

# BERKSHIRE VIRTUAL SCHOOL GAMES

## Week Five – Cricket – KS1, 2 & 3 Challenges

There are 3 Challenges for you to practice and **SEND IN YOUR BEST SCORES** to your teacher.  
**KS1- Years 1 & 2- Level 1**      **KS2- Years 3,4,5 & 6-Level 2**      **KS3- Years 7,8 & 9- Level 3**

### CHALLENGE ONE: BATTING – CLOCK CRICKET

#### What you will need?

**Tennis Ball/Large Ball x 1** – if not a Sock ball or Tin foil ball or Balls from different sports.

**Cricket Bat x 1** – If not a Frying Pan or tennis racket or broom.

**Cricket Tee x 1** – If not Cone, Plastic Cup, Plastic Bottle or Toilet Roll.

**Markers x 12** – If not Tins, Cans, Plastic Bottles or Socks.

#### Level 1 (KS1 Scoring)

- Set up a clockface 3 paces from your batting tee using 8 markers.
- Start with the ball on the batting tee in the centre of the clockface (3 paces from each target).
- Attempt to strike the ball through any of the 8 x marked target areas focusing on accuracy to find the gap between the clock hands.
- 1 point scored for every successful attempt.
- You will have one over (6 shots) to score as many points as possible.
- KS1 do not forget to **record your best score!**

#### Level 2 (KS2 Scoring)

- Set up 4 x point scoring areas 3 paces from the striking zone (one in each direction as a compass N, E, S, W).
- Each Scoring zone should be 2 paces wide.
- Start with the ball on the tee in the centre of the 4 x point scoring zones
- 1 point is scored for each successful strike through 1 of the scoring areas.
- You have one over (6 shots) to score as many points as possible.
- KS2 do not forget to **record your best score!**

#### Level 3 (KS3 Scoring)

- Starting with the ball under the chin stand in the centre of the 4 x scoring zones the same as level 2.
- On "Go" allow the ball to drop vertically to strike the moving ball through each target (4 x point scoring zones).
- 1 point for each successful shot.
- You have one over (6 shots) to score as many points as possible.
- KS3 do not forget to **record your best score!**

### LAYOUT



#### IF I NEED SUPPORT...

- Increase the clock face size to increase distances between the markers.
- Use a larger ball
- Use a bat/racket with larger a hitting surface

#### IF I NEED A CHALLENGE...

- Decrease the clock face size to reduce the distances between the markers.
- Use a bat/racket with a smaller hitting surface

## CHALLENGE TWO: BOWLING – BOWLING BLAST

### What you will need?

**Marker x 6** - If not Cans or Plastic Cups or Socks.

**Stumps (3 in a set)** – If not Kitchen Bin, Shoe Boxes, or Laundry Basket.

**Cricket Ball x 1** – If not Tennis ball or ball that bounces e.g. football or netball or bouncy ball.

#### Level 1 (KS1 Scoring)

- Start by setting up your stumps then mark your bowling point 6 paces away.
- Now set up your bowling zone using 4 markers to create a square in front of your stumps.
- Bowl the ball underarm to hit the Bowling zone and stumps.
- Points scored depending on the target hit, 1 point for the bowling zone and 2 points for bowling zone and stumps.
- You have one over (6 balls) to score as many points as you can.
- KS1 do not forget to **record your best score!**

#### Level 2 (KS2 Scoring)

- Using the same targets as Level 1 keep the bowling area and stumps the same.
- Start standing side on to the target and bowl the ball overarm at the target.
- Points scored depending on the target hit, 1 point for bowling zone and 2 points for bowling zone and stumps.
- You have one over (6 balls) to score as many points as possible.
- KS2 do not forget to **record your best score!**

#### Level 3 (KS3 Scoring)

- Set up your stumps 6 paces from the bowling marker and remove the Bowling zone from level 1 & 2.
- Attempt to bowl the ball overarm at the stumps.
- 1 point is scored for each time the stumps are hit with a maximum of 1 bounce.
- You have one over (6 balls) to score as many points as possible.
- KS3 do not forget to **record your best score!**

## LAYOUT



### IF I NEED SUPPORT...

- Increase the size of the bowling zone in front of the stumps.
- Use a larger target as stumps (kitchen bin/wheelie bin).
- Use a larger ball e.g. a football.
- Use underarm bowling on level 2 & 3.

### IF I NEED A CHALLENGE...

- Decrease the size of the bowling zone in front of the Stumps.
- Take 1 or 2 of the stumps out
- Use a smaller target as the stumps.
- Try bowling with your non-dominant hand.

## CHALLENGE THREE: FIELDING – ONE STUMP SHOOTOUT

### What you will need?

**Stopwatch** - If not a Phone or iPad/tablet or Clock/watch.

**Markers x 10 (Different colours)** - If not Cans or Plastic Cups or Socks.

**1 x Cricket Ball** – If not a tennis ball or Tin Foil Ball or Ball from another sport or sock ball.

#### Level 1 (KS1 Scoring)

- Place down a marker for your start position and place 6 objects 3 metres away.
- 5 objects of 1 colour or type (e.g. white socks) these will be your scoring targets, and 1 of another colour or type (e.g. tin can) this will be your non-scoring target.
- On "GO" roll the ball underarm towards the scoring targets (e.g. 5 x white Socks) scoring 1 point for every successful shot.
- No point if you hit the 1 non scoring target (e.g. tin can).
- You have 60 seconds to score as many points as possible.
- KS1 do not forget to **record your best score.**

#### Level 2 (KS2 Scoring)

- Using the same set up as level 1 having the objects 3 metres away from the start position.
- Change the targets to have 3 targets of one variety (e.g. 3 x white socks) and 3 of another (e.g. 3 x tin cans).
- Points will be awarded for hitting the larger targets (e.g. 3 x tin cans) which are designated scoring zones.
- Remember critical body parts (head/shoulders/hips and feet) should face the target before releasing to promote an accurate shot.
- No point if you hit the 3 non scoring target (e.g. 3 x socks).
- You have 60 seconds to score as many as possible.
- KS2 do not forget to **record your best score.**

#### Level 3 (KS3 Scoring)

- Using 9 markers, spread the markers out in to three sets of stumps making 1 of the markers (e.g. a tin can) a scoring stump in each set of stumps at different angles from the throwing marker.
- Throwing underarm focusing on accuracy try to hit the one target in each set that is available for point scoring.
- Points will be scored only when the correct target is hit
- Remember for critical body parts (head/shoulders/hips/feet) to face the targets before releasing to promote an accurate shot
- You have 60 seconds to score as many as possible
- KS3 do not forget to **record your best score.**

### LAYOUT



### IF I NEED SUPPORT...

- Use larger targets for the point scoring zones.
- Decrease the distance between your markers.

### IF I NEED A CHALLENGE...

- Use smaller targets for the point scoring zones.
- Increase the distance between your markers.

ENJOY YOUR CHALLENGES AND DO YOUR BEST  
DON'T FORGET TO SEND YOUR BEST SCORES TO YOUR TEACHER

@BerkshireSGO

#stayinworkout

#stayhomestayactive

With thanks to  
MNR Coaching  
for the  
production of  
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video.

