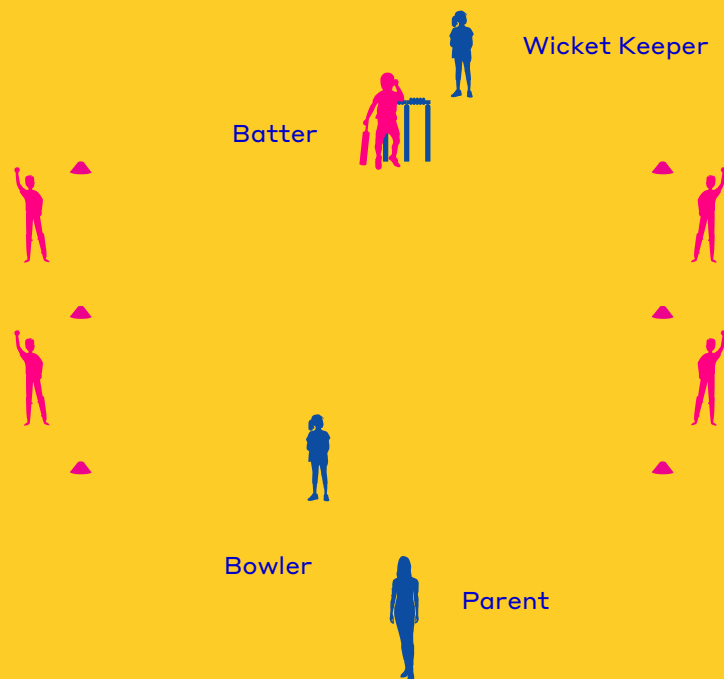


# Bat to the Sides like Jonny Bairstow & Nat Sciver



## BATTING

1. Just let players (batters) have a go at hitting the ball
2. Introduce scoring system, and ask batters to score themselves
3. Try to beat their first pairs score
4. Ask each group to choose a team name and work out their total team score
5. Boundary Challenge vs the other groups – how many boundaries can each team score?



### Individual Group Scoring:

- 1 point:** each time the batter hits the ball into the straight zone
- 2 points:** each time the batter hits the ball into either of the side zones
- 4 points:** each time the batter hits the ball past the fielder in the side zones
- 6 points:** each time the batter hits the ball over the fielder in either zone

### ▶ Aim:

To develop batting skill and ability of children to hit towards a target. This game will develop children's ability to bat in pairs, and hit on both sides of the wicket. Continue to develop fielder skills of moving to the ball positively, stopping or catching a moving ball and throwing to the stumps

### ▶ Equipment:

1 set of Stumps per 6, Cones, Min. 3 balls per 6, 1 bat per 6

### ▶ Organisation:

1. Set up a group of up to 6 players as per the diagram, across a pitch roughly 15 yards long.
2. Break group into pairs: one pair batting, one pair fielding, and one pair bowling/wicket keeping.
3. Players will face 10 balls per pair, before rotating with the other pairs so each player has an opportunity to play in each role. Batter > Wicket Keeper & Bowler > Fielders
4. Batters should swap/cross with their partner after each ball so they have 5 balls batting each.
5. Players will continue rotating until they have tried all roles
6. After each round, bring the children together and ask them to discuss how they could improve their individual/team score as batters, or taking wickets as fielders.

### ▶ Change it - Easier/Harder

**Easier:** 1. Make size zones bigger 2. Feed the balls underarm 3. Feed the ball without a bounce 4. A drop feed from the activator / parent – activator can gradually move back until reaching the full length

**Harder:** 1. Narrow the size of the scoring zones 2. Complete runs to the other end after each hit 3. Complete 2 runs before the fielder returns the ball

### ▶ Understanding the Game

Introduce the concept of a 'six'. A six is a shot from the batter that goes over the boundary line on the full / without bouncing. Teach the umpire signal that goes with it – both arms raised straight above your head

### ▶ Get the adults involved:

Ask parents to help by signalling when a four or six occurs.