# PRIMARY SCHOOL CRICKET LESSON PLAN - BATTING 2 & 3

## EQUIPMENT/RESOURCES
- Stumps
- Batting tees
- Cones
- Balls
- Bats

## TIMINGS
- 5 mins - Warm Up
- 15 mins – Batting Development (if required)
- 25-45 mins – Batting Game Lords or How Many Can I get?

## DEVELOPMENT ACTIVITY

### SAFETY
- Keep fielders behind cones which are safe distance away
- Keep batters away from each other
- Use sponge balls if space is limited

### DEPLOYMENT ACTIVITY – BATTING PRACTICE
- Split into small groups.
- Within each group one player bats whilst the others field.
- Batter hits ball from a tee looking to hit the ball through a set of cones 4-5m in front of them.
- Fielders stop the ball and return to batter who has a set number of goes before switching round.
- Can progress to a bobble feed for more advanced players.
- Can be progressed into a game, 5 goes per player in rotation. How many times can the team hit the ball through their cones? Set time limit of 5-10 minutes and you have a winner.
- Promotes team work although not necessarily hitting the ball hard.

### DRIP IN COACHING POINTS
1. Grip – hands together with right hand below left (Right handers)
2. Watch the ball
3. Step forwards and next to the ball to create a base (WHY? Create power.)
4. Swing bat vertically (WHY? Increases chance of hitting the ball when it is low)
5. Hit it hard and along the ground (WHY? Means you cannot be caught)

## OBJECTIVES
- Acquiring and developing skill.
- Batting and fielding.
- Develop a batting grip and set up
- Gain an understanding of where to hit the ball – away from the fielders
- Use fielding skills to stop and return the ball to the WK

## QUESTIONS
- Q – What is the correct grip and why?
  - A – Hands together with right hand below left for right handers and vice versa for left handers. To hit the ball hard and with control.
- Q – Where are you looking to hit the ball?
  - A – Away from the fielders along the ground and hard.

## PUPIL LEARNING OBJECTIVES
- I can hold the bat correctly
- I can hit the ball consistently
- I know where to hit the ball to score most runs
- I can stop the ball
- I can throw accurately using either underarm or over arm throws depending on distance during a game

## OBSERVATIONS
- Players struggle to hit ball consistently
- Work on general hand eye co-ordination
- Relay races using the bat as a hockey stick
- Bat Taps
- When fielding in ‘How many can I get?’ Ball often thrown past fielder at the cone and requires retrieving.
- Introduce concept of backing up in the field.

## SAFFETY
- Keep fielders behind cones which are a safe distance away
- Keep batters away from each other
- Use sponge balls if space is limited
**GAME**

**LORDS GAME FOR FRONT FOOT DRIVE**
- 2 teams, 1 bats first and the other fields first.
- Each batter has set number of goes.
- Batter uses front foot drive to hit ball from tee between the cones. 1 run scored if ball hit past first line of cones, 2 past second and 4 if hit past final line of cones.
- Fielders position themselves no closer than 10m from the bat in the scoring zone to prevent runs.

**EASIER/HARDER**
- Use a drop or bobble feed rather than hit off the cone.
- Batter can score extra run by running to first line and back before fielders return ball to keeper at the second set of stumps (extra 2 runs for second line). If they attempt a run and fielders get the ball to the keeper's stumps before batter is back that is out.
- Can add in other methods of dismissal such as caught and bowled.
- Batter loses 5 runs for being out or that ends their innings.
- Possibly only award runs for shots hit along the ground.
- Use bigger balls or tennis rackets to make contact easier.

**HOW MANY CAN I GET?**

A Batting and Fielding Game

**ORGANISATION**
- Split group into two teams. One will bat first the other will field first.
- First batter hits the ball from the tee and then decides whether they can get to the first, second, third or fourth cone and starts running.
- The fielding team retrieve the ball and get it to the cone to which they believe the batter is running to. If batter gets to the cone first then they score that number of runs. If fielders get the ball there first no runs are scored. EG. If batter runs to third cone and gets there before fielding team get the ball there then 3 is scored. EG. If batter attempts to get to cone 2 and the fielders get the ball there first then no runs are scored. EG. If batter runs to cone 3 and fielders get ball to cone 4 then the batter cannot run any further and 3 runs are scored.
- Batter returns to team and next player comes out.
- Once they have all batted teams change over.
- Team with highest score wins.

**EASIER/HARDER**
- Use drop or bobble feed.
- Shorter or longer distances between cones.
- No runs scored if ball is hit in the air.