



Get Set 4 Education

# Knowledge Organiser Cricket Year 5

## About this Unit

Cricket is a popular team sport played on a large oval field with a bat and ball. It involves two teams, one batting and one fielding, taking turns to play. The batting team aims to score runs by hitting the ball and running between two sets of wickets, while the fielding team tries to get the batsmen out by various means.

A match can last several hours or even days, depending on the format being played. Cricket is known for its use of tactics, thrilling moments, and passionate fans around the world.

### Striking and Fielding Games Key Principles

attacking	defending
score points	limit points
placement of an object	deny space
avoid getting out	get opponents out



wickets

Can you think of any other striking and fielding games that share these principles?



## Ladder Knowledge



### Striking:

Stance is important to allow you to be balanced as you hit.

### Fielding:

Backing up a fielder as a ball is being thrown will help to increase the chances of fielding successfully.

### Throwing and catching:

Look at where the batter is before deciding where to throw. Use a close catch if the ball is coming straight and a deep catch if the ball is coming in from high.

## Movement Skills

- deep and close catching
- underarm and overarm throwing
- overarm bowling
- long and short barrier
- batting

This unit will also help you to develop other important skills. **Social** collaboration, communication, respect

**Emotional** honesty, perseverance, determination

**Thinking** observation, provide feedback, select and apply skills, tactics, assessing

## Rules

### BOWLING

- Balls can be bowled using underarm (only one bounce allowed or deemed a no-ball), or overarm bowling action (two bounces allowed).
- Overarm bowling with a straight arm is preferred.

### RUNS

- 1 run for each changeover.
- 4 runs if they hit it past the boundary after a bounce.
- 6 runs if they hit it past the boundary - no bounce.

## Tactics

### Batters

- Look to play in free space.
- Run when it is agreed by both batters (batter 'on strike' is usually best to decide)
- Choose to play boundary shots (4 and 6), when appropriate.
- Stay at the wicket if the ball is too close to a fielder.

### Fielders

- Organise yourselves in fielding positions e.g. spread out and stand inside the semi circle to stop 4's and 6's. All stand on the batter's side and go for 'outs'
- Look to backup throws towards wickets.
- Throw between your fielding team to send the ball to the wickets.

## Key Vocabulary



**backing up:** fielder moves to support another fielder in case they misfield  
**close catch:** having both hands relatively close to the body to catch, little fingers together

**compete:** play against someone else

**decide:** make a choice

**deep catch:** catch a ball from height, thumbs together in front of head

**grip:** how you hold the ball or bat

**long barrier:** a fielding action used to stop a ball coming at speed

**momentum:** the direction created by weight and power

**run out:** fielder hits the wickets with the ball when the batter isn't there

**short barrier:** creating a barrier with hands in front of feet to stop a ball travelling at slow speed

**situation:** circumstances that create the environment

**stance:** the body position taken

**tactic:** a plan

## Healthy Participation



Always keep a safe distance between yourself and a batter. Ensure you handle the bat in the way suggested by the teacher at all times.

If you enjoy this unit why not see if there is a cricket club in your local area.

How will this unit help your body?

Balance, speed, strength, co-ordination, agility.



## Home Learning



Find more games that develop these skills in the Home Learning Active Families tab on [www.getset4education.co.uk](http://www.getset4education.co.uk)

## Roll and Run



**What you need:** 2 or more players, two markers, one ball or rolled up pair of socks.

### How to play:

Place two markers 10m apart. Practice rolling to each other. Stop the ball with a long or short barrier.



Time 1 minute. How many can you stop in that time? Repeat. Can you beat your score?

After each roll, run to the opposite marker and back.



Time 1 minute. How many changeovers can you make in that time? Repeat. Can you beat your score?

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Head to our youtube channel to watch the skills videos for this unit.



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