

Competition:

Rocket fuel batting

KS1



CHANCE TO SHINE
SCHOOLS

SCHOOL
GAMES



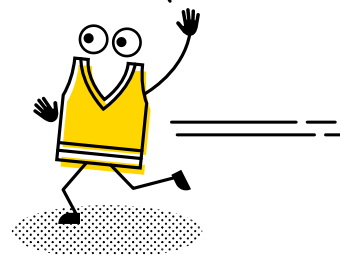
Equipment (per group)

Balls (1 per fielder)

Bat

Cones

Stumps



How to set up

- Set up a cone 10m in front of a set of stumps and another cone a safe distance from the batting area
- Split children into small groups (6-8)
- Create a safe 'pavilion' space for queuing batters
- Create a line of cones behind which the fielding team will be waiting

How to play

- One team are the batting team – the others are the fielding team
- Fielders start behind their cones – they can't move until all balls are bowled but they can stop/catch a ball which is hit within their reach
- The teacher/assistant feeds the balls to the batter who hits each ball
- After all feeds are done, the fielders work as a team and get all balls back to the teacher as fast as possible
- The batter runs between the stumps to score as many runs as possible before all balls are back with the teacher
- If the batter misses the ball, the wicket keeper retrieves it and throws it into the playing area to be fielded

Scoring

- 1 run is scored for each completed run made before all balls are return to the bowler
- Fielders can earn a bonus 5 runs for their team if they catch a ball hit to them
- **Additional scoring:**
You may choose to add a challenge for queuing batters, where they complete catches as a team whilst the running is happening – the total number of successful catches can be added to the batting total

Life skill focus

Teamwork – How can you work better together as a team?

Determination – Can you challenge yourself to reach your target?

STEP

Make it easier...

Space – Reduce running distance for the batter

Task – Use a drop/static feed for the batter

Equipment – Use a larger ball

People – Use smaller groups so batters have more goes

Make it harder...

Space – Have more fielding zones marked

Task – Ask fielders to use a throw back to the teacher/assistant

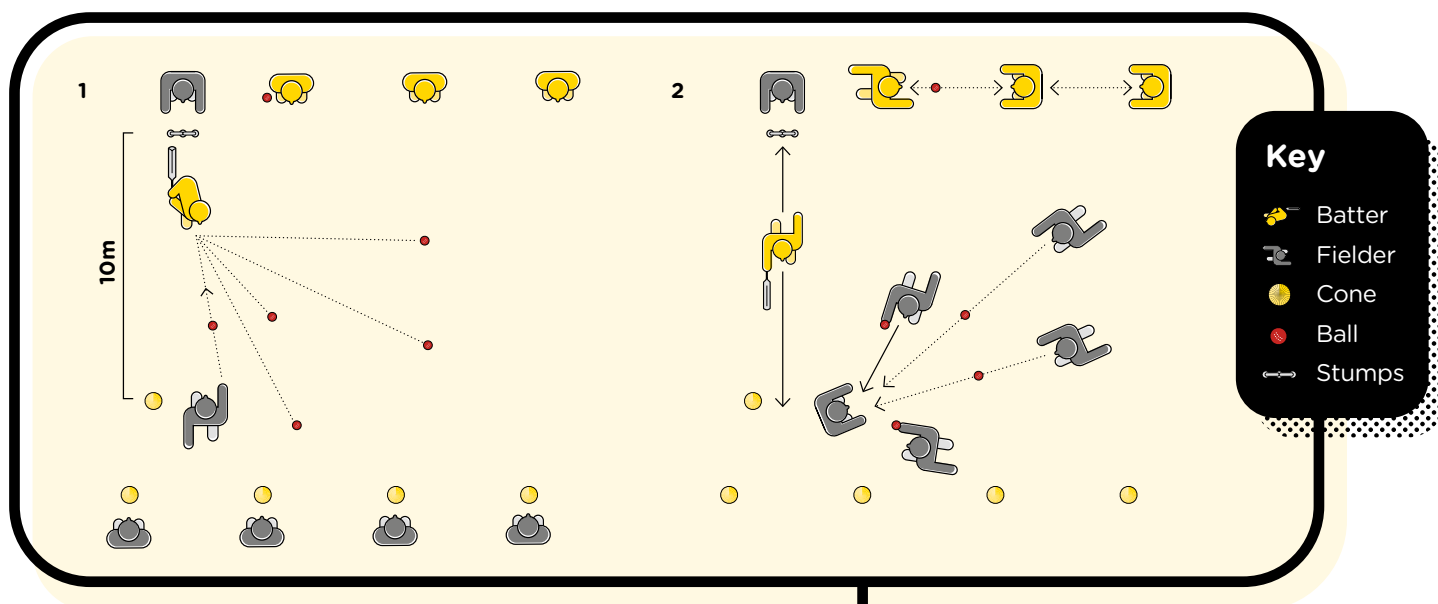
Equipment – Use a smaller bat to hit with

People – Increase the number of fielders



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Possible approaches to increase enjoyment and support whole child development

Adapting the competition environment to support individual development in sport

- Create some individual challenges for young people to improve on an individual's score or time in addition to the team's goals
- Allow individual's/teams to set their own goals (e.g. improving number of balls caught or stopped, reaching milestone numbers of runs, time taken to return the balls to the bowler)

Adding fun elements to engage new audiences

- Changing the original format by adding in elements that will engage the young people e.g. including music for double runs or powerplays
- Reward players displaying great values and fair play and celebrate alongside the results – ensuring these scores are regarded as highly as the results



See Teacher Guide for additional information about making competition engaging, fun and purposeful

