

6 PILLARS TO THE SMASH PLAY APPROACH



SKILL LEARNING

LEARNING IS MESSY

- Reframe mistakes as exploring to find a way
- Progress looks like a mountain range, not a straight line
- Make the game look like cricket as much as possible



EXPLORATION IS PRIORITISED

REINFORCE THERE IS NO 'ONE' PERFECT TECHNIQUE

- Encourage the exploration to trial different ways to solve movement problems



INDIVIDUAL DIFFERENCE

CREATE DIFFERENT CHALLENGE LEVELS

- Support individual differences by matching the difficulty of the game to player capability



FACILITATE SELF-CHALLENGE

GIVE CHOICE TO THE LEARNERS WHERE POSSIBLE

- Encourage learners to challenge themselves
- Support a shift from being coach driven to player driven choice



SENSE OF ACHIEVEMENT

'I'VE BEEN SUCCESSFUL TODAY'

- Individual success for every learner in every session



MAXIMISE TIME

NO LAPS, NO LINES, NO LECTURES

- Maximise time with a bat and a ball in hand
- A bat and a ball for every learner
- Maximise the equipment available
- Maximise activity