



*Physical Education Knowledge Organiser

Cricket – Year 6 – Summer 1



Batting	Stance – side on, feet apart, eyes on the ball/bowler, bat ready to strike and protecting the stumps. Strike – Adjust your body as the ball is bowled and time your swing to hit the ball with the bat. Follow-through for greater power. Decision-making – communicate with your partner to decide when to run.
Fielding	Formation – team discussions to decide where to stand in the field and who will be wicket keeper. Long and short barriers and catching skills are paramount to effective fielding. Decision-making to decide who (bowler, wicket keeper, another fielder) to throw the ball to.
Bowling	Overarm or underarm technique depending on personal preference, focussing on accuracy, speed and style (spin or fast).
Teamwork	I follow sporting values to work effectively in a group and respect the opinions of teammates.
Leadership	I share my opinions with my team and show good effort and determination to perform well.



Rules (Quick cricket)

Children to pair up to bat and bowl with each pair to face 12 balls and deliver 6 bowls (an over) each. The bowler bowls the ball over or underarm which should bounce before reaching the batter. A foul ball is called if the ball is bowled wide or too high. If the batter hits the ball out of the boundaries, 4 or 6 (if the ball goes out without bouncing) runs are awarded. Batters choose to run after any bowl and must do so in pairs at either end of the pitch. Fielders can get the batter out by hitting the stump pegs with the ball and knocking the bales off before the batter reaches the crease, or by catching the ball before it bounces. The bowler can also get the batter out by hitting the stumps and knocking the bales off when they bowl. Pairs lose 1 point every time they are out. Rotate fielders so that each player experiences a different position which will require different skills.

