

Two-on-Two Cricket

by

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Grade Level: 3rd Grade

National Standards:

- Standard 1:
- Standard 5:

Learning Objectives:

- The students will practice the striking with an implement.
- The students will practice various fielding skills.
- The students will work cooperatively in a small group.
- The students will develop basic game strategies within their group.
- The students will develop social skills in a game situation.

Space Needed:

- Any large, even-surfaced area.

Equipment & Materials Needed:

- Two (2) implements for striking (i.e. bat, racquet, paddles, or flat bat) per game.
- One (1) ball per game.
- One (1) batting-T per game.
- One (1) home plates or base per game.
- One (1) extra-large cone. (optional)
- Multiple cones, chalk, or rope for setting the boundaries. (optional)

Alternative Equipment:

- Whiffle balls.
- Plastic balls, softball size.
- Nerf balls.
- Rubber balls.
- Regular Bat.

Set-Up:

- Place extra-large cone on one side of the playing area.
- Place the home plate or base adjacent to the extra-large cone.
- Place the batting-T opposite the extra-large cone and base.
- Designate the playing area by making one large circle and another smaller circle inside it. (optional)
- Alternative: Place cones in any other geometrical shape to designate the playing area.

Description of Learning Activities:

- Two (2) students per team. (May use any number of players per team, but more than 5 players is not recommended).
- One (1) team is on defense.
- One (1) team is on offense.
- There is one (1) batter, hitting off the batting-T.
- There is one (1) runner, in the "Runner's Box".
- Batter hits the ball off the "wicket" (batting T), using an implement for striking, such as a bat, tennis racquet, paddle, or cricket flat bat.
- The batter must run with the batting/hitting implement.
- Once the ball is hit, the batter runs to the opposite "wicket"/runner's box (cone or base), touches the cone and stands on the base.
- Once the ball is hit, the runner runs to the opposite "wicket" (batting-T), touches it.
- Batter must run with the bat (or striking implement) and touch the "wicket" with the implement.
- Defense tries to beat the offense to the "wicket" by touching it with the ball before the batter/runner touches it.
- Each time the batter/runner has safely touched the "wicket" (cone or batting-T), they score a run (or point).
- After each batter hits once (or takes their turn), the batter/runner and the defense switch places.

Authentic Assessment:

- Teacher observation of students following activity's rules.
- Teacher observation of correct form for all skills: batting, fielding, throwing, and catching.
- Teacher observation of student's social interactions/social support.

Debriefing & Reflection:

*Choose one of the following or if time permits, discuss all.

- Did any team change their strategy?
- Was teamwork important in this activity, if so, explain?
- How many points did each team earn?
- Discuss the different team's strategies in player placement on the field. What worked and what did not work?