

Team Competition

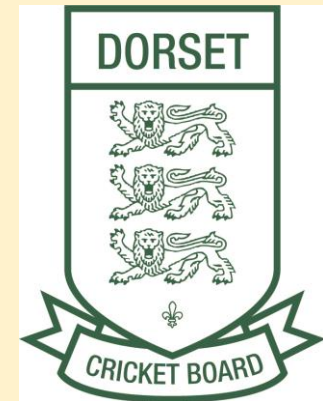
Chance to Shine - Cricket

Move it Week

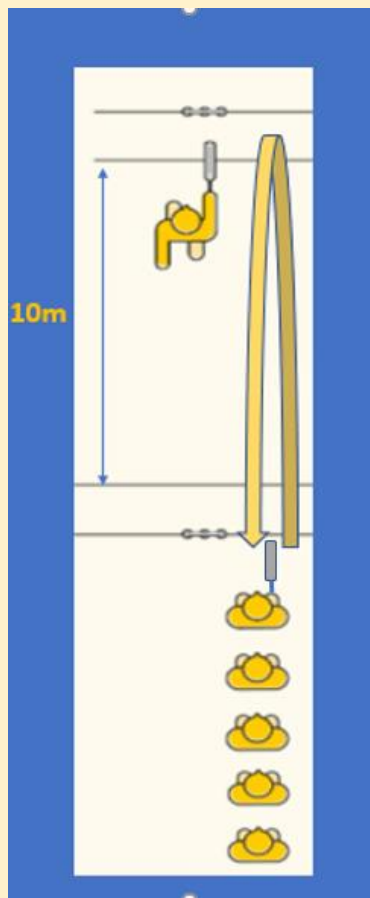
This is a team competition that could be completed in curriculum or extra-curricular time. Teams should be between 4 and 6 members. If the 6 skills are completed in lesson time a class of 30 could be divided into 6 teams of 5. The best team score for each skill can be entered into the competition. All skills are completed for 2 minutes

Use the scoresheet at the back of the pack and then upload your entries to Koboca [here](#). You are welcome to enter more than one team per year group, simply title the teams A,B,C and so on when adding to Koboca. If you enter the competition please follow the skill instructions and measure the distances, so that your scores are valid. If you are want to use these skills as a teaching resource please feel free to adapt.

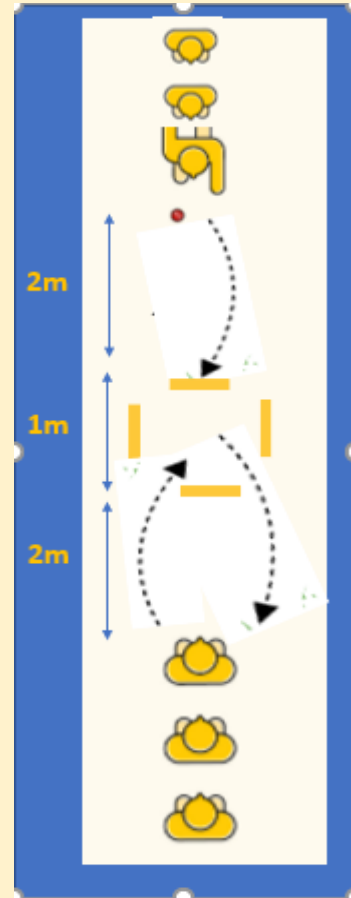
Best wishes from Chance to Shine and Dorset Cricket Board



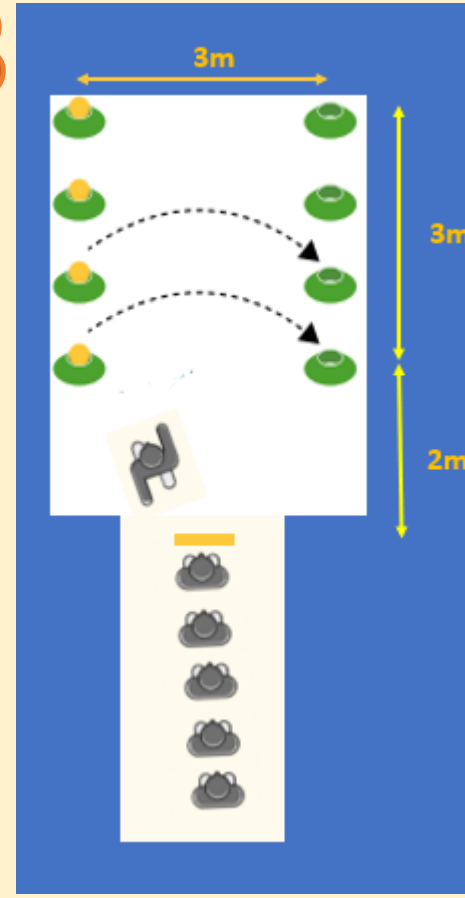
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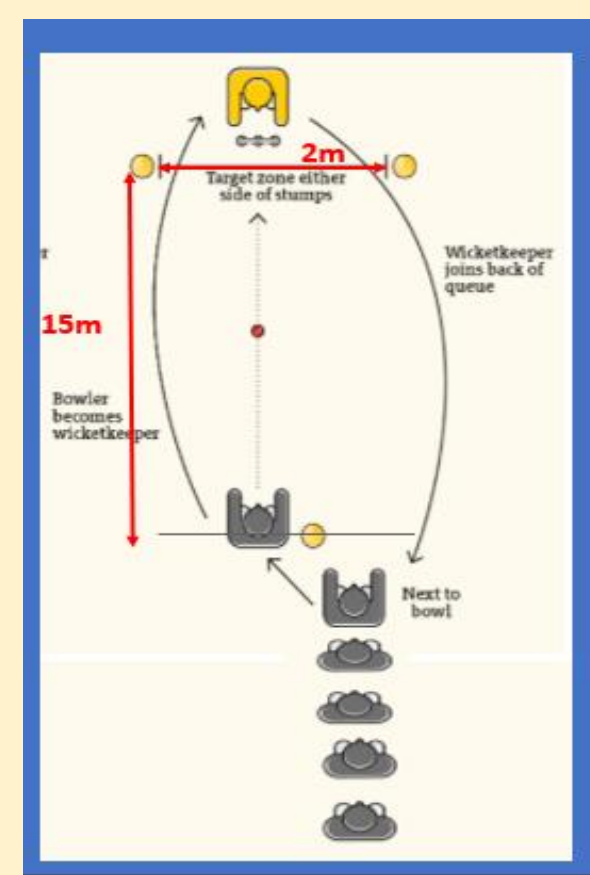
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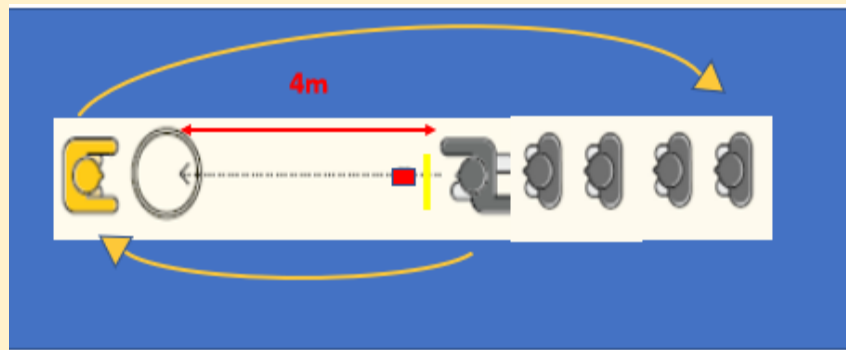
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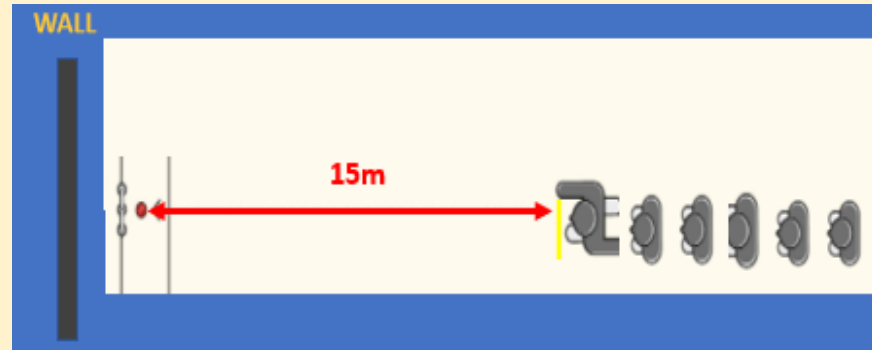
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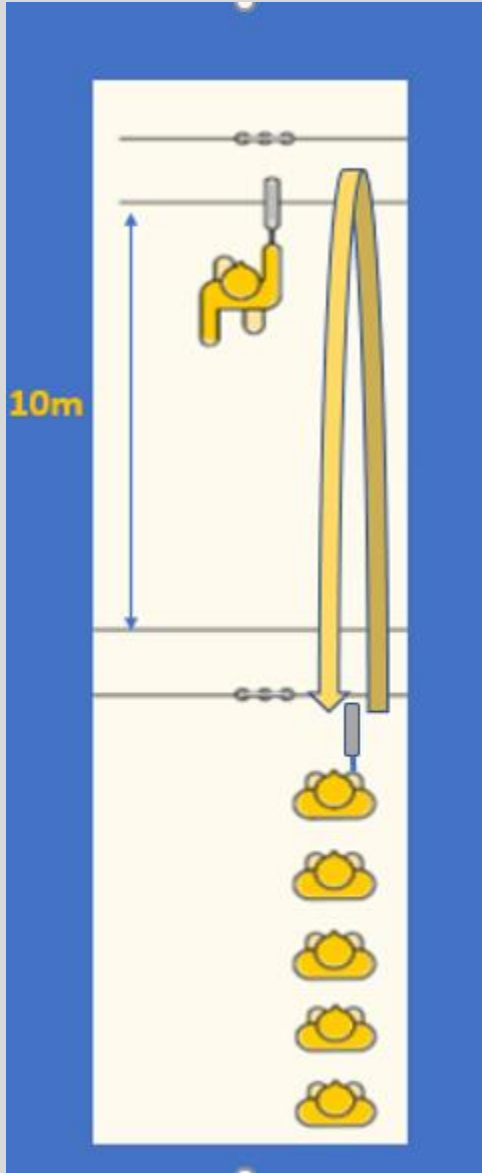
6



2 minutes per skill

1. Run scoring
2. Bounce Ball
3. Switch It
4. Accurate Bowl
5. Beanbag hoopla
6. Hit the stumps

1 Run Scoring

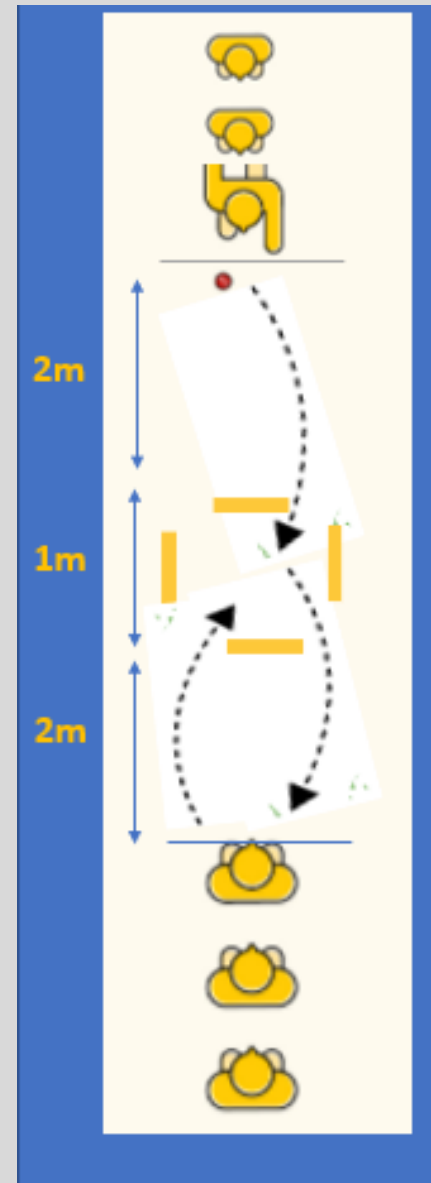


Equipment- 2+ cricket bats, 10m lines, optional wickets

- Set out two crease lines 10 metres apart
- The team stands behind line (at least first 2 runners need a bat)
- When timer starts the first runner sprints and slides bat over 10m line turns and sprints back
- The next runner can go only when runner's bat has crossed the start line
- The runner must run with a bat
- Team counts how many runs scored in 2 minutes
- **Scoring** – each runner would score 2 runs

Time allowed - 2 minutes per skill

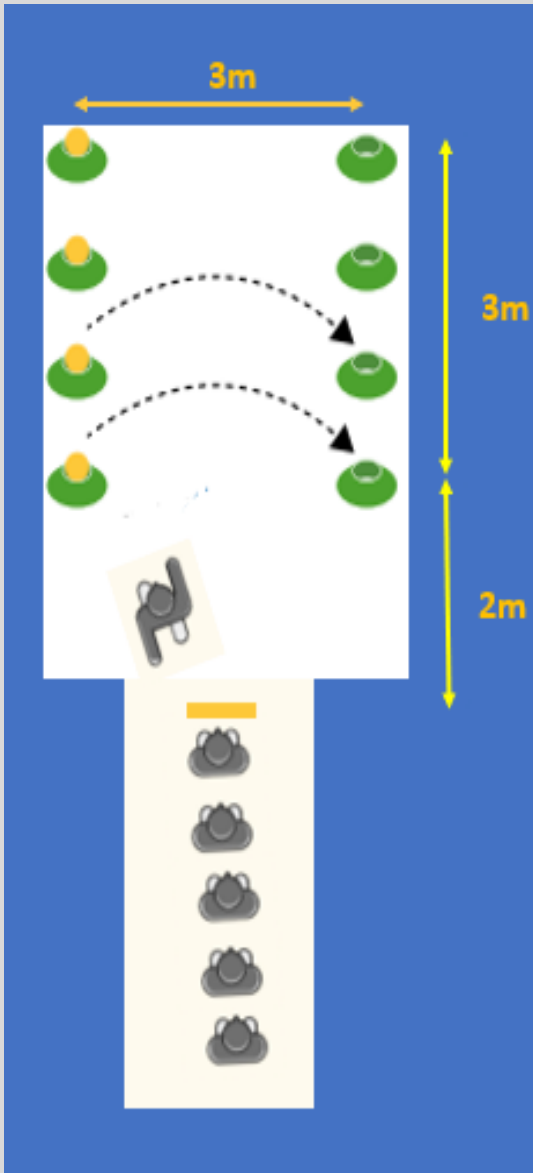
2 Bounce ball



Equipment- 1 bouncy tennis ball, throw down lines

- Team split and stand opposite each other 5metres apart
- Mark out a 1 metre box in the middle between the teams
- When the timer starts the first thrower bounce passes the ball into the target area
- He/she then goes to the back of their queue
- The catcher receives the ball and bounce passes it back.
- The ball can only bounce once per throw in the square (no rolling allowed)
- **Scoring** – Each time the ball is bounced in the square the team scores 2 points

3 Switch it

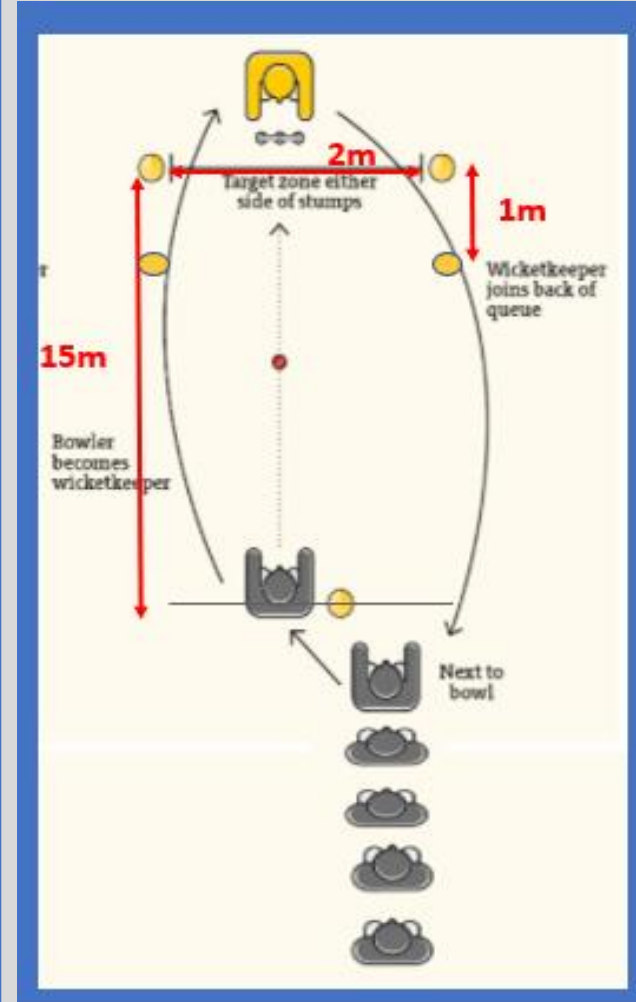


Equipment- 8 cones, 4 tennis balls, start line.

- Set out the cones and balls as shown
- The team stands behind the start line
- When timer starts the 1st runner sprints and switches the 4 balls from left to the right hand cones - 1 at a time.
- The 2nd runner can go when previous runner has crossed back over the start line.
- 2nd runner switches balls from right to left cones
- **Scoring** – each ball switched scores 1 point

Time allowed - 2 minutes per skill

4 Accurate Bowl



Equipment- 1 tennis ball or incrediball, 4 cones, 1 set of stumps, throw down lines

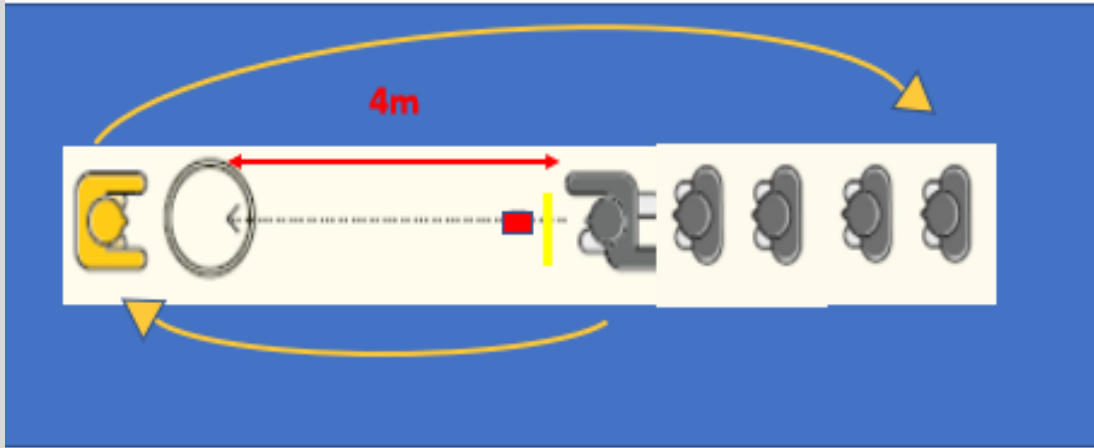
- Set out the stumps with 4 cones marking 2m by 1m target zone
- Mark out a bowling line 15 metres back from the stumps
- A wicket keeper stands behind the stumps
- When the timer starts the first bowler attempts to bowl overarm - with straight arm
- The bowler is aiming to pitch the ball into target zone
- The wicket keeper fields the ball and brings it back to the queue
- The bowler becomes new wicket keeper and the WK goes to the back of the queue.

Scoring –

- 1 point for each bowl pitched into the target zone (2m x 1m)
- 3 bonus points if wicket hit by the bowl

5 Beanbag hoopla

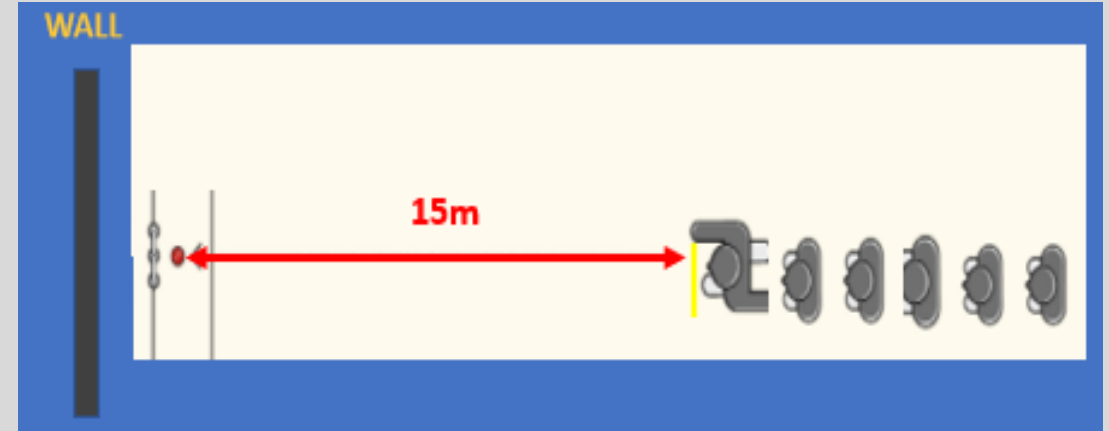
Equipment- 1 beanbag, 1 large hoop, start line.



- Set out the hoop and the start line as shown. (4m apart)
- One member of the team stands behind the hoop the other team members stands behind the start line
- When the timer starts the 1st team member throws the bean bag aiming for the hoop.
- The team member behind the hoop picks up bean bag and brings it back to team at the start line. He/she gives the beanbag to front of queue and goes to the back of queue
- The thrower swaps places to behind the hoop
- **Scoring** – each throw that lands in the hoop = 2 points

Time allowed - 2 minutes per skill

6 Hit the stumps



Equipment- 1 tennis ball or incrediball ,1 set of stumps, throw down line. A space by a wall or fence.

- Set out the stumps with a wall or fence behind. The start line should be 15m further back
- The throwers are aiming to hit the wicket. The team can use overarm throws , underarm throws or roll along the floor (to count the ball must not touch the wall before the wicket)
- Once they have thrown the team member collects the ball and gives it to the next player.
- If the stumps get knocked over the player must put them back up

Scoring – 2 points each time the stumps are hit



Chance to Shine Cricket Scoresheet

Station	Tally	Score
1 Run Scoring		
2 Bounce Ball		
3 Switch It		
4 Accurate Bowl		
5 Beanbag Hoopla		
6 Hit the Stumps		
Total Score		

