Cool Catcher: Game

Quick runs and safe catches

Equipment (per game)
Ball
3 cones
2 sets of stumps
4 bats
Scoreboard/whiteboard

CHANCE TO SHINE SCHOOLS

How to set up

- Set up the stumps approximately 10m apart
- Place 2 cones in front of the stumps to represent the 'popping crease' (see diagram)
- Place 3 cones, for catchers to stand on, at the side of the wicket
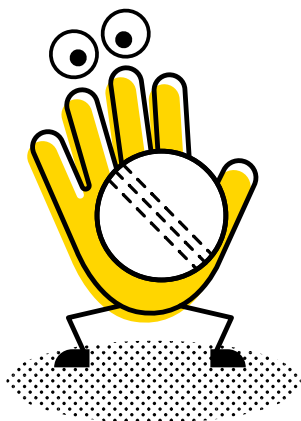
How to play

- Child 1 on the batting team begins running to the far crease and back, once child 1 has done this, child 2 takes over and repeats
- Fielders, upon the first call, begin to throw the ball to one another under-arm, counting catches as they go
- Fielders must complete 20 catches as quickly as possible
- Once the 20th catch is complete, the ball is thrown to the wicket keeper who touches the ball on the stumps and shouts stop
- Teams swap over and the game repeats
- The team with the most runs are deemed winners

Scoring

- Children add the number of runs scored within the 20 catches
- Runs are deducted if the batters do not slide their bat over the line/ popping crease

Physical skills

- What can you do to help you change direction quickly after grounding your bat?
- How can you ensure fast, effective throwing and catching?

Life skills

- What might you do if you are finding this activity difficult?
- Should you just give up if you find something difficult? Explain your answer

STEP

Make it easier...
Space – Decrease the distance to run
Task – Allow the ball to bounce before catching
Equipment – Use a larger ball
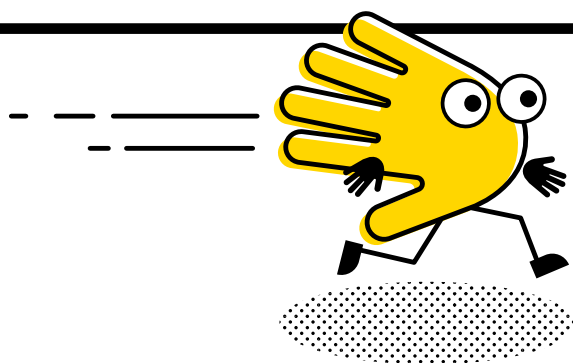**People –** Change numbers of batters or fielders
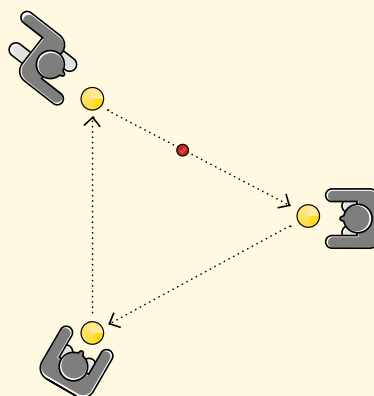
Make it harder...
Space – Increase the distance to run
Task – Catch one handed
Equipment – Use two balls
People – Have two children running at once

10m

Clubhouse

Key

- Run
- Throw
- Catch
- Cone
- Ball
- Stumps