

COUNTY FINAL

Y3/4 Cricket Virtual Competition

Information for Schools

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INTRODUCTION 1

- There are separate competitions for Y3/4 Girls, Y3/4 Boys and Y3/4 Inclusive SEND (mixed). The inclusive competition is called the 'Challenge' competition. Children with SEND can enter both the regular and challenge competitions simultaneously.
- This is a county-wide competition – the winners from across the county will receive medals.
- Children compete each challenge individually and scores are combined to form a team of 6. It is up to each school to decide how to form that team of 6 – it could be a house team, a class team, or friendship groups for example.

INTRODUCTION 2

- There are 4 challenges which can be set up as a carousel in a PE lesson or completed week-by-week as part of a scheme of work.
- The team with the highest total from the 4 challenges will be the winners.
- We've tried to make the competition as flexible as possible so schools can adapt it to their individual needs.
- Schools are encouraged to enter as many teams as possible into this competition.
- The Challenges are based on the Chance to Shine resources. You can access them at teachers.chancetoshine.org then choosing resources > compete

FURTHER INFO: CHALLENGE COMP.

- The Challenge competition is specifically for children with SEND.
- Due to the diverse nature of SEND, the challenges are a guide only – teachers can use their professional judgement to modify the challenges, so they are accessible to the children in their school.
- The most important part is that the children enjoy taking part in a meaningful way.
- There are suggested ways to modify the challenges on each challenge card.
- You can enter children into the Challenge competition by indicating with a C in the ‘Challenge?’ column on the entry spreadsheet.

COMPETITION INTENT

School Games Outcome	Intent of this competition
<p>To maintain school engagement and support schools to continue to prioritise and deliver 60 active minutes for every child thus providing opportunities for young people to improve their physical, emotional and social wellbeing</p>	<p>This competition provides a scaffold to help schools engage more children by running their own mass-participation events (e.g. a whole class can participate at once). It provides opportunities for children to play, socialise and compete together in small groups and therefore support their wellbeing.</p>
<p>To ensure physical activity and competition provision supports young people's wider development including their ability to re-socialise and supports their psychological and physiological fitness.</p>	<p>The structure of this competition gives provision for children to socialise and encourage each other while they are participating, while encouraging social skills such as turn taking, kindness, honesty etc.</p>
<p>To identify and have ongoing provision that targets young people for who physical activity levels have been most negatively impacted by COVID-19 (those particularly from low socio-economic areas, BAME, SEND and Girls).</p>	<p>This competition reaches all young people – it is designed for whole class participation, ensuring that those who have been most negatively impacted have the opportunity to participate too. The 'Challenge' competition is a specific inclusive competition for young people with SEND. It has been designed so it is easy for schools to enter and that SEND children in mainstream schools can participate with their peers, but children in special education can participate too.</p>
<p>To have a continued focus on secondary school engagement – with a focus on supporting those young people who have just transitioned into Year 7/8.</p>	<p>Previously, cricket was a KS2 competition. We have changed the age brackets to include a Y7/8 age group for the first time.</p>
<p>To ensure that the local offer provides opportunities for young people to take on leadership and volunteering roles.</p>	<p>The suggested format for delivery gives all children the opportunity for leadership during the competition.</p>

HOW TO SET UP OR ADAPT FOR YOUR SCHOOL

- The simplest way to run this competition is in a class PE lesson.
- Set up the 4 competitions as a carousel. Each station on the carousel can be set up to accommodate several pairs.
- Children will need to work in pairs – 1 performing and the other supporting/keeping score.
- Each pair takes their recording sheet with them and completes it after each station.
- Teacher combines score sheets onto supplied spreadsheet and emails to local SGO

STAR BOWLER

Instructions

There are 10 cones set up in front of a set of stumps.

The aim is to bowl and hit the cones.

Y3/4 should bowl from 9 metres away from the stumps.

You have 12 bowls (2 overs) to score as many points as possible.

While you are playing, you partner returns the ball and keeps score, then swap roles

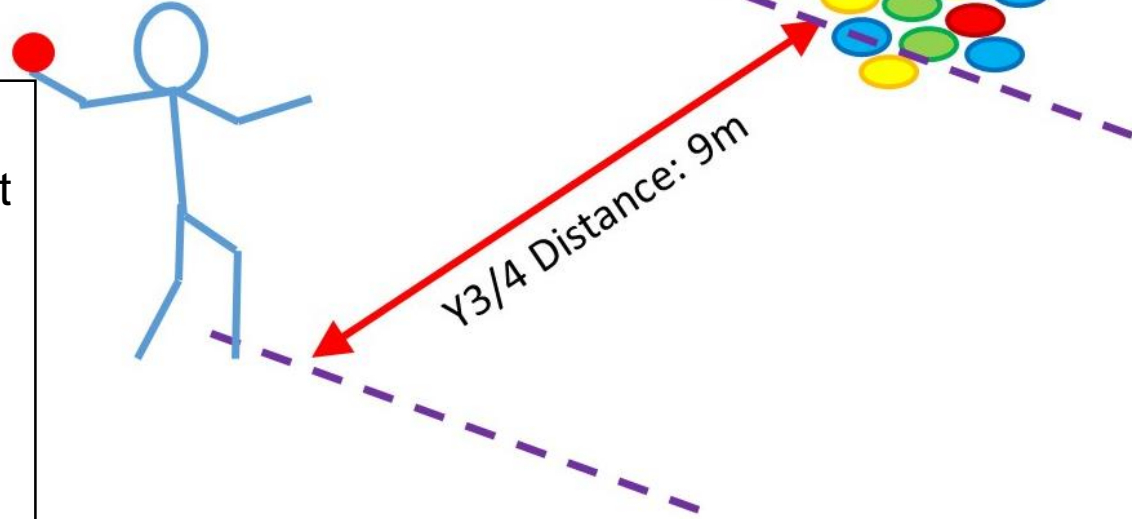
If you hit a cone then it is removed until the end of the game.

Adapt the challenge:

Reduce the bowling distance

Use underarm throw / roll the ball

Use a different ball / beanbag



You score 5 points for each cone hit



Make sure you record your score accurately, and throw from the right distance!

TURBO CATCHING

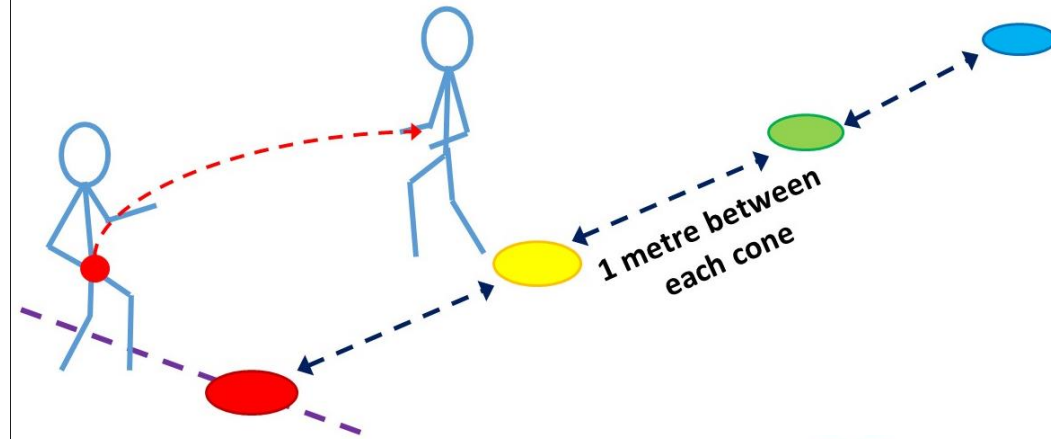
Instructions

Both players start together at the red cone and throw and catch the ball for 1 minute. Feeder throws the ball, if receiver catches it, they can take a step back. The receiver can step back for each successful catch they make. The feeder stays on the start line. If the receiver drops the ball they move forward to the next cone closer to the feeder.

Scoring

After 1 minute, the players work out which was the furthest cone they achieved. Each cone they have passed = 10 points scored.

You can set up more than 4 cones!



Both players need to make careful passes to be successful!



Adapt the challenge:

- Use underarm throw / roll the ball
- Use a different ball / beanbag
- Move the cones closer together



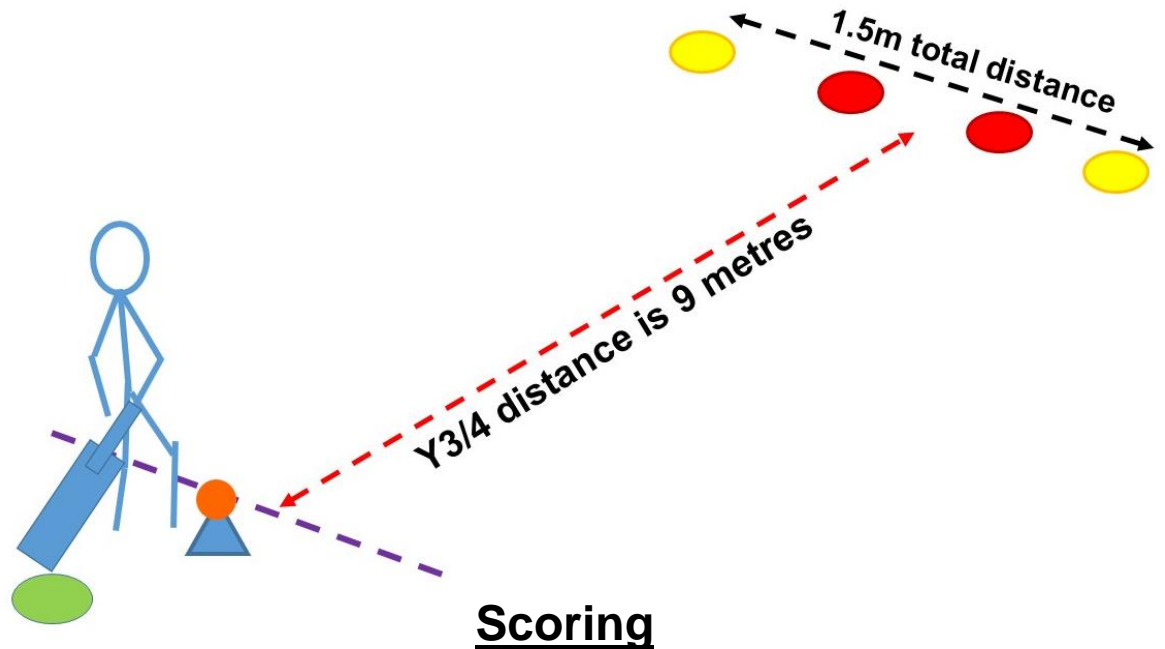
STRIKING STAR

Instructions

The player hits 12 balls (2 overs) from the batting tee.

The aim is to hit the ball through the targets.

Players can choose to have their partner bowl for them if they wish, instead of using the batting tee.



Scoring

For each ball hit in the small (red) target a player scores 4 points
For each ball hit in the large (yellow) target, a player scores 1 point.



You need to try your best on every ball to achieve your best score!

Adapt the challenge:

- Reduce the distance to the target
- Make the target bigger
- Throw / roll the ball instead of hitting



RUN THREES

Adapt the challenge:

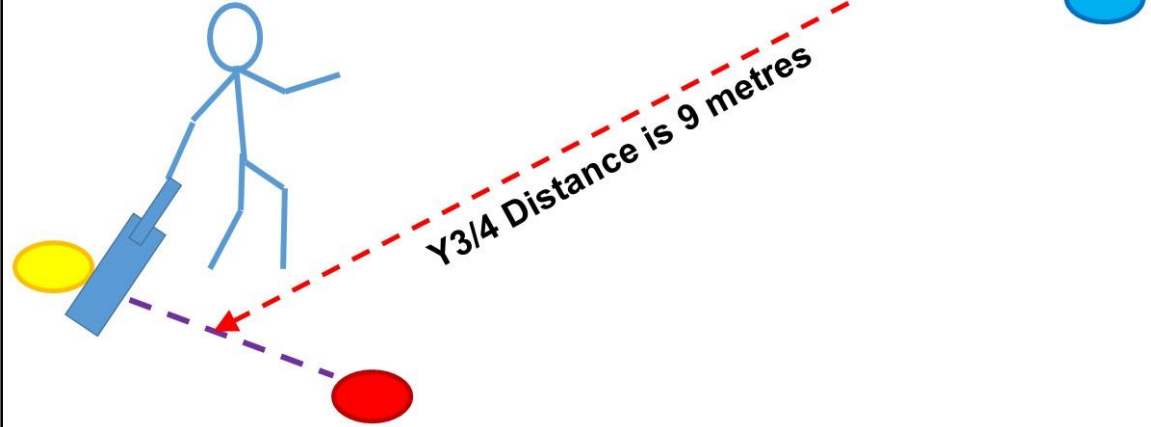
Reduce the distance
Set up on a wheelchair friendly surface

Instructions

Start from one 'crease' (set of cones). The challenge is to run from one end to the other, back again and then back to the other end as quickly as possible – ie score 3 runs.

You must tap the bat beyond the crease line at each end as you turn. Your partner's job is to accurately time your attempt

You can have as many attempts as you like in the time your teacher gives you.



Scoring

To work out your points you need to use this formula:

$$50 - \text{time in seconds} = \text{points}$$

So, if you took 22 seconds to run 3, your score would be:

$$50 - 22 = 28 \text{ points}$$



Can you try again and beat your time?

MAKE IT COVID SAFE

Make sure that you follow your school's risk assessment/procedures

- Each pair can take their balls and bats with them from station to station
- Wash/wipe down all equipment after use.
- Organise the stations outside on the playground or field.

HOW TO ENTER AND REPORT RESULTS

During the competition each pair can record their results onto the printable recording sheet.

Teachers can enter the results onto the supplied spreadsheet then return the spreadsheet to your local SGO.

Closing date for entries is Friday 25th June 2021

USING YOUNG LEADERS

- All children will get the opportunity to lead by working in pairs, recording their partner's results and offering feedback on technique etc.
- Encourage your leaders to support and encourage participants, while ensuring the rules are followed and scores collected accurately.



PRINTABLE RESULTS SHEET

School: _____ **House:** _____ **Class:** _____.

Game	P1 Name:	P2 Name:
Star Bowler		
Turbo Catching		
Striking Star		
Run Threes		
What is your total score?		



CERTIFICATE

Congratulations to

**For successfully taking part in our
Y3/4 VIRTUAL CRICKET
CHAMPIONSHIPS**

June 2021

School Games Organiser

