

ACTIVITY SHEETS

JOEY CRICKET - BAT TEE

Traditional Use:

Modified Cricket Tees are designed as a teaching aid to instruct the front-foot drive.

GENERAL APPLICATIONS

1. Balance on head for a novelty relay race at Athletics days.
2. Use as marker cones...they are lightweight, bright and easy to store
3. Use as batting tee for cricket but with a rounders/softball diamond set up.
4. Batter hits straight bat shots at targets eg. Foam skittles or cones - 6 shots in a row, changing direction of the shots, score out of 6 how many targets you hit.
5. Set up a circle of batting tees, each batter with the same number of balls. The aim is to hit the balls at other people's tee...score number of hits out of total number of balls hit.

KICK BALL ROUNDERS

A roo ball is placed on the tee. Instead of the ball being hit, simply kick it and run around the bases. Follow rounders rules.

PROTECT THE NEST

Set up students on a basketball court and divide in to two groups. Each team works in one half of the court. Both teams are given 5 modified cricket tees each, on which a tennis ball is placed and two netball/soccer balls are introduced. The game progresses as a game of poison ball, however each team must protect their 5 tennis balls. Once all tennis balls are knocked off the tees or all team members are out, the game starts again.

BEAT THE BALLS

This game requires three Modified Cricket Tees, one Cricket bat (Kanga), three Kanga balls, Golf chipping basket, 4 Marker domes. Divide into two teams - fielding team and batting teams. Set up domes as bases in rounders with chipping basket at home and place three tees next to home plate with balls on tees chipping basket at home and place three tees next to home plate with balls on tees. Batter then has to hit the three balls in front of tees and then has to complete the circuit of domes as quickly as possible. Fielding team has to field the balls and get them into chipping basket as quickly as possible. If the three balls are in the basket before the batter completes his circuit, the batter is out. Continue until team is out then swap roles. Team with most completed circuit wins.

SHOOTING GALLERY

Place 6 batting tees on a basketball court, one in each corner and one on each centre and sideline intersection. There are two teams, one batting and one fielding. The fielding team spreads out on the court, ensuring that there is one person standing beside each tee.

A roo ball is placed on each tee and the 1st batter (with a plastic bat) steps up to the first tee hitting the roo ball into the field. The batter then runs to each tee in turn, and hits the ball off each tee.

While he/she is running the tee minder collects the tee and the fielders throw the ball back to that tee minder who places the ball back on the tee. This needs to be done as quickly as possible as the fielding teams aim is to have all the balls sitting on the tees at the same time. i.e.: the ball is fielded and returned before the batter has the opportunity to hit the next ball. Should this happen, the batter is out and the next batter steps up.

Should the batter make it all the way around they pass the bat to a team mate who repeats this procedure.

The batter is out if any of the balls they hit are caught or if they are caught with out a ball in play (all the roo balls are on the tees). Every time a ball is struck a point is scored, so a successful lap will earn 6 points, and the team with the most points at the end is the winner.

Alternative Rules: Playing with only 4 tees, one in each corner (would make it more difficult for the batting team). Hop around the course. Fast foot ladders or mini hurdles could also be used to slow the batter down if required.