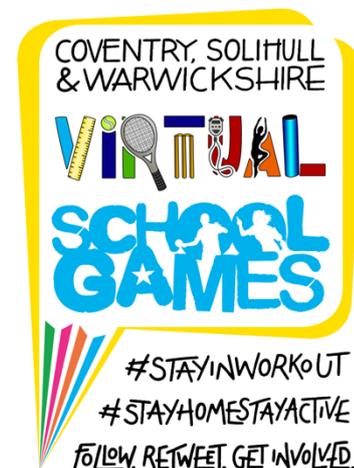


CRICKET

Follow the steps below to get involved:

1. Familiarise yourself with the 2 challenges below.
2. Take some time to practice and improve before recording your scores.
3. Once you feel confident, record your score using the guidance below.
4. Click the link at the bottom of page 2 and complete the form to support and represent your school.



Honesty with others and with yourself. Having the courage to do the right thing and what you know is right.

For more information on this and other upcoming CSW virtual competitions go to the Think Active webpage www.thinkactive.org/cyp/school-games-virtual-challenge/

Challenge 1 – Wall Catch

Equipment –

- A tennis ball or a small bouncy ball
- a tape measure/ruler to measure the distance away from the wall that you should stand
- something to mark your standing position

Video support - <https://youtu.be/ajuEes1w8J0>



- **KS1 Yr. 1&2** - Place a marker **1 metre** away from a wall.
- **KS2 Yr. 3/4/5&6** - Place a marker **2 metres** away from a wall.
- Standing behind the marker, throw the ball at the wall and then catch it when it rebounds back to you.
- Each time you successfully catch the ball you score 1 point. If you drop the ball you carry on with your score, but the dropped effort doesn't count towards your score.

MAKE SURE YOU DON'T THROW TOO CLOSE TO ANY WINDOWS!

Recording your score -

You have 60 seconds to make as many successful catches as possible. Set up a timer for 60 seconds or ask someone to time you. During the 60 seconds count how many catches you make.

Challenge 2 – Bat Blast

Equipment –

- A tennis ball/small bouncy ball and a cricket bat/hand/tennis racket/handheld small garden trowel, frying pan (ensure you have permission)
- A toilet roll tube to balance the ball on top of when striking
- 3 objects, 2 to make a goal and the other to set your striking distance
- A tape measure or ruler to measure the correct distance between you and your goal

Make sure you have a suitable space for this challenge!

Video support - <https://youtu.be/ajuEes1w8J0>

- Make a goal **1 metre wide** using your 2 selected objects. Make sure the goal is next to a fence or wall.
- **KS1 Yr. 1&2** - Place your striking marker **1 metres away** from the goal, and in line with it put your ball on top of your toilet roll tube.
- **KS2 Yr. 3/4/5&6** - Place your striking marker **2 metres away** from the goal, and in line with it put your ball on top of your toilet roll tube.
- Strike the ball into the goal.
- Each time you hit the ball into the goal you score 1 point. You must retrieve your own ball re set and keep going until the 60sec is up.



Recording your score –

You have 60 seconds to make as many successful strikes as possible. Set up a timer, or ask someone to time you. During the 60 seconds, count how many times you can hit the ball into the goal.

SCHOOL GAMES IS FOR EVERYONE – FOR ACTIVITY ADAPTATIONS PLEASE CONTACT – alik1@campion.warwickshire.sch.uk

SUBMIT YOUR SCORE

Take your final scores from both challenges, and add them together to get your result.

Wall Catch + Bat Blast = TOTAL SCORE

Submit your **TOTAL SCORE** via the link – www.surveymonkey.co.uk/r/CSWVirtualCricket

Entries must be submitted by 1pm on Friday 22nd May

Make sure you join us again next week for the next **Virtual School Games** competition...



TENNIS

#STAYINWORKOUT
#STAYHOMESTAYACTIVE
FOLLOW. RETWEET. GET INVOLVED.

Participants – All participants will receive an e-certificate via e-mail on completion of each challenge.

Individuals – At the end of each week the top 3 individuals from KS1, KS2, KS3 and KS4 will receive a **£5.00 E-VOUCHER**.

Schools – The Infant/junior or Primary School and Secondary schools with the highest percentage of participants by the time the challenge ends will a **£75.00 PE equipment voucher**.