

All Change

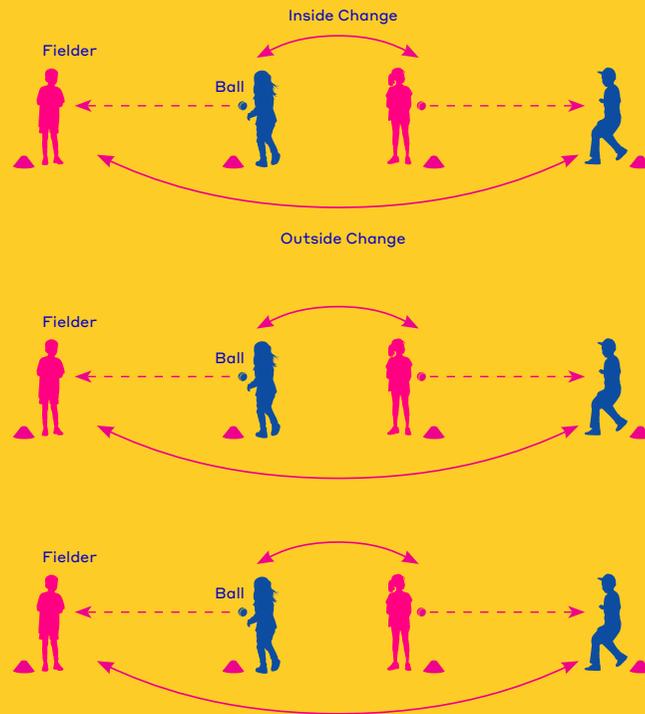
in partnership with



THE HUNDRED

Example Game Structure - 5 Rounds:

1. Roll the ball to your partner
2. Throw Underarm to your partner
3. Bounce ball to your partner
4. Throw overarm to your partner



Fielding Energiser

▶ Aim:

Develop throwing and catching in pairs. Personal Focus on Doing Your Best and Staying on Task.

▶ Equipment:

Cone per person, ball per pair, spare mixture of balls

▶ Organisation:

1. Throw and catch with a partner
2. Call **INSIDE CHANGE** and the two inside players swap places (travel **WITHOUT** the ball).
3. Call **OUTSIDE CHANGE** and the outer players swap (travel to the right of middle people).
4. Call **PARTNER CHANGE** and partners swap positions (travel without ball)
5. Vary how partners pass and receive ball e.g. roll, bounce
6. Add **ALL CHANGE** and go to any position
7. Change rule - only travel **WITH** ball

▶ Change it - Easier/Harder

Progressive stages achieve this. Consider choice of balls, size of working area, mixing abilities, changing numbers in groups

Extras:

1. How did you make sure you were ready to do your best?
2. What did you do when you made a mistake?
3. Why is it important to recover from mistakes quickly?
4. What things did you do to help your partner(s)?
5. Why might you want to help others when you are playing cricket?

Get the adults involved:

One per group trying it out too. Separate adults groups. Secret Stats - observing for specific behaviours ie Tally of number of times someone helped someone else or supported their team, or carried on when it went wrong. Could be a worksheet for this in the kids books or to print by Activators.