Bowlers, Batters and Books - National Cricket Week: The Unexpected Active Classroom

Well, well, if it isn't National Cricket Week! An annual week to celebrate the beloved British pastime, one that's older than Shakespeare's plays and as British as a good ol' cup of tea.

Did you know? In ye olde days of the 18th century, cricket was such a big deal that English aristocrats would regularly wager enormous sums on the outcome of a game. The first known cricket laws were written in 1744 to avoid any disagreements. But don't worry, our stakes are much lower. How about the last one to pick up the cones makes a brew? — Here's the imoves suggested schedule for delivering an awesome National Cricket Week!

Howzzzat!!

Monday: Ball and Bat Skills

1. Balloon Batting

Objective: To develop hand-eye coordination.

Equipment: Balloons and cricket bats.

Setup: Pair up the children and provide each pair with a bat and a balloon.

Activity: Each pair must keep the balloon off the ground, using only the bat.

Tip: Might be best to have a few spare balloons. You know how kids are with

balloons, blink and they're popped!

2. Soft Ball Batting

Objective: To introduce batting with a soft ball. **Equipment:** Soft cricket balls and cricket bats.

Setup: In their pairs, one child will toss the ball while the other one tries to bat it.

Activity: After 10 throws, children swap the roles.

3. Batting Storytelling (English)

Objective: To develop narrative skills.

Equipment: Balloons and cricket bats.

Setup: Children are in their pairs with their balloons and bats.

Activity - KS1: Every time the children hit the balloon with the bat, they say a word. They must try and create a sentence by keeping the balloon in the air. Children with additional needs can participate by saying the word and controlling the balloon with their hands.

KS2: Upgrade the activity to create a full story. Each hit of the balloon represents a new sentence in their story. The children can take turns to ensure everyone

gets involved.

Tuesday: Throwing and Catching

1. Bowl and Catch

Objective: To develop throwing and catching skills.

Equipment: Soft cricket balls.

Setup: In their pairs, one child will throw the ball and the other catches.

Activity: Children swap roles after five throws.

2. Pass and Move

Objective: To understand the importance of passing and movement.

Equipment: Soft cricket balls.

Setup: Children form a circle. One child starts with the ball.

Activity: The child with the ball must pass to someone else and then move to

another spot.

3. Count and Catch (Maths)

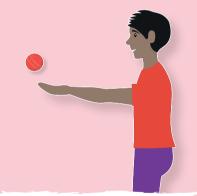
Objective: To develop counting skills.

Equipment: Soft cricket balls.

Setup: Children form a circle. One child starts with the ball.

Activity - KS1: Children count how many successful catches they make in a row. Children with additional needs can use a larger ball or be allowed more time to

catch.



Wednesday: Aiming

1. Target Throw

Objective: To improve aim and throwing skills.

Equipment: Soft cricket balls and targets (buckets or hoops). **Setup:** Place targets at varying distances from a throw line.

Activity: Each child throws a ball trying to get it into the target.

2. Bowling at Wickets

Objective: To practice bowling at the wickets.

Equipment: Soft cricket balls and wickets (or cones).

Setup: Place the wickets at a reasonable distance from the bowling line.

Activity: Each child gets a turn to bowl and try to hit the wickets.

3. Measure the Throw (Maths)

Objective: To understand distance and measurement.

Equipment: Soft cricket balls, measuring tape.

Setup: Mark a line from where the children will throw the ball.

Activity - KS1: Each child throws the ball and then walks to where it landed, counting the steps. They then compare who threw the furthest. For children with additional needs, consider using a lighter ball.

KS2: Using the measuring tape, children measure in metres how far they've thrown. This can be used to calculate averages, or create graphs and charts later in class.



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Thursday: Running Between Wickets

1. Run and Score

Objective: To understand scoring through running between wickets.

Equipment: Cones to mark the wickets.

Setup: Set up two sets of wickets a short distance apart.

Activity: The children attempt to run between the wickets as many times as they can in one minute.

2. Wicket Relay

Objective: To develop teamwork and understand the importance of quick running in cricket.

Equipment: Cones to mark the wickets.

Setup: Set up two sets of wickets a reasonable distance apart.

Activity: The children will form teams, and each team will attempt to relay run from one wicket to another.

3. Number Run (KS1 Maths)

Objective: To develop number recognition and counting skills.

Equipment: Cones, number cards.

Setup: Set up two sets of wickets a reasonable distance apart. Scatter number cards between the wickets.

Activity: Each child runs between the wickets, picking up a number card each time they reach a wicket. At the end of their run, they count the numbers they have picked up. For children with mobility issues, decrease the distance between the wickets, or have them take the role of counting the numbers picked up by others.

4. Graphing Runs (KS2 Maths)

Objective: To understand data representation through graphs.

Equipment: Stopwatch, cones, paper and pencils.

Setup: Set up two sets of wickets a reasonable distance apart.

Activity: Each child runs between the wickets while being timed. They then record their times and the number of runs in that time. Later in the classroom, they can plot this data on a graph, with time on the x-axis and runs on the y-axis. For children with mobility issues, consider having them work as timekeepers and data recorders.

Friday: Mini Cricket Game and Modified Cricket

1. Mini Cricket Game

Objective: To introduce the basic rules of cricket. **Equipment:** Soft cricket balls, cricket bat, cones.

Setup: Divide children into two teams (batters and fielders) and set up a small pitch with wickets.

Activity:

- The batting team tries to score runs by hitting the ball and running to the opposite wicket.
- The fielding team attempts to get the batters out by hitting the wicket with the ball.
- · Rotate roles after each child has had a turn at batting.

2. Continuous Cricket

Objective: To engage all the children simultaneously and improve their cricket skills

Equipment: Soft cricket balls, cricket bat, cones.

Setup: Mark out a pitch with wickets at each end. All the children are fielders and take turns to bat.

Activity:

- The batter hits the ball and runs to the other wicket.
- · Fielders aim to get the batter out by hitting the wicket.
- The game continues even if the batter is out, ensuring constant involvement for all children.

3. Teamwork Discussion (English)

Objective: To develop speaking and listening skills.

Equipment: None.

Setup: After the games, have a group discussion.

Activity - KS1: Each child can speak about what they enjoyed in the game and how they worked as a team. Provide visual aids for children with hearing impairments.

KS2: Elevate the discussion by focusing on strategies used, the importance of communication in a team, and the roles they played. For children with hearing impairments, consider using a visual way to represent the conversation.



There we go, a week's worth of cricket-themed tomfoolery to get the kids moving, and hopefully, give you a bit of a giggle too. You needn't be the next Andrew Flintoff or Heather Knight to pull these activities off, just remember to aim for fun more than runs.

By the end of the week, you'll not only have introduced the students to cricket but also reinforced their classroom learning in an engaging and hands-on manner. Talk about killing two birds with one stone! Now all you need is a cricket-themed nickname. "The Sweeping Scribe", perhaps? Go knock 'em for six!

And finally, did you know? The ashes in the urn that Australia and England compete for in the Ashes series are believed to be the remains of a burnt cricket bail. Not the remains of Aunt Maud, like you may have first suspected.