## Practice Session Plan (Example)

Date: 1/09/23		Session Number: 1
Time: 3:30-4:30pm		Venue: Mitre 10 nets
<b>Objective Of the Session:</b> Batting - Picking up singles/running between the wickets		
Equipment: Bag of cricket balls, cones, tees, wickets, net		
Introduct Time: 2-3 mins	ion: Ask players how they think last game went we took vs how many we could've taken	. Identify that we lost by 10 runs and how many singles
Warm Up Time: 5 mins	Caterpillar catch - Get players moving and swir Set up 2 lines for players to start and finish at. in for the losing team to keep competition and	Give basic instructions and put a 5x push up punishment
Activity 1: Running between the wickets relay   Time: Split team into 2/3 teams and set up wickets a pitch length away for teams to run in between   5 mins Start with team races where everyone in the team must go once through, then have everyone going through twice   Winning team chooses partner for activity 2		
Activity 2 Time: 10mins	: Calling/running between the wickets Have batters working in pairs with all other pla Each pair has an over to score as many runs as Each incorrect call/run out results in losing 1 ru Pair with most points at the end are the winne	un
Activity 3 Time: 35 mins	can't run when the ball is hit in that direction) Bowlers need to think about how to restrict ba at bowling? Why there?	down some cones where those fielders would be (batters
Conclusio Time: 2-3 mins	n: Recap what our sessions' objective was, how can we put this practice into our next game?	well did we do with that throughout the session? How
<b>Evaluation:</b> I thought the session went well, good buy in by the players. They picked up on the concept of running between the wickets quick. Next time I would set everything up beforehand to keep the session moving instead of players standing around while I set up, then run over time.		