

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: UKS2 Year A– Cricket

Key Concept- Concepts: Joy of movement, personal challenge, building resilience, Critical thinking, and action.

POS aims from NC:

Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement. They should enjoy communicating, collaborating, and competing. They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.

Pupils should be taught to:

- Use running, jumping, throwing, and catching in isolation and in combination.
- Play competitive games, modified where appropriate (for example, badminton, basketball, cricket, football, hockey, netball, rounders, and tennis), and apply basic principles suitable for attacking and defending.
- Develop flexibility, strength, technique, control, and balance (for example, through athletics and gymnastics)
- Perform dances using a range of movement patterns.
- Take part in outdoor and adventurous activity challenges both individually and within a team.

compare their performances with previous ones and demonstrate improvement to achieve their personal be.

Prior Learning (what pupils already know and can do)

- Pupils know how to throw and catch a ball accurately.
- Pupils know how to play competitive games fairly.
- Pupils know how to back each other up when fielding.
- Pupils know how to bowl with a run up and bat with some accuracy.
- Pupils know how to work well with others and communicate effectively.
- Pupils understand rules and boundaries.

Long-term Learning (what pupils MUST know and remember) End Goals

Cricket- Basic fielding techniques, Fielding (in/out field), Batting (Straight drive), Bowling (Pace), Scoring, Game Play.

- To know how to throw overarm and catch under pressure in modified games and know how to get into the correct positioning to field the ball (both throwing and stopping it).
- To know how to use a stance when batting and step forward into the swing and begin to aim shots on the onside and offside and around the field.
- To know how to use a bowling grip and know how to use a bowling action toward a target (wicket) with a run up to the crease.
- To know how to score runs by running to the opposite crease. Knowing when to run and when not to run and communicating with the opposite runner.
- To know and use tactics for a bowler e.g. faster and slower, shorter and longer bowls or bowls that are to the left or right of the batter.
- To know how to play games of cricket improving the accuracy of the bowling, fielding, and batting, and begin to develop team strategies.
- To evaluate team tactics focusing on fielding positions and decision making

Key Vocabulary

speed, power, stamina, awareness, confidence, batting, bowling, drive, fielding, decisions, positioning, striking, wicket, direction, direct, stumps, bails, tactics

Session 1 – To be able to demonstrate catching skills at a variety of heights

- To know how to throw and catch under pressure in modified games.
- To know how to throw and catch underarm with both hands in isolation.
- To know how to throw over and underarm and catch over various distances.
- To know how to make correct decisions with the type of throw to use in a modified game.
- To know how to move body into a position to catch the ball.
- To know how to get into the correct positioning in a modified game to field the ball (both throwing and stopping it).

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Healthy Participation – To

Vocabulary – Agility, balance, control, coordination, teamwork, speed, power, agility, stamina, awareness, confidence, batting, bowling, straight drive, fielding, decisions, positioning, striking, wicket, direction, fast, slow, direct, stumps, bails, straight arm, tactics.

Session 2 – **To**

- To know how to develop close catching skills at a variety of heights and speeds.
- To know how to retrieve a ball in the infield.
- To know how to apply principals of short ground fielding in pressure situation.
- To know how to use long and short barrier techniques in a variety of fielding situations.
- To know how to use a throwing action after fielding ball with progression in distance and approach to ball.

Healthy Participation – Discuss

Vocabulary – Agility, balance, control, coordination, teamwork, speed, power, agility, stamina, awareness, confidence, batting, bowling, straight drive, fielding, decisions, positioning, striking, wicket, direction, fast, slow, direct, stumps, bails, straight arm, tactics.

Session 3 – **To develop**

- To know how to use a basic stance/grip when batting.
- To know how to perform a straight drive in a non-competitive situation.
- To know how to utilise a straight drive to beat fielders in competitive situation.
- To know how to hit the ball using a full toss to leg by hitting ball downwards.
- To know how to use an effective pull shot technique in non-competitive situation.

Healthy Participation – To discuss

Vocabulary – Agility, balance, control, coordination, teamwork, speed, power, agility, stamina, awareness, confidence, batting, bowling, straight drive, fielding, decisions, positioning, striking, wicket, direction, fast, slow, direct, stumps, bails, straight arm, tactics.

Session 4 – **To be ab**

- To know how to use a basic bowling grip.
- To know how to pitch the ball up and increase accuracy through technique.
- To know how to incorporate cricket rules into a bowling target game.
- To know how to use a basic bowling action through bowling accurately at wickets.
- To know how to increase pace of bowling by developing a more effective run-up and delivery style.

Healthy Participation –

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Session 5 – **To be able to**

- To know how to score runs by running to the opposite crease.
- To know how to score a 4 and a 6.

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- To know how to bat the ball and then run to the opposite wickets.
- To know that the bowler stays put for 6 bowls and then another bowler takes over from the opposite end.

Healthy Participation –

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Session 6 – To be able

- To know how to play games of cricket improving the accuracy of the bowling, fielding, and batting.
- To know how to aim the cricket shots when batting based around the field.
- To know how to play adapted games using tactics when striking and fielding.
- To know how to communicate as a team.
- To know how to recognise success of others and on individual performance.
- To know how to link the skills and perform in a competitive game of cricket demonstrating use of tactics through game play.

Healthy Participation –

Vocabulary – Agility, balance, control, coordination, teamwork, speed, power, agility, stamina, awareness, confidence, batting, bowling, straight drive, fielding, decisions, positioning, striking, wicket, direction, fast, slow, direct, stumps, bails, straight arm, tactics.

Future learning this content supports:

This unit will support future subjects in UKS2. Pupils will be able to transfer these skills into Summer 2 when pupils will be looking at target games of crown green boule and tri golf. Pupils will be able to transfer skills such as working effectively in a team and communicating with other. Fielding and batting skills and techniques are transferable into target games.

Cross Curricular Links: Literacy (key words), Citizenship (sportsmanship & cooperation), Science (muscle names, bodily functions, and healthy lifestyle consequences), Math's (measuring distances, collating data & comparing recordings against other bests).