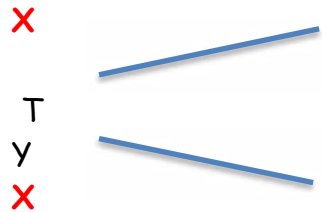


EY to Year 6 Learning Objectives for Striking & Fielding

Learning objectives	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
EY								
	To move safely into Space	To retrieve an object	To throw and catch a bean bag To copy and describe your partners throw	To be able to roll a ball towards a target To develop own game to improve rolling	To stop a moving ball along the floor	To strike a ball along the floor using your hand	To strike a ball along the floor towards a target To show 3 ways they can increase their HR	To follow instructions to play a game

Play game in pairs:



Adapt:

Use bean bags first
 Throw/ hand hit/ strike ball along floor
 Y starts in zone and tracks the ball
 Move cones further apart
 Put targets in zone to aim for

The aim of the game is for the thrower (T) to score as many points as possible by throwing bean bag (rolling a ball/throwing ball/hand hitting a ball) into a channel and then counting how many times they can run between 2 cones (X) before fielder Y retrieves the ball. The game is played one against one.

The fielder Y stands behind the thrower and runs to retrieve the ball.

Players take it in turns to roll.

Year 1

	To be able to roll a ball to a target	To stop a ball using short barrier method	To be able to throw a ball underarm	To catch a ball with 2 hands	To throw underarm to a target	To hit/strike a ball with a hand To describe a batting action	To hit a ball using a bat/racket To be able to work cooperatively with partner	To know how to use a simple scoring system to play a game
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Play game in 2's, 3s or 4s

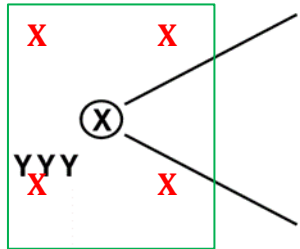


Diagram 4

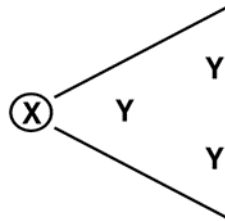


Diagram 5

Adapt:

- Use bean bags first
- Throw/ hand hit/ strike ball along floor
- Ys starts in zone and collect a ball each
- Move cones further apart
- Put targets in zone to aim for

The aim of the game is for the Batter (X) to score as many points as possible by throwing a ball (s) into a channel and then counting how many times they can run around 2 or 4 cones (x) before fielders Y retrieve the balls. Diagram 4

Can have fielders in the zone - see diagram 5 but the "batter" would need 3 balls to throw 1 after the other.

	To be able to send and receive a ball by rolling.	To move between 2 bases at speed	To be able to throw a ball underarm to a partner	To be able to run at speed around bases	To carry out an investigation to improve throwing skills	To hit a ball off a tee with hand / bat	To hit a ball off a tee into space	To know how to score points by working as a team
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Play this game in 4s

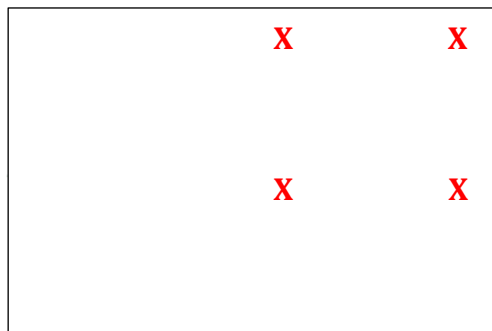


Diagram 5

Adapt:

- Throw/ hand hit/ strike ball along floor
- Hit a self-fed ball
- Put targets in zone to aim for
- Vary the bat used
- Ys have to throw ball to each player to catch before batter has to stop running

The aim of the game is for the Batter (X) to score as many points as possible by hitting a ball (s) from a cone, into a channel and then counting how many times they can run around 4 cones before fielders Y retrieve the balls.

The fielders Y stand in the zone and run to retrieve the ball(s) after they have been thrown (see diagram 5).

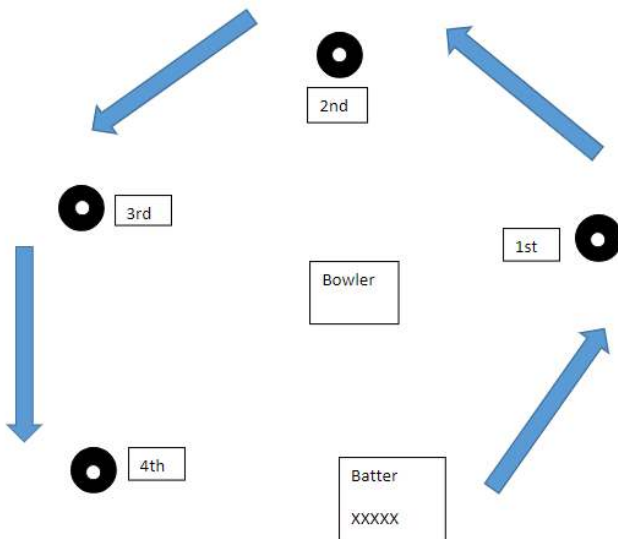
There should be one ball for each fielder to retrieve.

Players take it in turns to hit ball (Bat)

Year 3

	To be able to stop a ball (using long barrier method) To return a ball to partner	To throw a ball to a partner consistently To bowl a ball through a hoop	To bowl a ball through a hoop	To experiment how to throw a ball further	To hit ball further with a bat off a tee	To hit a ball and run to a base	To develop a practice to improve batting	To work as a team when fielding
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Play in groups of 4:



Adapt:

Vary the bat used
 Could hit self feed
 Could hit bowled ball from bowling cone
 Batter hit more than 1 ball at a time
 Could change base where fielders have to return ball to.

Game - Bat and run

1 batter has to bat the ball off a tee beyond the batting square and run round posts. Carry the bat. **NEVER DROP THE BAT.**

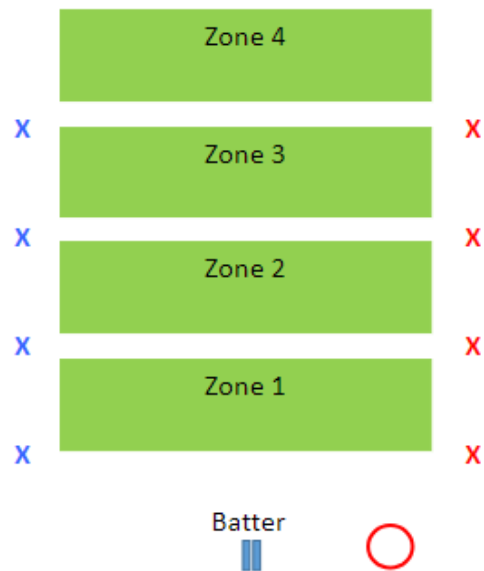
3 Fielders collect balls and return ball to bowling base. Fielders shout stop when last ball at base. Batter counts how many posts he/she has run past and scores that number of points. 2/3 bats each then swap roles.

Batters cannot be stumped out. They score points when fielder shouts stop.

Year 4

	To be able to retrieve a ball and return to a wicket To learn 3 tips for hitting a cricket ball	To devise a practice to improve overarm throw	To increase speed for moving between wickets	To know when to use different throws	To hit ball into space with cricket bat To be able to feed(bowl)ball to batter	To refine batting technique to protect the wicket using a set criteria	To understand basic fielding positions	To understand how to score an innings To work as a group to play a game
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Play the game in 4's



Adapt:

Throw/ hand hit/ strike ball along floor
Put targets in zone to aim for
Vary the bat used
Fielders to throw ball to each other before return to hoop
Batter can hit a bowled ball

The aim of this game is to hit the ball into their area, and to score points by running to one of four zones (areas between cones - see diagram) and back to the wicket before the fielding team gets the ball back to the stumping base (red hoop or stumps)

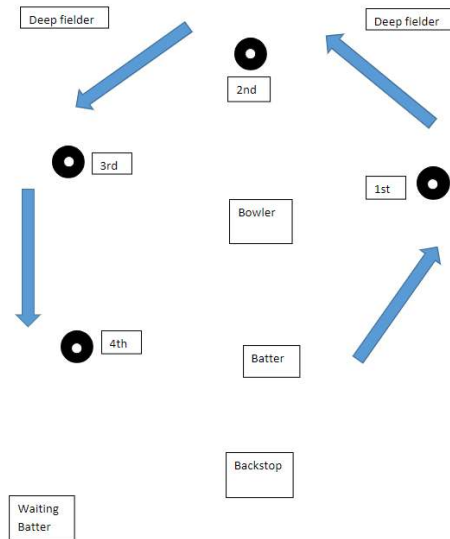
Play the game three against one. The batter hits a *drop feed ball* into the area and runs into one of the four zones and back to the wicket. E.g. if batter gets to zone 2 and back they score 2 points, if they get to zone 4 and back they get 4 points. No points scored if ball is in hoop before batter gets back to wicket

The fielders retrieve the ball and try to get it back to the stumping base as quickly as possible. Swap after 5 goes

Year 5

	To hit a ball off a tee/self-feed	To understand when to run/stop around bases	To bowl a ball to a back stop To develop range & consistency of throws	To hit a bowled ball in rounders	To develop a practice to improve close fielding skills (bowler/backstop 1st etc)	To work as a team when batting and running around bases	To know how to get a batter out in rounders - caught, stumped, run out	To play a game of rounders and understand basic rules and positions
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Play in colour groups



Gp 1 - Bowler, backstop 2nd post
 Group 2- Deep fielders
 Group 3 - Batters
 2 or 3 in groups

Adapt:

Throw/ hand hit/ strike ball along floor
 Put targets in zone to aim for
 Vary the bat used
 Batter can hit a ball from tee

The ball starts with the bowler who bowls one good ball underarm to the batter

The batters take it in turns to bat.

Run in an anti clockwise direction (see blue arrows)

Batters are trying score at least half a rounder on their go – get to 2nd post

Fielders can catch or stump batters out

Once bowler has the ball the shout stop and batter must stop at post they are nearest to

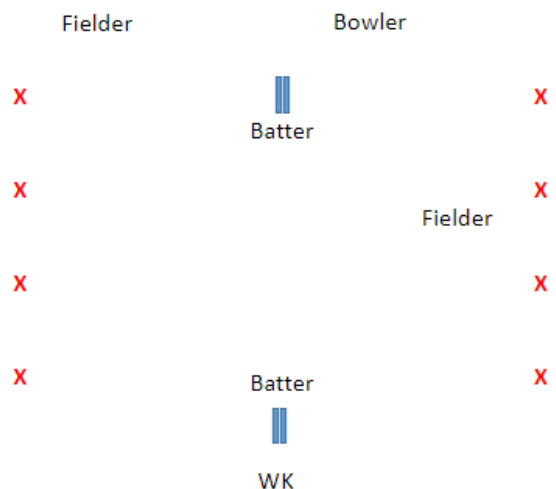
Each batter to have 3 bats each then pairs/groups to rotate round positions

Batters keep adding to their combined score after they bat

Year 6

	To hit a ball in cricket from a self feed To be able to change direction quickly when running between wickets with a partner	To be able to retrieve the ball using a long barrier.	To bowl a ball overarm	To hit a bowled ball in cricket	To know where to stand when fielding in cricket	To work with a partner and know when to run between wickets	To know how to get a batter out in cricket - caught, stumped, bowled, LBW, run out	To play a game of Kwik cricket and understand basic rules and positions
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Play in colour groups



Gp 1 - Bowler, wicket field
 Group 2- Deep fielders
 Group 3 - Batters

2s or 3 in groups

Adapt:

Throw/ hand hit/ strike ball along floor
 Put targets to aim for
 Batter can hit a ball from tee

The aim of this game is to score as many runs as possible in an innings of a set length
 The bowling pair/group take it in turns to bowl from either end (three, six or 12 balls each)
 Set a length for an innings, e.g. 12 balls, 24 balls. At the end of an innings, the pairs swap roles
 Each pair starts with 10 runs, which they add to when batting by running or scoring boundaries.
 They lose five runs when they are run out, caught or bowled.

