder after bouncing

5.5.3 bounces more the TWICE before reaching the batter

5.5 A wide ball shall be called if, with the batter in a normal stance at the crease, the ball is too far away from the batter to strike it.

5.5.1 A ball will not be called a wide, no matter how wayward, if the batsman does hit it.

6. FIELDING

6.1 With the exception of the wicketkeeper no fielder is allowed within 10 yards of the batter until the ball is played. A fielder may move into the restricted area to field a ball provided he/she was outside the area when the stroke was made.

6.2 Players on the fielding side DO NOT need to rotate fielding positions.

7. SCORING

7.1 Add 2 extra runs to the team score for each no ball or wide bowled by the opposing team.

7.2 Extras should not be added to the batters score except no balls where additional runs are scored

(example – a no ball is bowled and the batter hits it for 4 – this goes on the batters score and the team score – overall team runs scored for this delivery is 4).

7.3 Score sheets will be provided by the event organiser

8. RESULT OF MATCH

8.1 The team with the highest score wins.

8.2 A tied game is acceptable - a tied game is both teams score the same amount of runs, net of wickets taken.

09. UMPIRES

09.1 In all matters relating to KWIK Cricket the umpires decision shall be final and binding.

KWIK CRICKET TOURNAMENT SCORE SHEET

TEAM BATTING 1ST				
	1ST PAIR		2ND PAIR	
BOWLERS	1ST OVER	2ND OVER	3RD OVER	4TH OVER
RUNS SCORED				
WICKETS TAKEN				
END OF OVER TOTAL				
TEAM BATTING 1ST				
	3RD PAIR		4TH PAIR	
BOWLERS	5TH OVER	6TH OVER	7TH OVER	8TH OVER
RUNS SCORED				
WICKETS TAKEN				
END OF OVER TOTAL				
WICKETS			FINAL SCORE	+200

TEAM BATTING 2ND				
	1ST PAIR		2ND PAIR	
BOWLERS	1ST OVER	2ND OVER	3RD OVER	4TH OVER
RUNS SCORED				
WICKETS TAKEN				
END OF OVER TOTAL				
TEAM BATTING 2ND				
	3RD PAIR		4TH PAIR	
BOWLERS	5TH OVER	6TH OVER	7TH OVER	8TH OVER
RUNS SCORED				
WICKETS TAKEN				
END OF OVER TOTAL				
WICKETS			FINAL SCORE	+200

Don't forget
 6 balls per over
 Batting team starts with 200, Runs scored added to the total
 5 runs deducted each time a batter is out
 2 extra runs for each Wide or No ball
 Extra ball for wide and no ball only in 8th (last) over

Method of Scoring
 • no run, no wicket
 w wicket
 1,2,3 runs scored
 x no ball, number of runs written inside
 Δ wide, number of runs written inside.