

Wicket Cricket

Activity

Resource: PlaySport

Division(s): Intermediate Senior

TGFU Category: Striking/Fielding Games

Location: outdoor space (e.g., field, tarmac)

Game/Sport Connections

Striking/Fielding games are activities in which players score points by striking an object and move to designated playing areas or prevent opponents from scoring by retrieving the object and returning it to stop the play. By playing these games, participants develop skills and tactics to play other striking/fielding games or games that require the application of similar skills, concepts, and strategies (e.g., baseball, cricket, rounders, softball).

Activity Overview

Participants learn about and practise striking an object with their foot or with an implement to score runs and fielding an object to prevent a batter from scoring runs.

Key Movement Skills, Concepts, and Strategies

Throughout the activity, consider highlighting the following skills, concepts, and strategies to help participants strike and field an object. Note that this list is not exhaustive and further learning opportunities may arise during the task.

Movement Skills and Concepts

- Manipulation skills and effort awareness: applying a controlled force to send an object into a designated area; applying manipulation skills to successfully receive/field the object (e.g., as a fielder, passing the object to another fielder who is closer to the wicket to quickly stop the batter from scoring runs).
- Body awareness: being aware of body position when striking an object; understanding how the body moves when striking an object into open space.

Movement Strategies

Understanding and developing tactics to quickly field an object to prevent the batter from scoring runs (e.g., moving positions to cover space in order to field objects in the air and on the ground).

Considerations

- Incorporate some or all of the variations listed in the “Variations” section while planning the activity. This will help to best meet the diverse backgrounds, identities, needs, and interests of participants and maximize the fun, inclusion, participation, and success of everyone.
- To elevate participant voice and choice, periodically pause the activity and share the variations with participants. Ask them to determine how they would like to change the activity to maximize the fun, inclusion, meaningful participation, and success for everyone. Encourage participants to add any variations of their own.

Equipment

- 2 objects per game to mark the starting line for the striker and non-striker (e.g., cones, pylons, markers, lines on the field)

- 2 – 3 implements for striking per game (e.g., plastic bats, paddles, foam racquets)
- 2 – 3 objects per game (e.g., soccer balls, utility balls, beach balls)
- 3 pylons and 3 small objects per game to create the wicket (e.g., tennis balls, beanbags, plastic pucks)

Safety

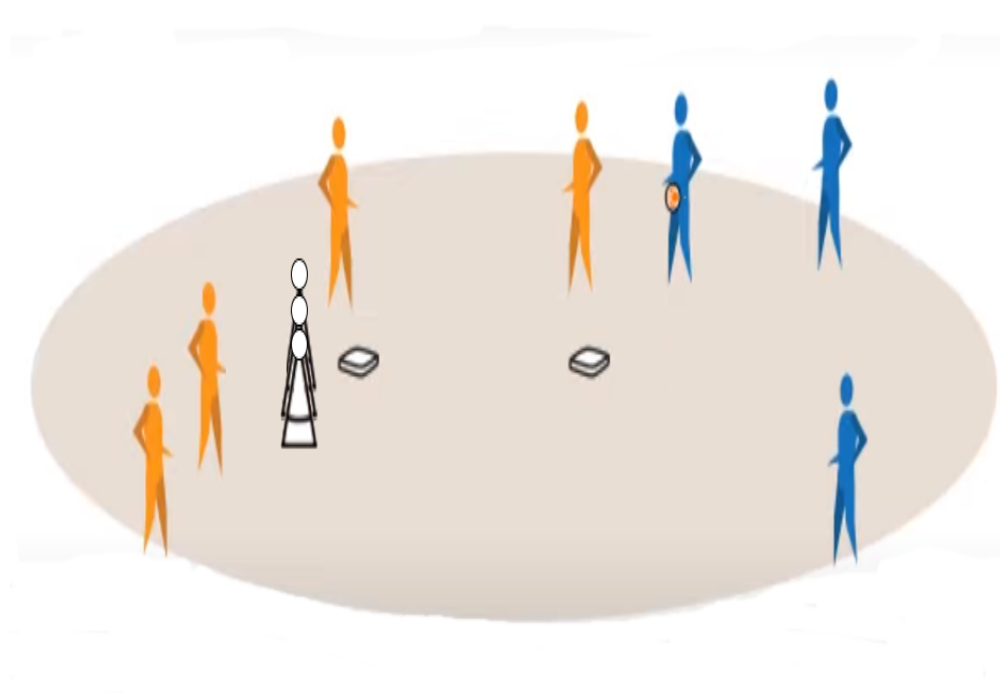
- Inspect the equipment and activity area to identify and remove hazards. Check that the activity surface provides sufficient traction.
- Establish the boundaries for the designated playing area at a safe distance from walls and obstacles. Share the boundaries with participants.
- Review the safety rules and activity instructions with participants prior to the activity.
- Instruct participants to be aware of their surroundings, including the locations of other participants during play.

How to Play

- Set up 2 rectangle-shaped “pitches” within the designated playing area. Two groups play in each game.
- Divide participants into 4 equal groups. Assign 2 groups to a playing area.
- Provide groups in each playing area with 3 pylons and 3 small objects to set up the wicket. Groups place the pylons at one end of their designated playing area, with the bases of the pylons touching. Groups place 1 small object on top of each pylon. Provide groups with 2 objects to place at either end of their playing area to mark the starting position of the striker and non-striker.
- In each game, 1 group takes the fielding (defensive) position, and the other group takes the batting (offensive) position.
- The batting group divides into pairs. Each pair decides who the striker is (batter) and who the non-striker is. Groups establish a batting order.
- The first pair takes up their position with the striker standing in front of the wicket and the non-striker standing at the starting line at the opposite end of the pitch.

- The batter chooses an object to strike, using their hand, foot, or an implement for striking to send the object into the field.
- A pitcher from the opposing team sends the object (e.g., rolls or throws the object to the batter depending on how the batter has chosen to strike the object).
- The batter strikes the object into the field toward an open area.
- Once the batter has sent the object, both the striker and non-striker move back and forth between their starting points as many times as possible to score points. A point is scored each time the striker and non-striker return safely to their starting points.
- The fielding group works together to try to get the striker and non-striker out by 1) fielding the object before it hits the ground or 2) by retrieving the object and placing it beside the wicket a safe distance away, while the striker and non-striker are between their respective starting points.
- If the pitcher hits the wicket when sending the object to the striker, then the striker is automatically out.
- The striker and non-striker then switch positions.
- Play continues until all batting pairs from 1 group have been up to bat and then groups switch roles.
- After a period of play, provide participants with some or all of the variations. Ask them to decide how they might change the game to enhance their fun, challenge, and success. Encourage participants to add any variations of their own.
- Consider having groups share their variations and select another variation to try with their group.

Image: Visual Depiction of the Activity Instructions



Pause for Learning

Throughout the activity, ask open-ended questions to help participants refine their movement skills, strategies, and tactical solutions. Examples include:

- As the striker, how do you make it challenging for the fielders to retrieve the object?
- How do you collaborate with your group to strategize where to send the object when at-bat?
- As a fielder, where can you position yourself to increase the likelihood of fielding the object?
- How can you most effectively work together with your group to stop the striker and non-striker?
- Which games or sports have you played or know about that use similar rules and strategies to the ones used in this game?

Variations

- Decrease or increase the distance between the starting lines.

- Use different objects to strike each time at-bat.
- Send the object back to the pitcher when fielding.
- Eliminate the pitcher and have participants kick or send the object from a stationary position.
- Pass the object to every fielder before returning it to the pitcher.
- Field the object using an implement (e.g., an upside-down pylon, bucket) when fielding.
- Use larger objects on the wicket to make them less stable and easier to knock down.
- Change the scoring system.
- Do not keep score.
- Fielders must hit the wicket to get both the striker and non-striker out.
- Change roles so 1 partner is the striker, and the other partner moves between starting lines to score points.