Learning Design for: Team Up intro week

Context

Topic: Catching & throwing

Total learning time: 45 minutes

Designed learning time: 45 minutes

Size of class: 30

Description: Team Up cricket - introduction cricket for yr7 girls.
3 weeks, 1 lesson/week

Mode of delivery: Location-based

Aims

To introduce the principles of cricket - game outcomes, skills

Outcomes

Comprehension: What is cricket? What skills are needed?

Psychomotor skills: Catching skills - what skills are needed to catch a moving object?

Contrast (Comprehension): How does cricket differ from other sports?

Throw (Psychomotor skills): How do you throw accurately? How do you throw so your partner can catch?

Define (Knowledge): What is cricket?

Teaching-Learning activities

Chaos cricket

Read Watch Listen	*5 minutes*		*30 students*	*Tutor is available*	*F2F*

Explanation of the activity
Find a partner
Get a ball
Play

Linked resources
Chaos catching

Practice	*5 minutes*		*2 students*	*Tutor is available*	*F2F*

Catching in pairs (or 3s if odd number) - how many can you do?

Discuss	*5 minutes*		*30 students*	*Tutor is available*	*F2F*

What is difficult?
What do you need to do to catch more often?

| *Practice* | *5 minutes* | *2 students* | *Tutor is not available* | *F2F* |

Repeat catching chaos

Pick up and return - ground fielding

| *Read Watch Listen* | *5 minutes* | *30 students* | *Tutor is available* | *F2F* |

Set-up in groups of 5-6 for "one-hand intercept, underarm return"

| *Practice* | *5 minutes* | *5 students* | *Tutor is not available* | *F2F* |

One-hand intercept, underarm return

| *Discuss* | *5 minutes* | *30 students* | *Tutor is available* | *F2F* |

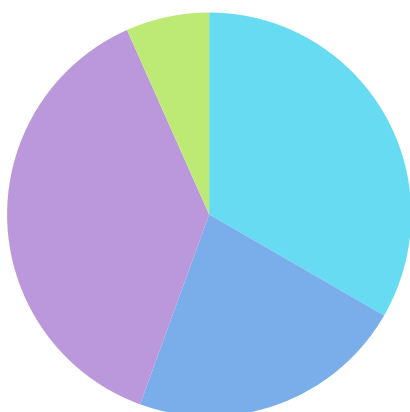What is making this difficult?
What can you do to be quicker?

| *Practice* | *2 minutes* | *5 students* | *Tutor is not available* | *F2F* |

Repeat game, applying output from Discussion

| *Produce* | *3 minutes* | *30 students* | *Tutor is not available* | *F2F* |

Competition - relay races

How does this fit into a game of cricket?

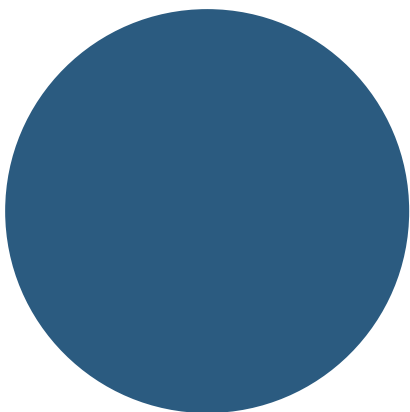| *Read Watch Listen* | *5 minutes* | *30 students* | *Tutor is available* | *F2F* |

Game set-up - Runners vs. Fielders
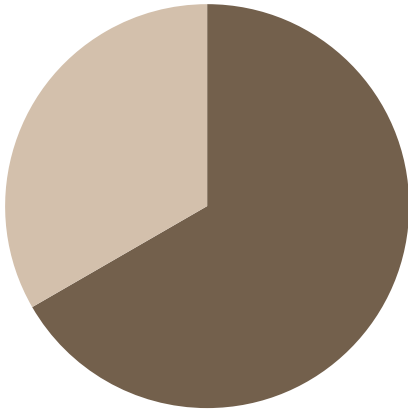
Representations of the learning experience

Learning through	Minutes	%
Acquisition (Read, Watch, Listen)	15	33
Investigation	0	0
Discussion	10	22
Practice	17	38
Collaboration	0	0
Production	3	7

	Minutes	%
Whole class	28	62
Group	17	38
Individual	0	0

	Minutes	%
Face to face	45	100
Online	0	0

	Minutes	%
Teacher present	30	67
Teacher not present	15	33