### Year 2, Cricket, Lesson 6

**Lesson Objectives - Team Competition**

- To apply all skills previously learnt effectively to evade opponents/go through or over obstacles

### Lesson Structure

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<th>Introduction/ warm up (Connection and Activation)</th>
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| Split Class into 6 teams. Put teams onto a whiteboard. For each game that is played give team points that are recorded. Winning team at the end can get a prize. Bonus points can be given to teams who get into lines the fastest etc. Foxes and farmers  
  - Each pupil has a set of tags/tail (bib tucked into back of trousers). 1 team are the farmers who do not have tails and wear a bib/band, they have to get as many tails as they can in 30 seconds. If they take the tail they have to get a new one. Aim for farmers is to get as many tails as they can.  
  - Farmers get 1 point per tail.  
  - Repeat game. | 15-20 min | Easy - Fox - Tuck tail in further/take off 1 tag. Farmer - Get at least 2 tails. Hard - Fox - Have tail sticking out further - Aim to get 6 tails. |

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<th>Main (Development/ Application)</th>
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| Application:  
  Split class into 6 teams, give them all bibs and give each pupil a tail/tags.  
  - Either get pupils to move around the room or have them standing still. When the coach calls out a colour that team has to get as many tails/tags as they can in 20 seconds. Pupils have to react to whatever colour is called.  
  - Can call out two colours or even call out 1 colour for chasers and 1 for dodgers etc.  
  - Teams get a point per tail.  
  - Play game 2 or 3 times | 15-20 min | Easy - Tuck tail in further/take off 1 tag. Hard - Have tail sticking out further. |
| Development: Obstacle race relay  
  - Set up and obstacle course with various gates and jumps.  
  - Introduce additional reaction test, if coach claps then first team to sit down and get back up gets bonus points.  
  - Give team points for 1st, 2nd and 3rd.  
  - Repeat race or change race to straight race to work on reaction KP4. | 15-20 min | Easy - Make relay course easier for team/s with lowest points Hard - Make relay course harder for team/s with highest points. |