



What's unique about Cricket

Cricket is a bat-and-ball game featuring two teams. The main goal is to score more runs than the other team by hitting the ball and running or hitting the ball over or across the boundary. Our Dynamos Schools format uses a game called 'Countdown Pairs' – which includes everyone within the many roles which can be played – every player will get to bat, bowl and field, or keep wicket in each fast-paced and engaging match. Dynamos Schools follows a 'Countdown Cricket' format which means that players will be emulating what they see on the TV through 'The Hundred.'

SGOs should choose Dynamos Schools because it is a format which includes everyone and with the uniqueness of the many skills developed within a game of cricket, there will be something which all children can connect with. SGOs will be well supported in running events through local Recreational Cricket Boards or Foundations who will be able to expertly guide on setting up competitions, supporting high-quality venues and training or leading officiating – both for teachers and young people. The programme is backed up by local level support through cricket charity partners – Chance to Shine & Lord's Taverners, who fund activity way beyond just inter-competition.

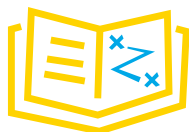
Dynamos Schools is a fantastic standalone format, but its strength comes in the resource and curriculum which sits behind it – meaning that any school, anywhere can access free resources which can underpin a PE curriculum and school sports provision that takes a child from picking up a bat and ball for the first time through to playing intra-formats (such as Countdown Bats or Continuous Cricket) all the way to being a 'Confident Cricketer' who has the confidence and skill to take part in the 'Countdown Pairs' format. These resources are underpinned by the principles of the Physical Literacy Consensus Statement, creating positive experience for all.

The resources which support the programme have been designed in partnership with Youth Sport Trust, meaning the School Games values are part of the format's DNA. The supporting 'Play' curriculum from Chance to Shine has been approved by the Association for Physical Education.

What is the intent of your format



Develop confidence and competence within physical activity/sport skills



Championing physical literacy



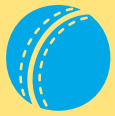
Create positive experiences

The format provides the opportunity for children to apply the skills of batting, bowling, fielding and wicket keeping in an inclusive, fast-paced format.

Our format is all about positive relationships with activity and movement, and in turn with cricket itself. The festival style approach within which the games are played means that all domains of 'Move, Think, Feel & Connect' are central to the playing experience.

The format has been created with youth voice and experience at the heart – 10 years of ECB's All Stars & Dynamos Cricket Programmes (which have around 100,000 children per year participating) have helped refine the game format to one we know children love to play and lead.





Target group benefits



All young people

We are fully confident and have evidence that Dynamos Schools is a format which all children and young people can thrive through playing. The format has multiple lenses, including:

- Girls' specific competitions
- SEND specific options

Through the work of ECB's charity partners (Chance to Shine & Lord's Taverners) there is also bespoke specific support through local Recreational Cricket Boards which focus on children within schools who have a high FSM eligibility % (based on strategic and placed based work) as well as SEND school provision. Any within school delivery of programmes will align to the inter competition offer.

It's just not Cricket if...

1

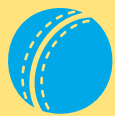
Batting, bowling and fielding aren't part of the game

2

Every young person doesn't have equal opportunity to take part in all the specific roles within a match

3

Dynamos Schools isn't played in a festival format, to promote maximum participation, team interaction and social connection across teams/schools.



How to run inter-competition: Skills Challenges



How to set up

- There are three specific Skills Challenges which children play for around 10 minutes each – of which the final 2 minutes are ‘scored’
- The challenges are:
 - Super Striker
 - Ferocious Fielder
 - Brilliant Bowler
- Children work through each station in their school team or class
- Each station uses limited kit which can be adapted using STEP principles.



Age group

KS2 (7-11 years old)



Gender

Open



Participant numbers

Dependent on venue capacity – full classes encouraged.



Target audience

Young people who are new to the game. However, content can be adapted for a range of participants.



Benefits for YP

Skills Challenges are an opportunity to introduce children to the principles of competition in an environment where they can have lots of goes, lots of reflections and not feel the pressure of competing against others directly.

The benefits would include (but not be limited to):

- Have fun and enjoy themselves
- Become more determined and demonstrate resilience
- Learn to develop self-control and manage emotions
- Learn the importance of practice and preparation
- Aspire to improve and challenge themselves.



Roles for YP

Young people can actively take on the following roles:

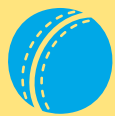
- Setting up specific stations
- Demonstrating and instructing activities
- Scoring the challenges
- Acting as a manager and chaperone to each team or class.



Progression

The Skills Challenges provide a foundation of competition which can be used in either intra- or inter-school formats. The next step would be to develop the challenge into a Skills Festival – where the school or teams scores are collated.





How to run inter-competition: Skills Festivals



How to set up

- There are three specific Skills Challenges which children play for around 10 minutes each – of which the final 2 minutes are ‘scored’. These are the challenges taken from the ‘Skills Challenge’ format.
- The challenges are then followed by a set of inter-team or school fixtures using an adapted game-based format (such as Continuous Cricket) – with the scores from the challenges and the games added together to give an overall team score.



Age group

KS2 (7-11 years old)



Gender

Open



Participant numbers

Dependent on venue capacity – full classes encouraged.



Target audience

Young people who are new to the game. However, content can be adapted for a range of participants.



Benefits for YP

Skills Festivals are an opportunity to build on intra-school or intra-class competition, building on the principles of ‘Personal Best’ into a ‘Team Best’ experience.

In many instances, this may be the first experience for young people to compete in the same space against other schools – and may also introduce them to new physical environments including community cricket clubs.

The benefits would include the below as a focus, and progression from Skills Challenges:

- Develop friendships and meet new people
- Understand and demonstrate the importance of respect for others
- Learn to develop self-control and manage emotions
- Experience being part of a team and understand your contribution to it
- Win with pride and lose with grace.



Roles for YP

Young people can actively take on the following roles:

- Setting up specific stations
- Demonstrating and instructing activities
- Scoring the challenges
- Acting as a manager and chaperone to each team or class
- Taking on the role of ‘bowler’ in the game-based aspect.

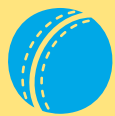


Progression

Skills Festivals are the perfect pre-cursor to schools playing in a more formalised inter-school competition – Countdown pairs.

The mix of challenge and competition will allow children to understand all the basic skills and teamwork required to be a ‘Confident Cricketer’ and take the next step.





Cricket for SGOs

PRIMARY

How to run inter-competition: Dynamos Schools Festival



How to set up

- To play a Dynamos Schools festival, SGOs should select a venue will safe space to set up multiple pitches
- Organisers should use the kit advised in the format cards and supporting resource videos – ideally Dynamos branded kit, but this isn't expected
- Pitches should be setup in accordance with the diagrams on the resource – using the specific guidance from ECB in relation to wicket distances and boundary sizes (which are age specified)
- Schedules should account for getting as many games as possible in during the time available. Match lengths can be adapted in accordance with the guidance.



Age group

KS2 (7-11 years old)



Gender

Open & Female



Participant numbers

8-10 per team.

Number of teams dependent on venue capacity.



Target audience

For all

Specific competitions include:

- Year 4 Open
- Years 5 & 6 Girls only
- Years 5 & 6 Open
- SEND



Benefits for YP

Dynamos Schools festivals are the final point in the primary schools cricket competition pathway.

They offer the opportunity for children to represent their school, against others, using the 'Countdown Pairs' format – as played in 'The Hundred'.

The festivals offer children the opportunity to develop holistically, with all aspects of Physical Literacy being supported.



Roles for YP

Young people can actively take on the following roles:

- Setting up pitches
- Demonstrating and instructing activities
- Scoring and umpiring
- Acting as a manager to each team or class
- Collating scores and updating progress.



Progression

Dynamos Schools festivals are the final step in the primary competition pathway. Within each county, there may be additional rounds leading to county or School Games finals – as advised by local providers.

Children wanting to take the next step after this experience can consider club or community cricket offers – including 'Dynamos Cricket', ECB's National Programme for 8-11-year-olds.





Additional support

Cricket is a fully inclusive sport. To support you to adapt your practice, check out the [SEND Inclusion Toolkit](#) co-created by the Youth Sport Trust and the National Disability Sports Organisations (NDSOs) who are the leading experts within inclusive sport. They provide advice, support, and opportunities for people of all ages with specific impairments. [The toolkit](#) provides an introduction to a range of special educational needs and disabilities, alongside practical guidance for creating inclusive environments and signposting to further training and development opportunities. It will help you adapt any practice in addition to our suggestions to make it inclusive for all.

Physical Literacy

We have designed these formats with physical literacy at their heart. We want all young people to have positive experiences with physical activity from an early age. As far as possible, we've considered opportunities for young people to move, think, feel and connect through our activities, and given you suggestions to make adaptations. But, if they don't work for you and your young people, then use the THRIVE principle to remove barriers, make changes and give young people greater ownership of their experience.

For further support, look to the Physical Literacy Enactment Guide - Community, which can be found by [clicking here](#), and going to the "Getting Started" guide section to download it.

NGB regional contacts

Cricket has a highly skilled localised workforce, which exist through the network of Recreational Cricket Boards and Foundations. In every county (as well as Cricket Wales and Cricket Scotland) there is a team responsible for the development of grassroots cricket, which includes those responsible for delivery of Schools Programmes through Chance to Shine and Lord's Taverners. A list of local partners is available through the ECB website, [click here](#) to find out more.

At a local level, these partners may be able to support with:

- Guidance on venues for events
- Connections with community cricket, including clubs
- Provision of staffing for any festivals
- School programme delivery to underpin and support inter-competition
- Teacher CPD
- Young leader or officials training and support

Personal development

- Online training and support resources for SGOs and Young Leaders specific to Dynamos Schools are available on the Chance to Shine Portal, which is free access to all via [this link](#)
- The resources include:
 - A teaser video outlining the Dynamos Schools format
 - A live action video showing play footage from Countdown Pairs, with scoring, rules and officiating
- SGOs are encouraged to speak with their local Recreational Cricket Board about what face to face provision may be available locally. The support can include live delivery of the above referenced resources and Teacher CPD training modules which include Dynamos Schools as core content
- All SGOs and teachers are encouraged to download the 'Countdown Cricket' app which offers a smartphone or tablet-based scoring system which is aligned to the format used here
 - For Apple users, [click here](#)
 - For Android users, [click here](#)
 - Please be mindful of the use of this app, given restrictions around mobile phone uses within school settings.





Where to participate next?

- Community cricket opportunities exist on the doorstep within all areas of the country and there are plenty of mechanisms available to support SGOs in making these connections.
- ECB run national programmes for all children aged 5-11. These are:
 - All Stars Cricket (5-8 year olds) – [click here](#) for more information
 - Dynamos Cricket (8-11 year olds) – [click here](#) for more information
- There is specific information available on the growing offer specific for women and girls' cricket via [this link](#)
- ECB's Charity Partners also offer community cricket programmes for bespoke target groups, most of which are fully funded and free to access. These include:
 - Chance to Shine Street (8-24 year olds) – [click here](#) for more information
 - Lord's Taverners Super 1s (Disability specific provision) – [click here](#) for more information.

Where to compete next?

- Local Recreational Cricket Boards will advise on the competition structure within county. Dependent on the size of the county, the following progressions may exist:
 - Hyper local (town or place based) competition
 - District or Local Authority based competition
 - Regional based competition (in larger counties)
 - County finals.





Why Cricket for your school?

Cricket is a bat-and-ball game featuring two teams. The main goal is to score more runs than the other team by hitting the ball and running or hitting the ball over or across the boundary. Our intra-school competitions offer the opportunity for children to bat, bowl and field through a host of fun, fast paced and inclusive games which not only develop the confidence to play cricket but also give children the skills to be a good team player, make good decisions and be a good leader.

How to use activities in curriculum time

A linked and progressive curriculum of activities are available through Chance to Shine, which support all the skills the intra-competition formats put into practice. There are five themed lessons which all lead into the 'Confident Cricketer' intra-class competition. These are:

- Cool Catcher
- Super Striker
- Brilliant Bowler
- Ferocious Fielder
- Skilful Scorer

The lessons are split into KS1, Lower KS2 and Upper KS2 – giving lots of options for every class and every child. Each individual lesson includes ideas on how they can be adapted through the STEP principles and 'Level Up!' ideas. By clicking on the [links here](#), you can see all these lessons in action.

A comprehensive guide to supporting the delivery of cricket in the curriculum is available to access [here](#). This is termed 'This is Play' and outlines the progression of activities, Physical Literacy integration and inclusion elements of all the available resources – and how they connect to the overall competition pathway.

Additional support

Cricket is a fully inclusive sport. To support you to adapt your practice, check out the [SEND Inclusion Toolkit](#) co-created by the Youth Sport Trust and the National Disability Sports Organisations (NDSOs) who are the leading experts within inclusive sport. They provide advice, support, and opportunities for people of all ages with specific impairments. [The toolkit](#) provides you with an introduction to each special educational need and disability, key top tips for creating an inclusive environment and signposting to further training and development opportunities within each NDSO. It will help you adapt any practice in addition to our suggestions to make it inclusive for all.

Physical Literacy

Thrive isn't a checklist – it's a lens to help you sense check quality and inclusion, so consider the following when choosing which format to deliver and how it supports your young people to have a positive experience with physical activity:

- **TAILORED:** does your event support the needs, strengths and circumstances of the group?
- **HOLISTIC:** do the selected activities support young people to move, connect, think and feel?
- **REFLECTIVE:** have you built in time to allow young people to reflect on their engagement and to make choices about what they want to take part in next?
- **INCLUSIVE:** does your event support all young people to engage, feel welcome and included to take part?
- **VARIED:** have you planned for activity differentiation with equipment, space, task and outcome to provide appropriate challenge and maintain interest for all?
- **EMPOWERING:** have you consulted your young people to ask what they want to do, and how they want the event to run? Often, they create better rules and adaptations than we do, which gives them ownership and a positive experience.

For further support, refer to the Physical Literacy Enactment Guide - Education, which can be found by [clicking here](#), and going to the "Getting Started" guide section to download it.





Personal development

- Online training and support resources for SGOs and Young Leaders specific to Dynamos Schools are available on the Chance to Shine Portal, which is free access to all via [this link](#)
- The resources include:
 - **Playground Leaders:**
 - Chance to Shine have developed a bespoke programme for children in Years 5 & 6 which uses cricket games and practices as part of a 'Playground Leaders' course.
 - The course is 3 modules in length and includes a reflection workbook and post-course certificate.
 - The course itself can be led by local cricket coaches/tutors or teachers. All of the content can be accessed through the CtS Portal.
 - **Competition specific:**
 - A teaser video outlining the Dynamos Schools format
 - A live action video showing play footage from Countdown Pairs, with scoring, rules and officiating
- SGOs are encouraged to speak with their local Recreational Cricket Board about what face to face provision may be available locally. The support can include live delivery of the above referenced.
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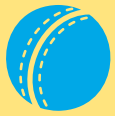
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Where to compete next?

- Local Recreational Cricket Boards will advise on the competition structure within county. Dependent on the size of the county, the following progressions may exist:
 - Skills Festivals for all primary school ages
 - Hyper local (town/place based) competition
 - District/Local Authority based competition
 - Regional based competition (in larger counties)
 - County finals.





How to run intra-competition: Confident Cricketer



How to set up

- The game cards for each activity outline the equipment and space needed to set up the specific game type for each year group
- We recommend that multiple games take place at the same time – ensuring everyone is always active and has a role to play
- Simply rotate groups around the activities you set up, allowing time for each group to have a go at each game.



Age group

KS2 (7-11 years old)



Gender

Open



Participant numbers

Whole class – split into teams.



Target audience

For all

All activities can be adapted using STEP and the resources provide options on how this can be done.



Benefits for YP

The 'Confident Cricketer' games are a great way to celebrate all of the skills learnt and developed over the course of having delivered cricket as part of a PE curriculum or set of lessons.

The resources are designed to consolidate the skills previously developed, putting them together in a fun, fast paced and inclusive format – ideal for inter-house competitions within and across classes.

Children will learn how to:

- Understand and demonstrate the importance of respect for others
- Develop self-control and manage emotions
- Experience being part of a team and understand your contribution to it
- Win with pride and lose with grace.



Roles for YP

Participants can:

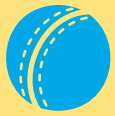
- Help set up the playing space
- Share leadership roles within their own teams
- Create team names
- Choose suitable music to play during the lessons to create a festival atmosphere
- Help collect scores and keep track of progress.



Progression

Taking part in a 'Confident Cricketer' game will provide children with the knowledge and skills to then compete against others in an inter-school format, either at a Skills Festival or Dynamos Schools event.





How to run intra-competition: Skills Challenges



How to set up

- There are three specific Skills Challenges which children play for around 10 minutes each – of which the final 2 minutes are 'scored'
- The challenges are:
 - Super Striker
 - Ferocious Fielder
 - Brilliant Bowler
- Children work through each station in their school team or class
- Each station uses limited kit which can be adapted using STEP principles.



Age group

KS2 (7-11 years old)



Gender

Open



Participant numbers

Whole class or inter-class.

Dependent on venue capacity – full classes encouraged.



Target audience

For all

All activities can be adapted using STEP and the resources provide options on how this can be done.



Benefits for YP

Skills Challenges are an opportunity to introduce children to the principles of competition in an environment where they can have lots of goes, lots of reflections and not feel the pressure of competing against others directly.

The benefits would include (but not be limited to):

- Have fun and enjoy themselves
- Become more determined and demonstrate resilience
- Learn to develop self-control and manage emotions
- Learn the importance of practice and preparation
- Aspire to improve and challenge themselves.



Roles for YP

Young people can actively take on the following roles:

- Setting up specific stations
- Demonstrating and instructing activities
- Scoring the challenges
- Acting as a manager and chaperone to each team or class.



Progression

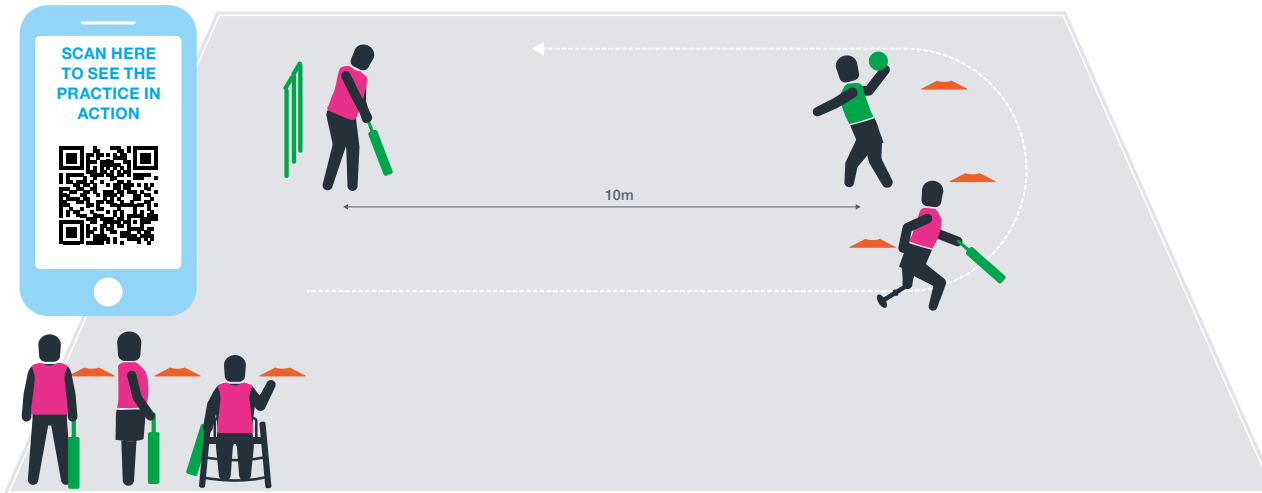
The Skills Challenges provide a foundation of competition which can be used in either intra- or inter-school formats. The next step would be to develop the challenge into a Skills Festival – where the school or teams scores are collated.





Confident Cricketer: Countdown Bats

PRIMARY



How to play

Create a pitch using one set of stumps, a marked waiting area for batters (one cone per batter) back left of the batters (safe distance away) and then mark an area to which batters need to run to and back round the bowler.

- Each team starts with three bats in play, with a bat lost each time a wicket is taken
- Each batter takes their turn to try and hit a ball bowled by the bowler (teacher) into the open space
- Batters must run every time and must carry their bat with them all the way to the back of the queue
- Once the ball is returned from the fielders to the bowler, the ball can be bowled
- The batting side loses a bat if they are caught, bowled, run out or hit wicket
- The innings finishes after all three bats are out of play – the score being the number of balls played by the batting team.

Safety

- **Space** – Use a fan arrangement, so groups are hitting away from each other
- **Appropriate** – Use STEP to adapt activities to suit all abilities
- **Fun** – Ensure children are having fun – change things if you see this is not the case
- **Equipment** – Provide a variety of equipment for all abilities.

Equipment required

- Cones (marking running area, batting waiting area)
- Balls (variety of shapes and sizes)
- Bats/Rackets/Paddles (three per batting team)
- Stumps (one set per pitch)

How to make it easier

- **Space** – Reduce running distances
- **Task** – Hitting ball off a tee
- **Equipment** – More bats = more lives
- **People** – Split into smaller groups/ more games for more goes

How to make it harder

- **Space** – Fielders have to work within specific zones
- **Task** – Increase difficulty of the bowl/ feed (e.g. use a bowler)
- **Equipment** – More stumps = bigger area to defend
- **People** – Three team rather than two team game

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.

Estimated set-up time

- 5 minutes (potentially slightly longer for multiple games/playing spaces).

Difficulty level



(can be adapted for all using STEP)

Spirit of the Games



- How will you work together so everyone can do their best?
- How will you make sure everyone gets a turn and feels included?



- How will your team respect the rules, the other team and the officials?
- How can you celebrate and support others fairly?





Confident Cricketer: Countdown Mini-Pairs

PRIMARY



How to play

Set up two sets of stumps, ideally a distance apart specific for the appropriate age group. Set up boundary with rope, cones or markers. Use an appropriate size for the ages, but consider enough space for more than one game. Set up a safe waiting space for batters who are next in.

- Split into groups of 6–8 and create 3–4 pairs
- During each rotation, one pair will bowl, two pairs will field and one pair will bat
- Each batting pair will face 15–20 balls, and try to score as many runs as possible
- Bowlers bowl to the batter, who can score runs by either hitting the ball to the boundary or running between the wickets
- If a bowler takes a wicket, they score five extra runs to their pair's total.

Safety

- **Space** – Use a fan arrangement, so groups are hitting away from each other.
- **Appropriate** – Use STEP to adapt activities to suit all abilities.
- **Fun** – Ensure children are having fun – change things if you see this is not the case.
- **Equipment** – Provide a variety of equipment for all abilities.

Equipment required

- Cones (marking playing area and running distances)
- Balls (variety of shapes and sizes)
- Bats/Rackets/Paddles (enough for two per team)
- Stumps/target (one set at each end, per game)

How to make it easier

- **Space** – Reduce distance of the wicket
- **Task** – Underarm bowling
- **Equipment** – Large bats and/or balls
- **People** – Group children based on confidence/ability

How to make it harder

- **Space** – Increase distance of the wicket
- **Task** – Introduce more rules – e.g. wide balls and no balls
- **Equipment** – Use specific cricket bats for age
- **People** – Change pairs after each game

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.

Estimated set-up time

- 5 minutes (potentially slightly longer for multiple games/playing spaces).

Difficulty level



(can be adapted for all using STEP)

Spirit of the Games

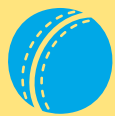


- How will you work together so everyone can do their best?
- How will you make sure everyone gets a turn and feels included?



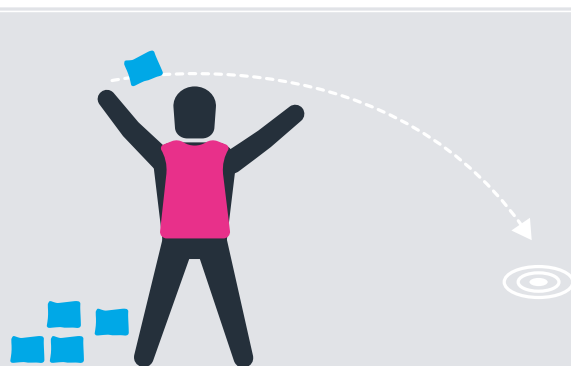
- How will your team respect the rules, the other team and the officials?
- How can you celebrate and support others fairly?





Skills Challenges: Brilliant Bowler

PRIMARY



How to make it easier

- **Change the skill:** Throw underarm or overarm while facing the target
- **Change the equipment:** Make the target bigger
- **Change the time:** Increase the length of the challenge
- **Change who you play with:** Play with a partner and add your scores together

How to make it harder

- **Change the skill:** Rock from front foot to back foot 4 times and bowl on the 5th rock
- **Change the equipment:** Change the bean bag for a ball. Use stumps, a box or a target drawn on a wall
- **Change the time:** Decrease the length of the challenge
- **Change who you play with:** Compete against a partner

Spirit of the Games



- How will you keep trying until the challenge ends?
- What did you do when the challenge felt tricky?



- How did you keep score fairly and accurately?
- What did you do well? What would you try to improve next time?

How to play

- With a pile of bean bags (or scrunched-up balls of paper) by your side, stand sideways on to a floor target with your body in a star shape.
- Make sure your throwing arm is furthest from the target and is holding a bean bag.
- Aim the bean bag onto the target by throwing it over your head using a straight arm
- How many times can you hit the target in 60 seconds? (If you run out of bean bags, run and collect them and use them again.)
- Use the 'Keys to success' to help you.

Keys to success

- Keep the body tight and strong when performing the star shape and bowling action
- Observe other players and the target. Decide when it is safe to bowl.
- **Creativity:** Create your own target
- **Collaborate:** Work together to share equipment if there is not enough for everyone
- **Confidence:** Tell yourself that you can do it!

Safety

- Refer to Chance to Shine indoor and small spaces guide for adaptations, by clicking [this link](#).

Equipment required



5–10 bean bags/rolled-up socks/scrunched-up paper



Stopwatch.

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.



Estimated set-up time

- 5 minutes (potentially slightly longer for multiple games/playing spaces).

Difficulty level



CHANCE TO SHINE

SCHOOL GAMES



Skills Challenges: Ferocious Fielder

PRIMARY



How to make it easier

- **Change the skill:** Let the ball bounce before catching. Roll instead of throw
- **Change the equipment:** Use a lighter or larger ball
- **Change the time:** Increase the length of the challenge
- **Change who you play with:** Play with a partner, taking turns to throw and catch

How to make it harder

- **Change the skill:** Clap between each throw and catch
- **Change the equipment:** Create a target on the wall to aim at
- **Change the time:** Decrease the length of the challenge
- **Set a target:** Set a target number and record how long it takes to reach your target
- **Change who you play with:** Throw and catch to a partner without the wall

How to play

- On your own, throw a ball against the wall and catch it as many times as you can
- How many catches can you make in 60 seconds?
- Use the 'Keys to success' to help you.

Keys to success

- Keep your eyes on the ball
- Choose a suitable way to throw the ball
- **Adaptability:** Consider what else you can do if there is no safe wall available
- **Leadership:** Help to motivate others when they try their challenge
- **Decision making:** Consider if the challenge is too easy, too hard or just right for you.

Safety

- Refer to Chance to Shine indoor and small spaces guide for adaptations, by clicking [this link](#).

Equipment required

- A ball/pair of socks
- A wall to throw against.

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.

Estimated set-up time

- 5 minutes (potentially slightly longer for multiple games/playing spaces).

Difficulty level



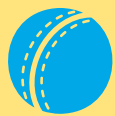
Spirit of the Games



- How will you keep trying until the challenge ends?
- What did you do when the challenge felt tricky?

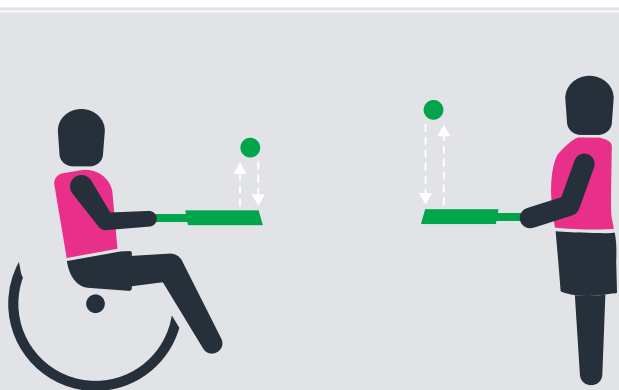


- How did you keep score fairly and accurately?
- What did you do well? What would you try to improve next time?



Skills Challenges: Super Striker

PRIMARY



How to make it easier

- **Change the skill:** Tap up using a hand or two hands cupped together. Balance the ball on a bat
- **Change the equipment:** Use your hand instead of a bat. Change the size or weight of the ball
- **Change the time:** Decrease the length of the challenge
- **Change who you play with:** Bat tap along the ground, taking turns with a partner

How to make it harder

- **Change the skill:** Tap the ball on the edge of the bat. Tap the ball against a wall
- **Change the equipment:** Change the size or weight of the ball. Bat against a wall and play on the rebound each time
- **Change the time:** Increase the length of the challenge
- **Change who you play with:** Bat taps in a rally with a partner. Bat taps to each other in a group

How to play

- On your own, tap a ball up on a bat, racket or use your hand
- How many bat taps can you do in 60 seconds?
- Use the 'Keys to success' to help you.

Keys to success

- Keep the ball close to the bat, racket or hand to help with control
- When things don't go as planned, pick up from where you were and try again
- **Resilience:** Keep going even when things don't go well
- **Creativity:** Design your own challenge
- **Concentration:** Focus on the skill and keep practising.

Safety

- Refer to Chance to Shine indoor and small spaces guide for adaptations, by clicking [this link](#).

Equipment required

- A bat/something to strike with
- A ball/pair of socks.

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.

Estimated set-up time

- 5 minutes (potentially slightly longer for multiple games/playing spaces).

Difficulty level



Spirit of the Games



- How will you keep trying until the challenge ends?
- What did you do when the challenge felt tricky?



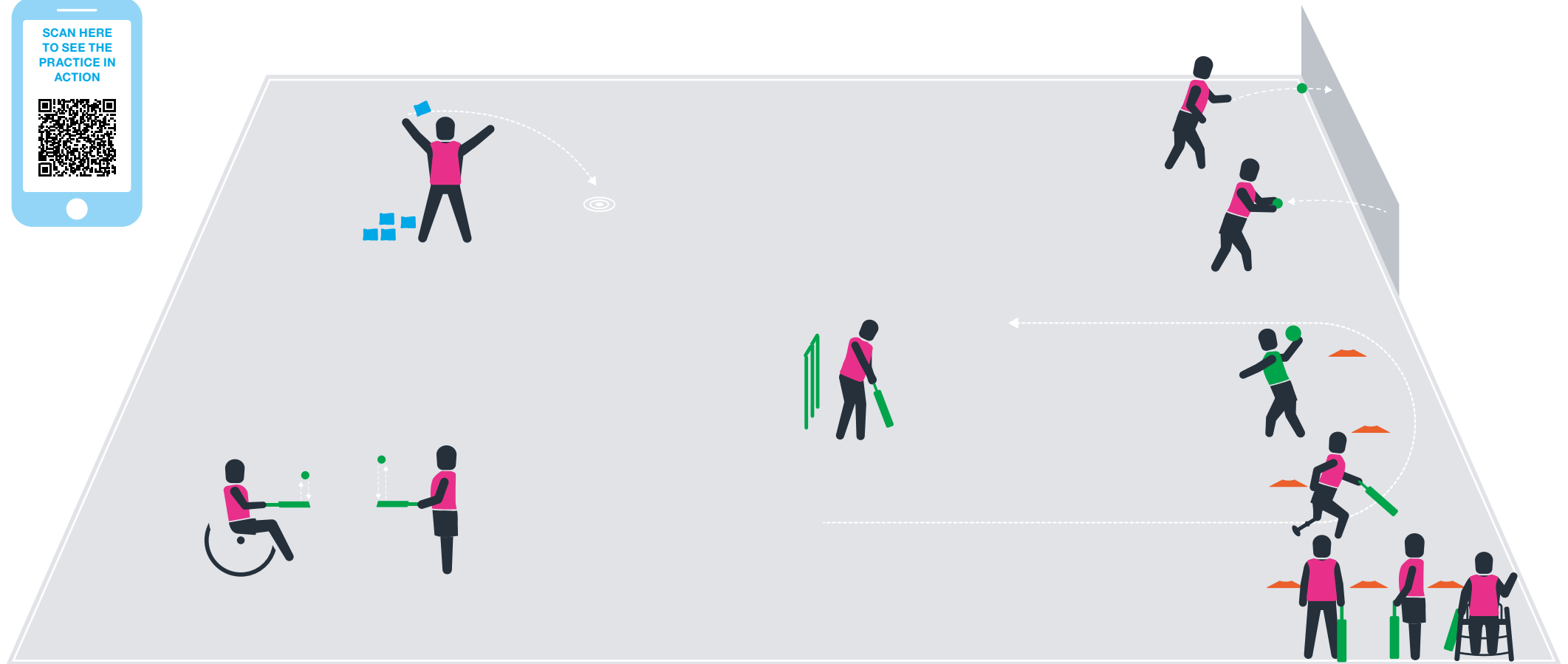
- How did you keep score fairly and accurately?
- What did you do well? What would you try to improve next time?





Skills Festivals

PRIMARY



Spirit of the Games



- How will you work together so everyone in your team can take part and do their best?
- What can you say or do to help a teammate who is finding it difficult?



- How will your team show respect to the rules, the other team and the officials?
- How can you celebrate fairly and support everyone during the game?





Skills Festivals

PRIMARY

How to play

- A Skills Festival will use a combination of activities for the intra competition Skills Challenges and Confident Cricketer activities
- The following stations are recommended. Please refer to these activities for diagrams to help you set up:
 - Super Striker
 - Brilliant Bowler
 - Ferocious Fielder
 - Confident Cricketer - Countdown Bats

In your pre-event briefing with young people and teachers ensure the development focus of the skills festival is communicated clearly. Run through the activities and both the physical skills, life skills and School Games values you are looking for young people to work on and develop throughout the festival.

- Each school will take part in three Skills Stations
- Each rotation will be 10 minutes 'Play' plus a maximum of 5 minutes transition
- During the 'Play' time there will be practice time and then a 2min period in each rotation which will be scored. The scores here will contribute to your overall standing for the day
- Scores will be taken by the coaches, leaders and supporting volunteers
- The three skills challenges are:
 - Ferocious Fielder
 - Brilliant Bowler
 - Super Striker
- The game is – Countdown Bats
- Accumulated points across all three skill challenges and the game will be added together
- Countdown Bats - Matches will be centrally timed, with 5 minutes per innings (x 2 teams).

Celebrating personal best and the Spirit of Cricket

The School Games values can be used to focus on the process of the competition (the learning opportunities) and not just the outcome (the result). Teams and individuals can use the School Games values to score opponents and contribute to the Spirit Score. By introducing a mechanism that quantifies the School Games values, it increases the meaning and relevance and therefore will result in greater learning opportunities for young people. The School Games Spirit Scoring is recommended to be peer-led so young people can reflect on their own values development, as well as analysing others.

Safety

- Ensure that where any batting activities are taking place, fielders are at least 10m away from the children striking the ball
- Use a webs/fans setup for multiple batting groups
- Use kit/equipment appropriate for the age, e.g. check batting sizes.

Equipment required

-  Bats/rackets
-  Soft balls/tennis balls
-  Space markers/cones
-  Stumps
-  Batting tees
-  Stopwatches
-  Scoresheets

Space required

- The ideal location for a Skills Festival is a large outdoor space, such as a cricket club playing field or large sports field
- This will allow multiple stations and pitches to be set up, reducing queuing time on activities.

Estimated set-up time

- 30 minutes, dependent on volume of teams participating (which may increase/decrease pitch need).

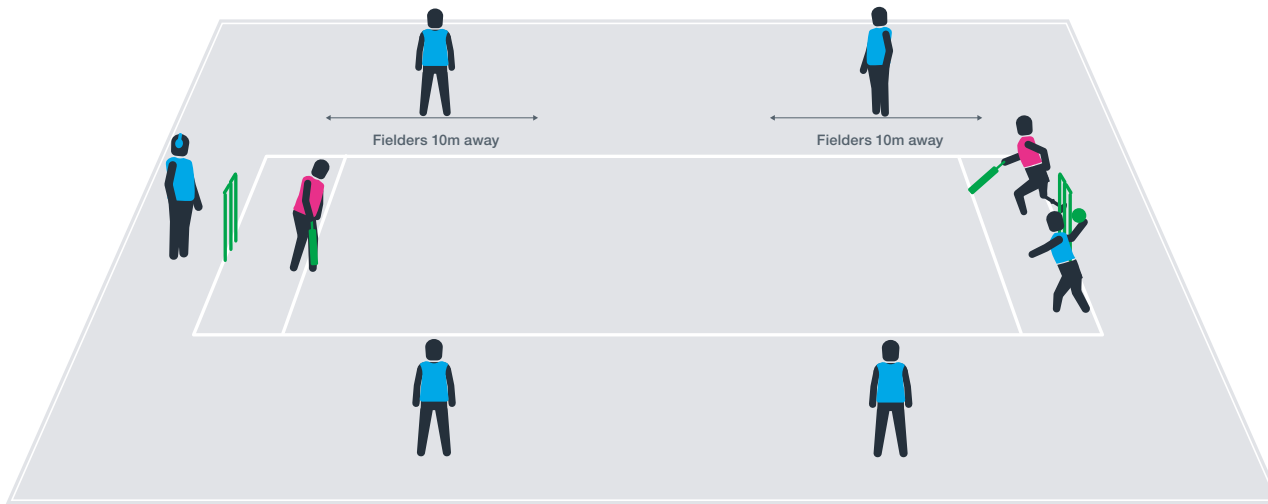
Difficulty level





Inter-Competition: Dynamos Schools

PRIMARY



Safety

- Ensure suitable safe distance exists between each pitch.
- Refer to the diagram above for setup for each pitch. The boundary size is recommended but can be adapted – please ensure there is always a minimum of 10m from those batting to fielders (except those behind the stumps acting as a wicket keeper)

Equipment required

- Rubber balls
- Bats
- Plastic stumps
- Space markers/cones
- Batting tees
- 'Countdown cricket' App

Spirit of the Games



- How will you work together so everyone can do their best?
- How will you make sure everyone gets a turn and feels included?



- How will your team respect the rules, the other team and the officials?
- How can you celebrate and support others fairly?

Space required

- This activity can be adapted to indoor and outdoor space, provided the safe distance guidelines (noted in the diagram) are factored into the space available
- Ensure 10m space from batters to fielders at all times.

Estimated set-up time

- Approximately 30 minutes, dependent on volume of pitches (in relation to number of entries for the event).

Difficulty level



How to play

- **Players:** 8
- **Bowling:** 5 balls per player, then rotate with next fielder to bowl. Underarm and overarm bowling allowed
- **Pitch length:** 17 yards (15.5m) Year 5 & 6 or 15 yards (13.7m) Year 4
- **Batting:** Pairs (10 balls per pair). Umpires should use discretion to swap batters so each is given an opportunity to contribute
- **Scoring:** Via Countdown cricket scoreapp: Android [click here](#) or iOS [click here](#)
- **Runs:** Are scored by hitting past (4 runs) or over (6 runs) the boundary or completing 'runs' between the wickets. No-balls & wides are scored as 2 runs to batting team and no extra delivery to be bowled
- **Free Hit*:** Following a no ball or wide, the batter receives a 'free hit' from the batting tee, and any runs scored are added to the total for that delivery (for example 2 runs for a wide, plus 1 run from the 'free hit' = 3 runs). Batters have 3 seconds to take their free hit and must hit in front of square. Batters can be run out whilst trying to complete a run during a free hit but only by the ball struck from the batting tee (and not the original ball that resulted in the free hit being awarded). Once the free hit ball has been returned to the wicketkeeper, the ball is considered 'dead' and the batters should no longer run.
- **Out if:** Bowled, caught, run out (if out, swap ends and continue, 5 runs added to the fielding team)
- **Fielding:** Rotate after each over. SAFETY: Except for the wicketkeeper, no fielder may field within 10 yards of the bat
- **Byes:** Yes, if batters miss the ball or it hits part of the body, they can still run
- **No balls/Wides:** Yes, if deemed un-hittable, e.g. rolling, too high or too far to be hit fairly.

* Where batting tee isn't available, cones can be used as an alternative.





Inter- Competition: Dynamos Schools

PRIMARY

How to make it easier/harder

	Batting	Bowling	Fielding
Space	For access - Shorten the distance needed to complete a run - Make scoring zones wider or closer. For development - Add bonus zones to encourage different shots.	For access - Allow bowlers to deliver from a shorter distance. For development - Extend the pitch, up to 22 yards.	For access - Reduce the playing area while maintaining safe distance. For development - Increase the playing area for longer return throws.
Task	For access - Strike from a low or raised tee - Choose between a stationary ball, partner feed or bowled delivery. For development - Give each pair a limited number of lives - Award a bonus run for communication between batters.	For access - Allow an underarm or overarm throw instead of bowling - Knock the ball into play from a raised tee. For development - Use overarm only - Award a bonus wicket for hitting an agreed target.	For access - Allow catches after one bounce. - Batter stop running once a fielder collects or touches the ball. For development - Award a bonus wicket for a direct-hit run-out.
Equipment	For access - Offer bats, rackets or striking implements of different sizes and weights - Use a larger, softer or high-visibility ball - Adjust the height of the batting tee. For development - Use a narrower cricket bat or stump for a bat.	For access - Use a larger or softer ball - Bowl at two sets of stumps - Mark a target area to aim for. For development - Bowl at a smaller target, such as a single stump.	For access - Use a larger, softer or high-visibility ball - Mark starting positions for fielders. For development - Return the ball to a smaller target, such as a single stump.
People	For access - Allow the pair to divide striking and running roles. For development - Increase the number of fielders.	For access - Bowl in pairs, alternating deliveries. For development - Teams strategise who will bowl additional sets.	For access - Task fielders to work in pairs within a zone. For development - Limit the number of fielders who can begin in set areas.