



ASHES SCHOOLS CHALLENGE

Introduction

The following are a series of activities designed to support curriculum areas through the context of the summer of cricket in 2015. England will be playing various matches against Australia in the Investec Ashes Series of 2015. The resources have been planned to use the context to enhance various elements of the National Curriculum. Each of the main Test Match activities tackles a different aspect of the literacy curriculum for Key Stage 2 and 3. Each activity also encourages the development of other skills such as numeracy, research and working as a team.

In addition to the main Test Match activities there are One Day and t20 activities. These reflect the different versions of the game of cricket. For this pack Test Match activities are those activities that link to the literacy curriculum. One Day activities are those that are more numeracy based whereby t20 activities are those that relate to other curriculum areas, namely art, technology and research project based.

The pack, whilst initially designed for Key Stage 2, is easily adaptable to work with Key Stage 3 pupils. All activities allow pupils to demonstrate their personal learning and thinking skills as outlined below.





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The activities

The following resources are a series of activities designed to support curriculum areas through the context of 'The Ashes'.

Curriculum areas that are supported will be:

- Literacy
- Numeracy
- Media
- Art
- Geography
- History
- Personal and Social
- Processing Information
- Reasoning
- Evaluation
- Enquiry
- Creative thinking
- Team Work

The activities are organised into 4 different areas:

Type of activity	Designed to...
Warm Up Activities	...introduce the game of cricket
Test Match Activities	...support the literacy curriculum
One Day International Activities	...support the numeracy curriculum
International t20 Activities	...support other curriculum areas

Assessment opportunities

There will be indication of where pupil's literacy or numeracy skills are being particularly developed, through Assessing Pupil Progress (APP) and links to Assessment Focus (AF).

Resources

All resources are included in the enclosed Online web resource - these are highlighted through the session plans.

'Warm Up' activities

For groups with a basic level of cricket and The Ashes knowledge there is a series of 'warm up' activities.

Acknowledgements

These resources were developed with the ECB by staff from the Learning Beyond the Boundary Centre, as part of Durham County Cricket Foundation.



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Session	Activity type	Name of activity	Brief description	Curriculum area	Personal learning and thinking skill	Literacy skills developed	Suggested Activities for 'Main Activities' drop down section
Introduction activity							
Introduction 1	Intro 1	Cricket Terminology	Explaining the vocabulary of cricket	Literacy		Developing vocabulary	Match words to meanings
Introduction 2	Intro 2	Explaining how cricket is scored	Explaining how cricket is scored	Numeracy			Numeracy activities on scoring
Introduction 3	Intro 3	Teams that play cricket	Describing the major teams that play cricket	Geography	Processing information	Speaking and listening skills	Match places names to maps
Test Match activities - Literacy based							
1	Test Match activities	About The Ashes	Going through the history of The Ashes series	Literacy, Humanities	Reasoning, Enquiry	Writing reports on a topic	Look at facts and write radio report on initial Ashes game
2	Test Match activities	Play in the spirit	Looking at the spirit in which cricket is supposed to be played	Literacy	Process information, Reasoning	Comprehension skills	Literacy comprehension on Brett Lee / Andrew Flintoff encounter
3	Test Match activities	Pick your own team	Identifying features of a good team player	Literacy, Drama	Reasoning, Evaluating	Speaking and listening skills	Choose extra player from information given and then do interview board meeting
4	Test Match activities	Writing for the media	Developing newspaper report writing	Literacy	Creative thinking, Evaluating	Using descriptive vocabulary	Compare two match reports and then improve another match report using better literacy
5	Test Match activities	Writing a cartoon strip	Developing the skills to write a cartoon story	Literacy, Art	Creative thinking	Using descriptive vocabulary	Use Ashes photos to create a cartoon strip



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Session	Activity type	Name of activity	Brief description	Curriculum area	Personal learning and thinking skill	Literacy skills developed	Suggested Activities for 'Main Activities' drop down section
One Day International activities - Numeracy based							
6	One Day activities	Cricket timeline	Using the times in a cricket match to develop time skills	Numeracy	Processing information	Following instructions	Use times during a One Day International game to solve time problems.
7	One Day activities	Cricket data sets	Using data about cricket players to sort, rank and classify information	Numeracy	Processing information	Following instructions	Top trumps type activities using data from players.
8	One Day activities	Measuring cricket	Using cricket fielding positions to practice co-ordinates	Numeracy	Processing information	Subject specific vocabulary	Using the layout of the pitch and fielders to look at translations etc.
9	One Day activities	Follow the tour	Producing a budget for a cricket supporters trip of a lifetime	Numeracy, Humanities	Processing information, Creative thinking	Writing advert type reports	Put together a budget and information for a trip of a lifetime.
10	One Day activities	Cricket Graphs	Using data about a cricket game to explore line graphs	Numeracy, Literacy	Processing information	Report writing	Write the 'story of the game' by using the worm graphs from a ODI.



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Session	Activity type	Name of activity	Brief description	Curriculum area	Personal learning and thinking skill	Literacy skills developed	Suggested Activities for 'Main Activities' drop down section
t20 (Twenty-Twenty) activities – Foundation subject based							
11	t20 activities	Sporting rivalry	Exploring sporting rivalries	Humanities, Literacy	Reasoning, Evaluation	Report writing	Look at the rivalry between different sporting teams.
12	t20 activities	Fit for cricket	Using a cricketer to think about healthy eating	Technology	Creative thinking	Following and writing instructions	Look at the fitness needs for cricketers and design a menu.
13	t20 activities	A step back in time	Looking at how cricket equipment has changed over the years	Technology	Reasoning	Speaking and listening skills	Look at the development of equipment through the ages and then design a t20 kit.
14	t20 activities	Cricket collage	Making a collage to depict a certain aspect of cricket	Art	Creative thinking		Make a collage from newspaper clippings or other art projects
15	t20 activities	Being a cricket expert	This gives pupils the chance to research and present on an aspect of cricket	Computing	All	Writing skills	Research on any topic surrounding the Ashes and then present it in form of choice.



CRICKET

A TEAM GAME OF INDIVIDUALS

Cricket is, in essence, a simple game. There are two sides of 11 players. Each side gets a turn to bat and score as many runs as they can. The other side then bats and tries to beat that score. During a side's batting turn, or innings, they bat in pairs and score runs by running between two wickets in the middle of the field. Each time they reach the other wicket a run is scored. They can run more than once if they hit the ball far enough! A wicket is made up of 3 stumps and two bails across the top.

The boundary is a rope that goes round the edge of the field. If the ball is hit over the boundary, the batter automatically scores 4 runs (or 6 runs if it doesn't bounce before going over the boundary).

An innings for a team is when the whole team has been 'dismissed' or 'got out'.

There are a number of ways for batters to be 'got out':

- Bowled - The ball is bowled and it hits the wickets.
- Caught - The batter hits the ball and the ball is caught by a fielder.
- Leg Before Wicket - If the ball would have hit the wicket but hit the batters leg instead that is LBW. It stops batters standing in front of the wicket all the time!
- Run Out - If they batter doesn't run fast enough and the ball is thrown to one of the wickets and hits it before they get to the wicket they are out.
- Stumped - If the batter misses the ball but moves away from the wicket the wicket keeper can push the ball onto the stumps.

There are other ways of 'being out' but that will do for now. The innings ends when the 10th batter is out, because they must bat in pairs.

Bowling is really throwing the ball from one wicket to another wicket in a particular way (fast and swerving, or slow and spinning) to try to make it difficult for the batter to hit the ball. Each bowler gets 6 bowls and then another bowler will bowl 6 balls and so on. This block of 6 balls is call an 'over'.

There are two types of games:

- Limited Over games.
- Long version, or Test Matches.

In Limited over games each batting side gets a number of 'overs' to try to score runs, the other side then tries to beat that score. In the longer version, one side bats, then the other side bats. After that the first side bats again, and their scores are added. Finally the second side bats again and tries to score enough runs to beat the total score. This type of game lasts for 4 or 5 days.

If a side is scoring a lot of runs, and I mean a lot, they can stop their innings early if they think it is a good enough score - this is 'declaring' but more on that later!

A team game of individuals

A game of cricket is a team game, made up of individuals. A bowler, a batter and a fielder is involved each time the ball is bowled.

The Ashes

In the 19th Century, England, as part of the British Empire, spread the game of cricket across the colonies, India, Australia, South Africa etc.

England was the best cricket team in the world. But, in 1882 an Australian team came over to play a game against England at the Oval in London, and won! The English press wrote an article declaring that English cricket had died and the 'body will be cremated and The Ashes taken to Australia.' When the following year, England went to Australia to play a series, the tour was dubbed as 'the regain Ashes' quest. Upon winning the series, that same year, England was presented with a small urn that allegedly contains The Ashes of a wooden bail, and represented The Ashes of Australian cricket.

That is why the England and Australia 5 Test Matches are now called 'The Ashes.' The urn is kept in a museum in Lord's cricket ground, London - a replica is presented at the end of the series.

