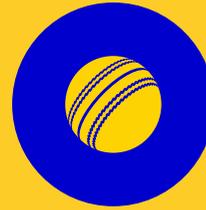
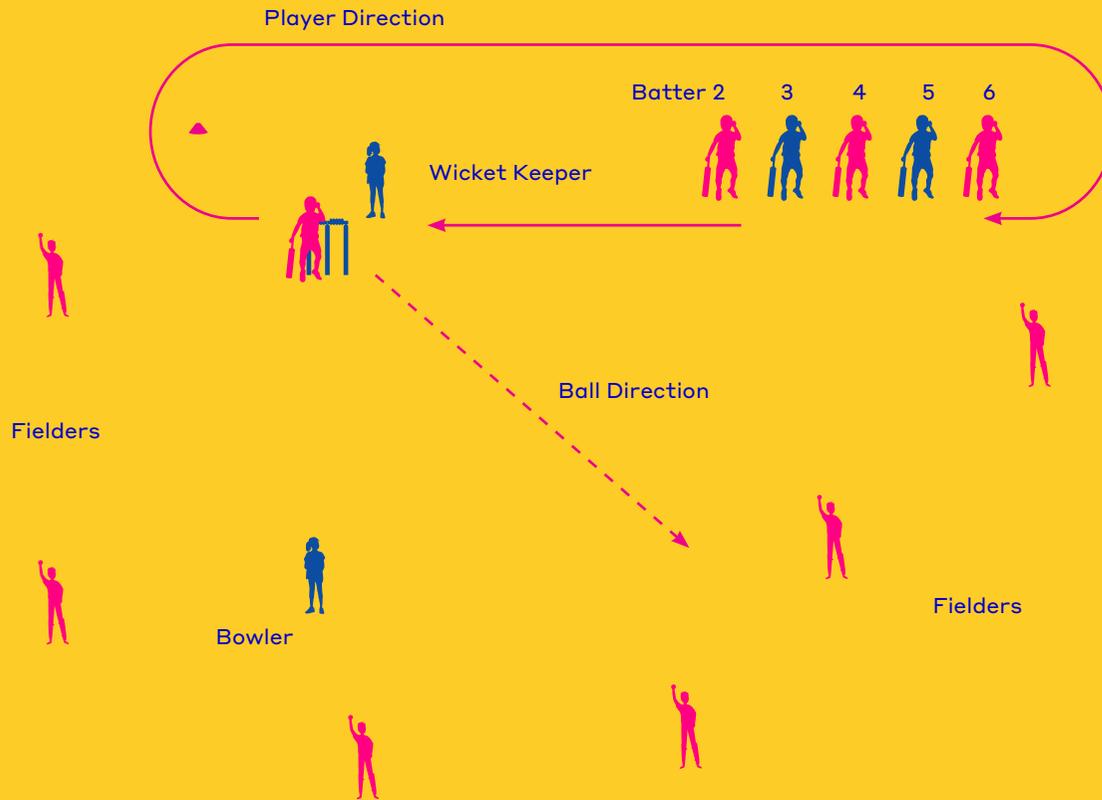


Countdown Bats



INTRODUCTION GAME



▶ Aim:

1. Learn to play a game
2. Watch and hit a moving ball with a free swing of the bat
3. Watch and catch or stop a ball
4. Straight arm when bowling
5. Co-ordinate body movements for bowling action
6. Different whole-body movements
7. Watch and catch/stop a ball
8. Throw a ball
9. Teamwork

▶ Equipment:

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

▶ Organisation:

1. Split into even groups (Min. 4, Max. 8 per team)
2. Batters face 5 balls each (Max 40 balls per team)
3. Activator feeds to batter, who faces one delivery and attempts to hit it to score a run.
4. If a child feels comfortable bowling, let them do so instead of the activator
5. Batter can hit ball past boundary to score 4 runs
6. Batter runs to end of batting line after their delivery, with next batter running to stumps to face the next ball
7. Player who faced the delivery, will pass their bat to the next player in the queue as they run back

▶ Change it - Easier/Harder

Easier: **S** - Increase the size of target
T - Throw the ball underarm
E - Use a larger ball
P - Activator or volunteer feeds ball

Harder: **S** - Decrease size of target
T - Change type of feed
E - Use a smaller ball or bat with a stump
P - Match players by ability

Get the kids involved:

1. Help put away
2. Add in help set up