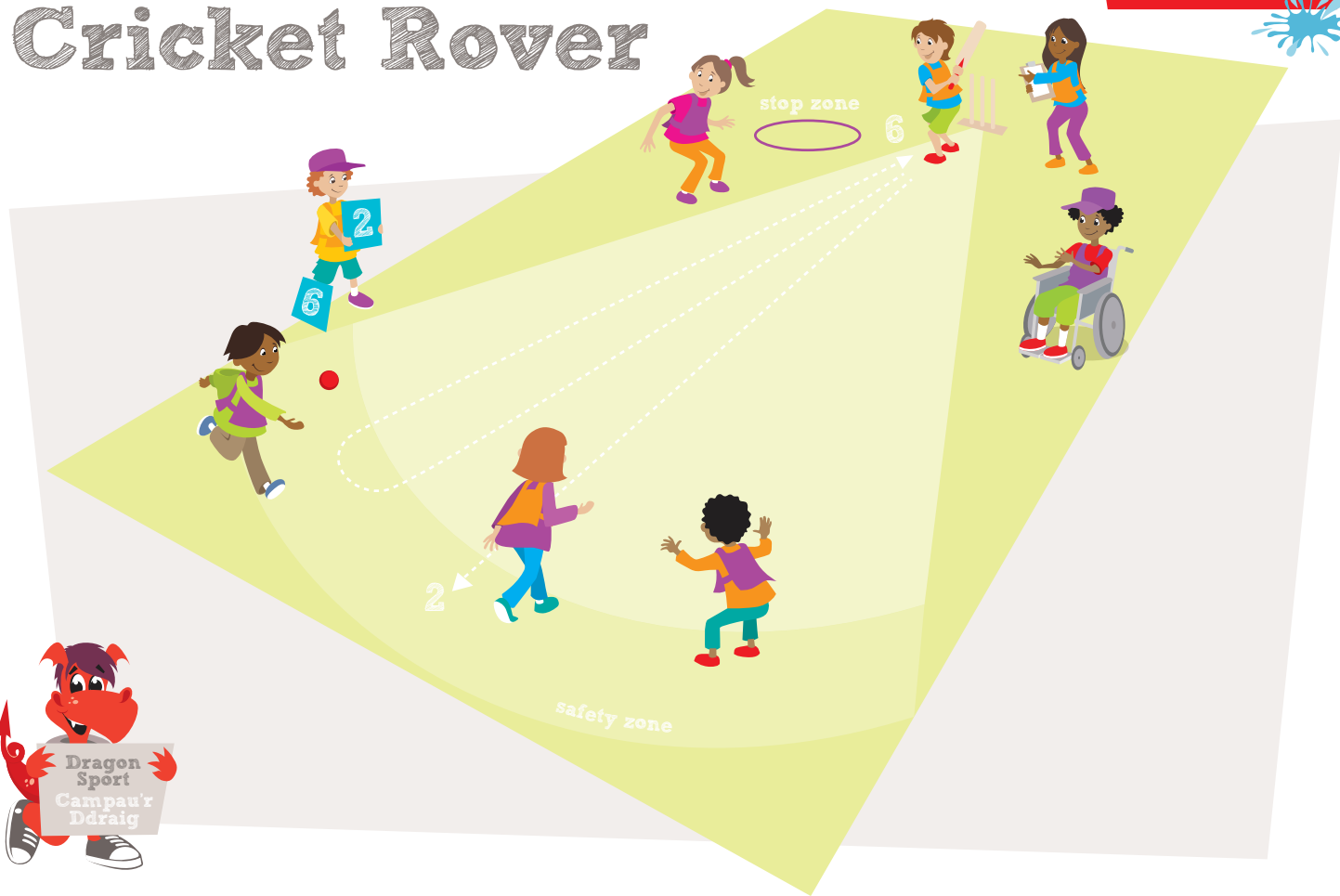


Dragon Sport Cricket

Cricket Rover

Activity Card



Cricket Rover



Let's play

- 4v4 in each large 'garden' (pitch), with a set of wickets at one end, a 'stop zone' close to the wickets and safety zone at least 5m away from the wickets
- One team start as batters the other as fielders
- Batting team - 1 batter, one bowler, 1 scorer and 1 umpire. Agree a fair way to rotate roles
- Fielding team - all field
- Bowler bowls cooperatively, underarm batter hits into playing area
- Fielders retrieve the ball and return the ball to the 'stop zone' as quickly as they can
- Batters scores 2 runs if they get to the 'safety zone' before the ball is returned to the 'stop zone' and 6 runs if they get to the 'safety zone' and back to the wickets before the ball is returned to the 'stop zone'. No runs are scored if the ball is caught
- Each batter has six balls to achieve their highest score, and then players rotate roles
- Score as a team

