

F-2 3-4 5-6 SKILL DEVELOPMENT GAME CONCEPTS

French cricket

The batter stands with feet together and holds the bat in front of the legs. Fielders throw the ball underarm and the batter hits in any direction. The batter is out if the ball is caught on the full or they are hit on the legs.

What to do

Setting up

- > One bat and a soft ball per group
- > An area free of obstructions

Playing

- > Establish a fielder-free zone in front of the batter.



Variation

- > Use 2 balls

Safety

- > Adjust the size of the fielder-free zone to suit the standard of the players.
- > Start with slow underarm bowling and only build up speed as the players demonstrate mastery.
- > Encourage players to call 'mine'.

Scoring

- > How many hits before being caught or hit on the legs?
- > Not scoring is an option.



Change it

Batter

- > Use a larger bat such as a paddle bat.
- > Require the bowler to bounce the ball once.
- > Increase the size of the fielder-free zone.
- > Allow the bowler to move in or out and bowl from any suitable distance to ensure a hittable ball.

Fielder/bowler

- > Take it in turns to bowl (e.g. a set number of balls per over).
- > All fielders must touch the ball before it is bowled again, so everyone has a 'touch' of the ball.

Ask the players

- > What cues do you use to react to hits faster?

LEARNING INTENTION

French cricket combines hand-eye coordination, accurate underarm throwing and hitting to 'find space'.

PHYSICAL LITERACY ELEMENTS

OBJECT MANIPULATION REACTION TIME

RULES

STRATEGY AND PLANNING

AC:HPE CONTENT DESCRIPTIONS

ACPMP061 ACPMP062 ACPMP063