



# CRICKET

## KNOWLEDGE ORGANISER

UKS2



### Overview

-Cricket is a bat and ball game played between two teams. It is a striking and fielding game.

It involves batting. Batters try to protect their wicket and score runs. They can score runs either by striking the ball past the boundary, or by running between the creases without being run out by the opposing fielders.

-Opponents use bowling and fielding to try to get the batter out, and to try and prevent runs. This involves catching, tracking and stopping the ball, and throwing it to others.

-Cricket involves working as a team, thinking about our position & the position of others. Batters need to communicate when to run. Fielders need to consider how their field should be organised, and also work together to get the ball to the most appropriate place when the ball is in play.



### Physical

Skill	Definition	How do I do this?
Batting	To strike the ball away from you with the surface of the bat.	-Fingers and thumbs wrapped around the bat handle. Make a 'V' using thumb & forefinger. Dominant hand at bottom. Begin with side-on stance. Feet parallel, shoulder-width apart. Step forward to strike ball. Push bat straight, swinging arms away from body, non-dominant elbow high. Keep head and the rest of the body still. Keep eye on the ball. Aim away from fielders.
Fielding	To stop a ball so that it is no longer moving. Return to teammates to prevent runs.	-Chase the ball so that your body is in line with it. Place the same foot as your throwing hand in line with it. Collect the ball with throwing hand. Make sure that palms are facing the ball, with wide fingers. Balance yourself before beginning your throw. Look where runners are and throw to appropriate fielder.
Throwing	To send the ball through the air from your hand.	-Grip the ball in your fingers. Step forward with opposite foot to throwing arm to stay balanced. Keep the elbow of the throwing arm above the shoulder. Step onto front foot, whilst pulling through fast. Use non-throwing arm to point in direction that the ball should go. Point fingers at target as you release.
Catching	To take hold of the ball in your hands before it bounces.	-Watch the ball carefully. Hands out as the ball approaches. Bend your knees as you prepare to catch it. Use wide fingers, eyes on the ball, soft hands that are cupped to catch. Little fingers of both hands together. Close your hands around the ball. Pull it in close to your body in order to cushion it.
Underarm Bowling	To send the ball underarm towards the wicket from your hand.	-Step forward with the opposite foot to your bowling arm in order to stay balanced. Keep your bowling arm straight so that the ball travels straight. Release the ball with fingertips pointing towards the target. Arm should finish pointing towards where ball needs to go. Ball must bounce once before hitting wicket.

### Health and Safety

Always try to follow the rules of the game.	Be aware of the people and space around you.	Store equipment safely when it is not in use.	Unused balls should be put in bags or trolleys.	Hard objects, like rounders bats and cricket balls, should be used very carefully, to avoid injury.	Make sure that you warm up properly.	Stretch your muscles before exercising.	Warm down when exercising.	Remove jewellery and wear suitable clothing/ equipment.
---	--	---	---	---	--------------------------------------	---	----------------------------	---

### Social and Emotional

#### Cooperation

Cooperating is about working together and helping others. Strong rounders teams need each individual to cooperate with their teammates effectively. Fielders have to work as a unit, staying alert and aware of their position. They should work together to get the ball to the right place.

#### Communication

Success in cricket hugely depends on communicating well with teammates. We can do this through speaking, listening, body language and facial expressions. For example, batters should communicate with others when to run. Remember to communicate clearly & appropriately.

#### Supporting and Encouraging

Encouraging and supporting others can help them to feel good and perform well. Try to help everyone stay positive. Make sure that your comments to others are aimed either to build their confidence or skills, and are always fair/ appropriate.



#### Reflection

Reflection is all about looking back at what we did well and what we can still do to improve. This is an essential skill in rounders. For example, a fielding team should reflect if there is a hole in the field. Batters may reflect on when they should have stopped running. etc.

#### Honesty and Fair Play

Fair play is about learning the rules of the game and putting them into practice honestly. Winning only feels as good as it should when you know that you have won fairly. You should be able to officiate your own matches fairly, using the cricket rules you have learnt.



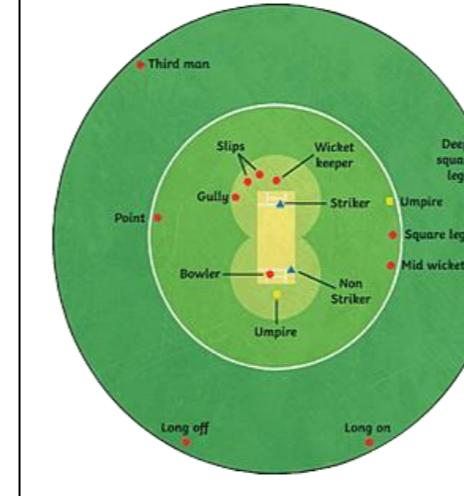
#### Perseverance

Perseverance is about continuing with tasks even through setbacks or when they are difficult. We should aim to learn from mistakes, rather than dwelling on them. Remember that all successful sportspeople started somewhere, and made lots of mistakes on their way to success! When it gets hard, keep digging in and working to be better.

### Key Vocabulary

Cricket
Fielding
Pitch
Stumping
Run Out
Batting
Bowler
Batter
Wicket
Crease
Pitch
Stumps
Wicket Keeper

### Thinking/ Strategic



#### Scoring Runs

-1 run for each time running between the wickets. 4 runs for hitting the ball past the boundary (hitting the ground first). 6 runs for hitting the ball past the boundary without bouncing. You can also be given additional runs if the bowler bowls the ball too wide or high.

#### Ways to get a batter out

-Bowled: Bowling the ball at the stumps, past the batter, and knocking off the wicket. Caught: Catching the ball after it has been struck by the batter's bat (without it bouncing). Run-out: The ball knocks the wicket down whilst the batter is not in the batting crease (e.g. if they are trying to run between the creases). Consider how to position your fielders in order to give your team the best chance of getting a batter out.