

Learning Design for: Team Up week 3

Context

Topic: Batting

Total learning time: 45 minutes

Designed learning time: 45 minutes

Size of class: 30

Description: Team Up cricket - wk3 cricket for yr7 girls - putting it all together: Games 3 weeks, 1 lesson/week

Mode of delivery: Location-based

Aims

To introduce the principles of cricket - game outcomes, skills

Outcomes

Define (Knowledge): What is cricket? What skills are needed?

Identify causes of (Comprehension): How to WIN at cricket

Teaching-Learning activities

Playing the game

Read Watch Listen 5 minutes 30 students Tutor is available F2F

Game set-up - Non-stop cricket

Produce 15 minutes 12 students Tutor is not available F2F

Non-stop cricket
5-6 vs. 5-6 (3 games)

Linked resources

Non-stop cricket

Discuss 5 minutes 30 students Tutor is available F2F

How did the game go?
What works?
What skills did you use?
Any new skills?
What do you need to do to WIN?

Playing again

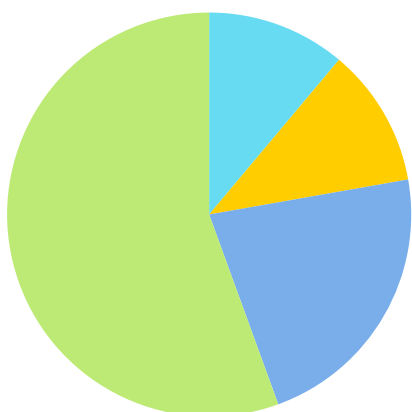
Collaborate 5 minutes 6 students Tutor is not available F2F

As a team - what do you need to do to WIN?

Produce *10 minutes* *12 students* *Tutor is not available* *F2F*
Non-stop cricket
5 vs. 5 (3 games)

Discuss *5 minutes* *30 students* *Tutor is available* *F2F*
What went well?

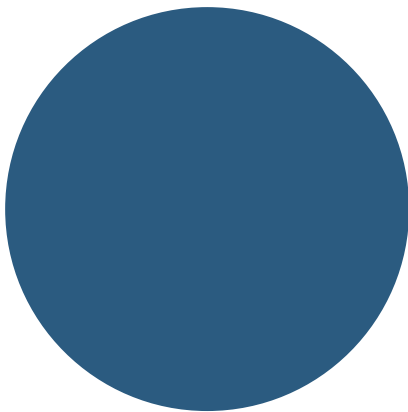
Representations of the learning experience



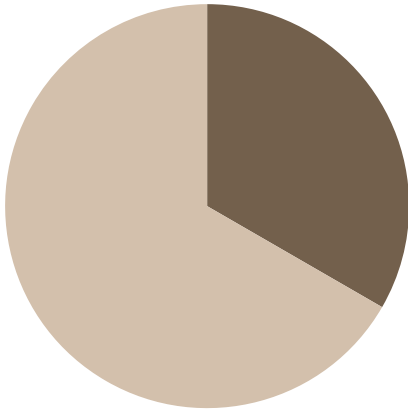
Learning through	Minutes	%
Acquisition (Read, Watch, Listen)	5	11
Investigation	0	0
Discussion	10	22
Practice	0	0
Collaboration	5	11
Production	25	56



	Minutes	%
Whole class	15	33
Group	30	67
Individual	0	0



	Minutes	%
Face to face	45	100
Online	0	0



	Minutes	%
Teacher present	15	33
Teacher not present	30	67