

Learning Design for: Team Up week 2

Context

Topic: Batting

Total learning time: 45 minutes

Designed learning time: 45 minutes

Size of class: 30

Description: Team Up cricket - wk2 cricket for yr7 girls - batting
3 weeks, 1 lesson/week

Mode of delivery: Location-based

Aims

To introduce the principles of cricket - game outcomes, skills

Outcomes

Comprehension: What is cricket? What skills are needed?

Psychomotor skills: Batting skills - what skills are needed to strike a moving object?

Define (Knowledge): What is cricket?

Teaching-Learning activities

How do last week's skills fit into a game of cricket?

Read Watch Listen 5 minutes 30 students Tutor is available F2F

Game set-up - Runners vs. Fielders

Produce 5 minutes 12 students Tutor is available F2F

Runners vs. Fielders - groups of 4 or 5, paired & playing against each other

Batting

Read Watch Listen 5 minutes 30 students Tutor is available F2F

Game set-up - Batters & fielders

Practice 10 minutes 5 students Tutor is not available F2F

Strike a moving ball - can you hit a ball to the fielders using your hand?

Cooperative feed, 5-6 hits each, then rotate

Discuss 5 minutes 5 students Tutor is available F2F

What do you need to do to hit in different directions?

[swing arm towards target; move feet & body to facilitate swing]

Produce *5 minutes* *5 students* *Tutor is not available* *F2F*

Game play — how many times can you hit the ball to a fielder (hots out of 6)?

Batting - with a bat

Practice *10 minutes* *10 students* *Tutor is not available* *F2F*

Strike a moving ball with a bat

Cooperative feed, 5-6 hits each, then rotate

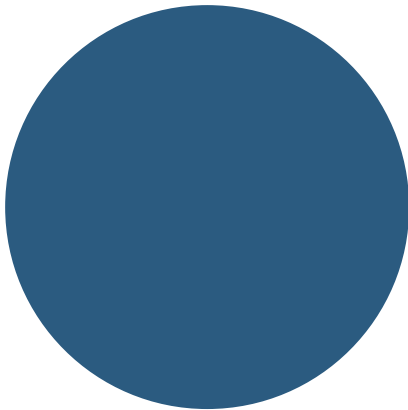
Representations of the learning experience



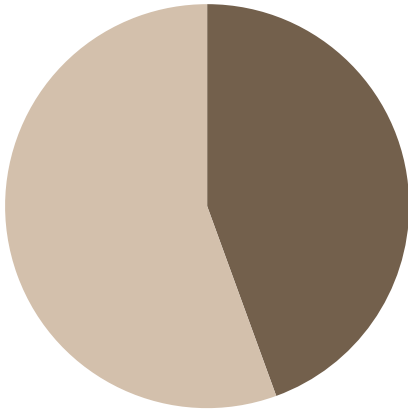
Learning through	Minutes	%
Acquisition (Read, Watch, Listen)	10	22
Investigation	0	0
Discussion	5	11
Practice	20	44
Collaboration	0	0
Production	10	22



	Minutes	%
Whole class	10	22
Group	35	78
Individual	0	0



	Minutes	%
Face to face	45	100
Online	0	0



	Minutes	%
Teacher present	20	44
Teacher not present	25	56