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TAKITŪ

BATTLE GRID

TRAINING FOCUS

Fielding

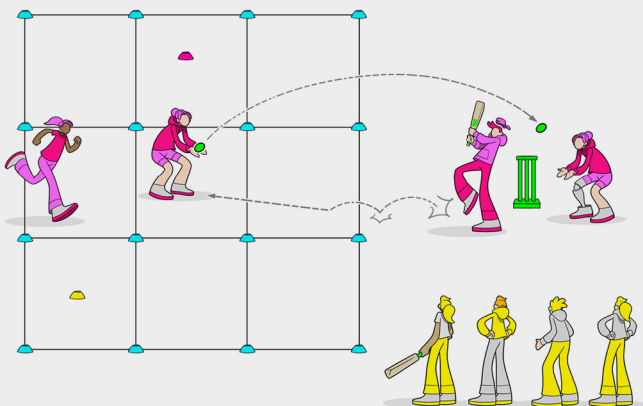
ALSO DEVELOPS

Batting, Movement,
Game Awareness, Perception

WHY TRAIN THIS WAY?

- Training through playing games is the modern approach to skill acquisition and developing technique.
- The 'whole cricketer' evolves through play, in response to the game design and environment (constraints-based coaching). This approach encourages play and exploration.

SET UP



Note: Illustrating pink team playing and yellow team ready for their turn. Two teams play against each other, as per 'Game Play'.

GAME PLAY

- The goal of the game is to own a number of squares in a row. Set up a grid of any number of squares (just like noughts and crosses) of any required size.
- Split the Players into two teams with each team including a batter, a wicketkeeper and fielders. Players can also rotate positions as the game progresses.
- The two teams compete against each other, with alternate turns, to claim their squares in a row.
- The batter hits the ball along the ground for a fielder to attempt to stop inside a square. If they are successful, their team "claims" that square.
- If three fielders are in a team, they must each start on a different side of the grid and all attempt to stop the ball, or back up their teammate.
- If the ball stops before it is fielded or is "misfielded" the square is not claimed.
- The fielder must return the ball to the wicketkeeper to complete the square claim.

EQUIPMENT



Bat, Balls, Wickets, Cones,
Wicketkeeping Gloves
Extras: Catching Mitts

ENVIRONMENT



Outdoor Space, Indoor Space

WHAT ARE YOU SEEING?

Concentrate your initial focus on the positives and achievements in relation to the training focus for this game.

Incorporate the positive and the need for improvement, develop questions that will help players discover their own solutions.

ASK THE PLAYERS...

What were the things that were working well for you?

What do you think you need to try and work on?

What is the best position to get into to pick the ball up off the ground with two hands when you are moving?

MIX IT UP



- ⊖ Batter throws the ball into the grid, rather than hits it.
- ⊖ Wicketkeeper feeds the ball to the batter to hit.
- ⊕ Extend to catching within a square.
- ⊕ Make the grid larger.

LEADERSHIP REFLECTIONS



EMPATHY - NGĀKAU AROHA

Think about the game: How do you think your teammates were feeling when there was success or when there were difficulties? Is that how you would have felt?



COMMUNICATION - WHAKAWHITI KŌRERO

How did you react verbally to your teammates' actions? Were you supportive or negative? Did your body language give the same message as your words?



TRUST - NGĀKAU PONO

Our optimum team culture is one where we trust and support each other. Did you make a positive contribution towards this today? Rate yourself 1 to 10. What is the best way as a team to show trust and support in any situation?

PROMPT THE PLAYERS

Ask them to concentrate on:

- During the game, think about situations that occur and how your teammates are feeling.
- Positive communication – what we say and how we look when we say it.
- Being supportive and trusting each other to achieve.

BOSS BATTLE

The team that wins the first game becomes the Boss, and is challenged by having to hit the ball from further away from the grid.



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