

TOP 5 CRICKET CURRICULUM ENGAGERS

LITERACY CRICKET

@DaleSidebottom

THIS GAME IS A GREAT WAY TO FINISH A CLASS OR TOPIC YOU HAVE JUST BEEN COVERING IN A FUN WAY. GREAT FOR REVISING THE TOPIC JUST LEARNT IN A GAME SITUATION. EACH STUDENT HAS TO WRITE TWO QUESTIONS ON A PIECE OF PAPER ABOUT THE TOPIC JUST COVERED; FOR EXAMPLE, THE CHARACTERS IN THE BOOK THEY HAVE BEEN READING. THEN ONE TEAM STANDS UP THE FRONT AND THEY ARE THE BATTERS. THE BOWLERS STAY SITTING IN THEIR SEATS. THE NUMBER ONE BOWLER ASKS HIS FIRST QUESTION TO THE NUMBER ONE BATTER. THE BATTER HAS FIVE SECONDS TO ANSWER THE QUESTION; IF HE GETS IT WRONG THEN HE SCORES NO RUNS, IF HE GETS IT RIGHT HE SCORES TWO RUNS FOR HIS TEAM. THE BATTER CAN ALSO PASS AND THE NEXT BATTER IN LINE CAN ANSWER THE QUESTION FOR ONE RUN. AS THE TEACHER, YOU CAN AWARD POINTS TO THE BATTER IF IT DOES NOT RELATE TO THE TOPIC AND/OR IS TOO HARD. AFTER EACH BATTER HAS BEEN ASKED A QUESTION THE TEAMS SWAP OVER AND IT'S NOW THE BOWLERS' TURN TO BE THE BATTERS UP THE FRONT OF THE CLASS.

DICE CRICKET

THIS GAME IS PLAYED IN PAIRS AT A DESK IN THE CLASSROOM. EACH PAIR NEEDS A DICE AND PAPER TO SCORE; STUDENTS TAKE IT IN TURNS TO BAT. THE BATTER ROLLS THE DICE; IF THEY ROLL A 1, 2, 3, 4 OR 6, THEY GET ANOTHER TURN, ADDING THEIR SCORE AS THEY GO. STUDENTS CAN WRITE DOWN THE SCORE AND ADD IT TOGETHER ON THE PAGE OR THEY CAN WORK IT OUT IN THEIR HEAD. IF THE STUDENT ROLLS A 5, THEN THEY ARE OUT AND THE SCORE THEY ARE ON STOPS THERE. THEN IT IS THE OTHER STUDENT'S TURN TO BAT. REPEAT THIS PROCESS 5 TIMES AND ADD UP THE FIVE SCORES TO GET ONE TOTAL. THE WINNER WILL BE THE HIGHEST SCORE. YOU CAN THEN GET STUDENTS TO WORK OUT THEIR AVERAGE SCORE AND SO ON.

BUS CRICKET MATH'S CRICKET

THIS IS A FUN GAME THAT STUDENTS CAN PLAY IN PAIRS. EACH STUDENT TAKES IT IN TURNS OF BATTING. THE WAY YOU PLAY IS BY SCORING THE VEHICLES THAT DRIVE PAST THE BUS. MOTOR BIKES = 1, CARS = 2, VANS = 3, CARS WITH TRAILERS = 4, TRUCKS = 5, BUSES = 6. THE STUDENT KEEPS ADDING THEIR SCORE UP. THE ONLY WAY THEY CAN BE DISMISSED AND STOP COUNTING IS IF ONE OF THE VEHICLES IS RED. IF ANY OF THE VEHICLES IS RED THEN THE SCORE THEY ARE ON AT THE TIME IS THEIR FINAL SCORE, AND IT'S THE NEXT STUDENT'S TURN TO START BATTING. THE WINNING STUDENT IS THE ONE WITH THE HIGHEST SCORE AT THE END.

THIS GAME IS GREAT FOR REVISING THE TOPIC JUST LEARNT IN A GAME SITUATION. EACH STUDENT HAS TO WRITE TWO QUESTIONS ON A PIECE OF PAPER ABOUT THE TOPIC JUST COVERED -E.G. ON ADDING 2 DIGIT NUMBERS. ONE TEAM STANDS AT THE FRONT OF THE CLASS AS BATTERS, THE BOWLERS STAY SITTING IN THEIR SEATS. THE NUMBER 1 BOWLER ASKS HIS FIRST QUESTION TO THE NUMBER 1 BATTER. THE BATTER HAS 5 SECONDS TO ANSWER THE QUESTION. IF HE ANSWERS INCORRECTLY, HE SCORES NO RUNS; IF HE GETS IT RIGHT, HE SCORES 2 RUNS FOR HIS TEAM. THE BATTER CAN ALSO PASS AND THE NEXT BATTER IN LINE CAN ANSWER THE QUESTION FOR ONE RUN. IF THE QUESTION IS TOO HARD, AS THE TEACHER, YOU CAN AWARD POINTS TO THE BATTER, IF IT DOES NOT RELATE TO THE TOPIC. AFTER EACH BATTER HAS BEEN ASKED A QUESTION, THE TEAMS SWAP OVER AND IT'S NOW THE BOWLERS' TURN TO BE THE BATTERS UP THE FRONT OF THE CLASS.

BIG BOARD GAME

SPLIT THE CLASS INTO FOUR EVEN TEAMS. EACH TEAM GETS A LITTLE TOY AS THEIR TEAM'S MASCOT AND IS USED AS A MARKER ON THE BOARD GAME. TO SET UP THE BOARD YOU NEED TO WRITE LARGE NUMBERS FROM 1 - 20 ON A4 PAGES OF PAPER AND PLACE THEM AROUND THE ROOM. THEN YOU HAVE YOUR BIG BOARD GAME. EACH TEAM TAKES IT IN TURN TO BE ASKED A QUESTION ON THE CHOSEN QUIZ TOPIC. IF THEY ANSWER CORRECTLY THEY MOVE THEIR TEAM MASCOT ONE PLACE. IF THEY GET THE ANSWER INCORRECT THE MASCOT STAYS WHERE IT IS UNTIL THEIR NEXT GO. THE WINNING TEAM IS THE TEAM WHO IS IN FRONT AT THE END OF THE CLASS. YOU CAN ALSO MAKE BONUS ROUNDS, WHERE TEAMS CAN MOVE TWO EXTRA SPACES IF THEY ANSWER THE QUESTION CORRECTLY. THE BIG CRICKET BOARD GAME IS A GREAT WAY FOR THE STUDENTS TO LEARN ABOUT CERTAIN TOPICS AND BUILD TEAMWORK. HERE ARE SOME CRICKET QUESTIONS TO USE TO QUIZ YOUR CLASS.

1. A CENTURY IS ALSO KNOWN AS SCORING 100 RUNS BY A BATSMAN TRUE
2. IN AN OVER, EACH BOWLER BOWLS 7 BALLS FALSE
3. A STANDARD CRICKET GROUND IS SQUARE, LIKE A SOCCER FIELD FALSE
4. CRICKET IS NORMALLY PLAYED ON AN OVAL SHAPED FIELD TRUE
5. 4 RUNS IS AWARDED TO A BATSMAN WHO HITS THE BALL ALONG THE GROUND OVER THE BOUNDARY LINE TRUE
6. 8 RUNS IS AWARDED TO THE BATSMAN WHO HITS THE BALL OVER THE BOUNDARY LINE ON THE FULL FALSE
7. BOWLERS HAVE TO RE-BOWL THE DELIVERY IF IT'S A WIDE OR NO BALL TRUE
8. IN A T20 GAME, EACH TEAM HAS TO BOWL 20 OVER'S TRUE
9. THERE ARE 10 DIFFERENT WAYS TO GO OUT IN CRICKET TRUE
10. IF A BATSMAN ACCIDENTALLY KNOCKS HIS STUMPS WHEN BATTING THEY ARE NOT OUT FALSE
11. THERE ARE THREE STUMPS WITH TWO BAILS ON TOP TRUE
12. A PLAYER IS OUT IF THE BALL IS BOWLED AND IT HITS THE STUMPS BUT THE BAILS DO NOT FALL OFF FALSE
13. A "BYE" IS WHERE A BALL THAT ISN'T A NO BALL OR WIDE PASSES THE STRIKING BATSMAN AND RUNS ARE SCORED WITHOUT THE BATSMAN HITTING THE BALL TRUE
14. PLAYERS CANNOT BE GIVEN OUT IF THEY HIT THE BALL TWICE FALSE
15. CRICKET RULES ALLOW THE BATSMAN TO BE GIVEN OUT IF HE WILLINGLY HANDLES THE BALL WITH THE HAND THAT IS NOT TOUCHING THE BAT WITHOUT THE CONSENT OF THE OPPOSITION TRUE
16. LBW STANDS FOR LEG BEHIND WICKET FALSE
17. OBSTRUCTING THE FIELD ISN'T ALLOWED TO BE DONE BY THE BATSMEN TRUE
18. OBSTRUCTING THE FIELD IS ALLOWED BY THE BATSMEN AND THEY CANNOT BE GIVEN OUT THIS WAY FALSE
19. LEG BYES ARE GIVEN TO THE BATSMEN'S SCORE FALSE
20. WIDE BALLS DO NOT HAVE TO BE BOWLED AGAIN FALSE

