



MAIN ACTIVITY

GAME

Smash and Run

Summer 2 – Week 32

TIME:

10 - 15 mins.

EQUIPMENT:

Cricket bats, cones and balls.

SAFETY:

Make sure no other children get in the way of batter. Fielders must not snatch the ball. Whoever is closest to the ball, takes it back.

LEARNING OUTCOMES:

- Striking.
- Catching and throwing.
- Gross and fine motor skills.
- Winning, losing and teamwork.
- EYFS Prime: C.L / P.D / P.S.E.D.
- EYFS Specific: Maths.

SET-UP:

Set up a cone with a ball on top and place a cricket bat next to the cone. Place another cone further down the room directly opposite the first cone to indicate where the children have to run to.

DESCRIPTION

Split the group into 2 teams. The batting team sit at the side of the room and the fielding team spread out around the area. Each player has a turn at hitting the ball off the cone, they must then run between the cones to score a run. The fielders must get the ball back to the 1st cone before the batter gets back. If fielders get the ball back before batter, then the batter is out. If the batter gets back to 1st cone before the ball, they score a run and stay in for another go. Keep playing until all batters have had a turn. Then swap roles.

PROGRESSION/VARIATION

1. When a player has had a turn at fielding they sit down at the fielding end, this will ensure all children get a turn at fielding.
2. If you have a large group, to make the game quicker each player only has 1 go at hitting the ball.
3. Make the distance to run slightly longer to make it harder to score a run.