

Knowledge Organiser: Year 6 Cricket



Prior Learning:

Linked a range of skills and use in combination. Collaborated with a team to choose, use and adapt rules in games. Recognised how some aspects of fitness apply to cricket, e.g., power, flexibility and cardiovascular endurance.

Unit Focus: Apply with cricket rules in a variety of styles of games. Attempt a small range of recognised shots. Use a range of tactics for attacking and defending in the role of bowler, batter and fielder.

Head: Apply with consistency standard rules of (modified) games.

Hand: Attempt to track and catch high balls in isolation and game play.

Heart: Work as a pair to field long balls.

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



Key Vocabulary/Skills

Demonstrate urgency in acquiring runs.	Urgency, acquire, high ball, tracking, short delivery, long balls, on drive, off drive, slip, short leg, cover, innings, retires.
Tracking & catching a high ball.	
Using the short ball to tempt players to hit high.	
Work as pairs to field long balls.	
Attempt an on drive.	

Key Questions:

1. Which shot allowed you to score more runs?
2. What are the reasons for working in pairs to retrieve the long ball?
3. What is the benefit of bowling the short ball?

Rules:

- 50% of the team bat in the first innings and the remaining 50% in the second innings.
- A batter retires at 15, but the last scoring hit counts (i.e., if on 14 and score 6 on next hit the batter retires on 20).
- Batters change ends at the end of each over.



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