



# CHANCE TO COMPETE

## SKILLS FESTIVAL KS3

### GUIDANCE

#### AIM

All Chance to Compete competitions have been designed to provide all pupils with access to a fun, inclusive and fast paced format of the game.

Skills Challenges can be played indoor or outdoor, the number of pitches dependent on venue size and safety considerations. The purpose of the Skills Challenge is to provide pupils with an opportunity to try out a number of different cricket based fundamental activities, and to improve upon their personal best scores. As such, there will be opportunity for multiple goes at each activity within a session.

The following Skills Challenges have been designed for pupils in [Key Stage 3](#).

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#### SCORING

Each teacher or leader will be provided with a scorecard for their team. All pupils will get the opportunity to have two goes at each of the five Skill Stations, so they can aim to beat their own individual score on the second attempt.

It is recommended that participants work in pairs and keep track of each other's scores – the same way as you would if playing a round of golf. In order to effectively measure progress, pupils must be honest with each other's scores to support the development of fair play.

#### PARTICIPANTS

The purpose of the Skills Challenge is to develop your own score and make progress, so as such this is an individually scored activity. However, if pupils or teachers want to create team groups and keep score via teams then this can be done (this can be done with similar ability, mixed ability or if your school has a house system, then this can be adapted in to the challenges).

# CLOTHING & EQUIPMENT

Schools will be responsible for ensuring that all children wear the appropriate cricket clothing, i.e. PE kit or cricket kit.

The challenges have been put together with simplicity in mind – and are designed to be played with limited kit and no real experience of cricket required to take part. However, more specific kit can be used for the activities to help differentiate the drills and this can even mean helping make the drills more realistic to the needs of a game of cricket – those leading the session are encouraged to adapt to ensure challenge takes place.

The basic equipment required to play a Skills Challenge is as follows:

- 6 sets of Plastic stumps\*
- 6 plastic or wooden bats (sizing suitable for KS3)\*
- Large supply of tennis balls/incrediballs
- Large supply of different coloured cones
- Rubber discs/markers
- 1 tennis racquet

\*The volume of equipment required will be dependent on the number of participants.

## SCORING

Pupils will use the Skills Challenge scoresheet to mark their scores for each station and will work with a partner or within a small group on each station to keep track of all scores.

Teachers and leaders will be responsible for ensuring a fair and objective scoring of each station and will collect the scoresheets at the close of the session.

## WET WEATHER/INDOOR

Should challenges not be able to take place outdoors due to weather conditions, then organisers can ensure play takes place by adopting the same rules if a suitable indoor venue is available.



## SKILLS STATION

Each group will work on a station for 5 minutes

There will be five stations in total, these are outlined below. After each station, teams will move clockwise round the venue to the next activity. There will be a 30 second break between each station.

Once the first round of stations is completed, there will be a 1 minute break. All teams will then complete their second rotation on each station. The whole challenge will last 60 minutes in total, although timings can be adapted to suit the length of extra-curricular sessions.

All Skill Stations are adapted from the Play Content, covering batting, bowling, fielding and fundamental movements.

<b>KS3</b>
<b>Run '3'</b> Scoring: time based
<b>Stump Strike</b> Scoring: time based
<b>Star Strike</b> Scoring: points based dependent on targets hit
<b>Rapid Fire Catching</b> Scoring: points based dependent on number of catches
<b>Striking Star</b> Scoring: points based dependent on targets hit

