

Selby Community Primary School Subject Knowledge bank

PE		Year 4	
Focus: Cricket		Age related vocabulary	
Batting	A skill which allows the bat to contact the ball. Correct grip to be used, stance in the 'ready' position, back-lift and shot selector.	Bowling	A technique to deliver the ball in the correct position for the batter to hit.
Throwing	A technique to field the ball to the correct position at the correct pace and direction.	Match play	A skill used to understand the basics of the game, the scoring, the rules and the player's positions.
Catching	The ability to get in the correct position for the batter to hit (low/high catching technique).	No-ball	A 'no ball' occurs if a ball is illegally bowled; examples include high, wide or dangerously bowled balls. The ball is then retaken.

Key Knowledge

Match:

- The aim of the game is for the batters to score runs.
- The game begins with one team fielding and one team batting.
- A complete game can last until the fielders get the batters out or by a set of overs.

Pitch:

- The pitch is a large area, usually made of grass, which has a strip called the wicket where the batters run along.
- At each end of the wicket are a set of stumps.

Common fouls:

- A 'no ball' occurs if a ball is illegally bowled; examples include high, wide or dangerously bowled balls. The ball is then retaken.

Continuous Kwik Cricket

• Continuous Kwik cricket can be played by two teams of five to six players who take turns to bat for a set period of time - 10 minutes each for example.

Runs are scored in continuous kwik cricket by running around one of the cones (the batter is allowed to run more than once in order to score extra runs). The batter has to run whether or not the ball is hit.