





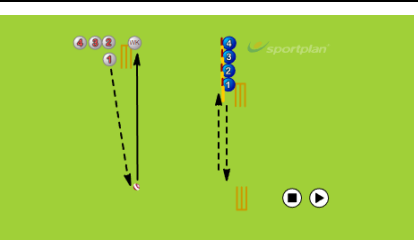




## Batting

Game/Drill	Skills	Equipment	Instructions	QR Code
 <p>CRICKET VICTORIA BATting SKILL DRILLS</p>	<ul style="list-style-type: none"> <li>- All range of cricket shots</li> <li>- Hitting gaps</li> </ul>	<ul style="list-style-type: none"> <li>- Cones</li> <li>- Balls</li> <li>- Tees</li> </ul>	<ul style="list-style-type: none"> <li>- Set up a range of gates as targets for batters to hit through</li> <li>- Getting batters working in pairs (if possible), one as the batter and other as the feeder (underarm throws or drop feeds), hitting off a tee also works</li> <li>- Each batter hits a certain number of balls trying to hit through certain gates, scoring a point each time they are successful then rotate</li> <li>- Let batters find their own way of getting the ball through certain gates as every batter is unique in their own way</li> <li>- Bring in a competitive environment with the points to add extra challenge</li> </ul>	
 <p>SMASH BALL HAUKURU POI</p>	<ul style="list-style-type: none"> <li>- Watching the ball</li> <li>- Movement to get body to ball</li> </ul>	<ul style="list-style-type: none"> <li>- Cones</li> <li>- Balls</li> <li>- Bats</li> </ul>	<ul style="list-style-type: none"> <li>- Set up square playing area (tennis courts) for pairs to play in</li> <li>- Split players into pairs</li> <li>- Each player tries to bat ball over the centre line to their partner (1 point scored each successful hit), trying to get as many points as possible in their pairs</li> <li>- If ball bounces twice or outside of the playing area game starts again</li> <li>-PROGRESSION – Make playing area larger or smaller</li> <li>- Combine 2 pairs up to make a 2 vs 2</li> </ul>	
 <p>SMASH OFF! HAUKURU TAUMĀHEKEHEKE</p>	<ul style="list-style-type: none"> <li>- Pull</li> <li>- Hook</li> <li>- Cut</li> </ul>	<ul style="list-style-type: none"> <li>- Cones</li> <li>- Balls</li> <li>- Bats</li> <li>- Net/wall</li> </ul>	<ul style="list-style-type: none"> <li>- Split players into pairs, one starts as the thrower and the other as the batter</li> <li>- Get the batter standing approximately 1-2 metres from the wall/net. Back facing the wall/net if working on pull/hook or front facing net/wall if working on cut shot.</li> <li>- Partner underarm throws the ball on the full for the batter to hit, change over after a set amount of hits</li> <li>- Bring competition into it, each time the batter hits the net they get a point</li> <li>- Let batter find a way that works best for them to hit the ball</li> <li>PROGRESSION - Bounce the ball in instead of an underarm throw on the full to make it more game like</li> <li>- Give the batter a target zone, hitting in the air or trying to get the ball along the ground</li> </ul>	

	<ul style="list-style-type: none"> <li>- Running between the wickets</li> <li>- Catching / fielding</li> <li>- Communication</li> </ul>	<ul style="list-style-type: none"> <li>- Cones</li> <li>- Balls</li> <li>- Wickets</li> <li>- Bats</li> <li>- Tee</li> </ul>	<ul style="list-style-type: none"> <li>- Set up 2 wickets approximately a cricket pitch length away</li> <li>- Split players into 2 teams (batters &amp; fielders)</li> <li>- Batters line up behind one set of wickets, while fielders line up in a separate line behind the keeper</li> <li>- A ball can be rolled out or placed a certain distance away for the fielder to run out and throw into the keeper</li> <li>- At the same time a batter runs between the wickets</li> <li>- A point is scored to whatever player wins</li> <li>- Swap over after every batter has had their turn (or when they're all out)</li> <li>PROGRESSION - Batters in pairs and must call for each run, a ball is hit off a tee before running</li> <li>- Fielding team this time spread out in position and must field ball and get it into the keeper or coach as fast as possible</li> <li>- Batting pair keeps running until ball is back into keeper/coach, each run counts as team total unless they are run out (then no run is scored)</li> <li>- Everyone in team has 1 or 2 turns or an extra challenge, until they are run out</li> <li>(If you have a large or small number, the non-runners can help in the field)</li> </ul>	
	<ul style="list-style-type: none"> <li>- Batting against spin</li> <li>- Sweep</li> <li>- Using feet to get to the ball</li> </ul>	<ul style="list-style-type: none"> <li>- Cones</li> <li>- Balls</li> <li>- Bats</li> <li>- Tees</li> </ul>	<p><i>Sweep</i></p> <ul style="list-style-type: none"> <li>- Batter down on one knee with ball on tee about a bat length in front</li> <li>- Batter looks get forward and hit the ball into net</li> <li>- Put down a couple target areas with cones to get batter hitting sweep to different spots</li> </ul> <p>PROGRESSION - Get a partner to underarm throw ball to simulate the ball being bowled</p> <p><i>Using feet to advance to spin</i></p> <ul style="list-style-type: none"> <li>- Place ball on a tee a few steps in front of the batter; can move position of the ball to get batters using feet in different directions</li> <li>- Let batters find the best way to get to the ball and what feels best for them</li> <li>- Look to hit the ball along the ground, can progress to hitting over top after</li> </ul> <p>PROGRESSION - Get a partner to underarm throw the ball to simulate the ball being bowled</p>	