

Design Principles of Cricket Curriculum

Cricket is a team game. Team systems, strategies and tactics are dependent on batting, bowling and fielding. Ultimately team organization is only as effective as the individual technical strength. The philosophy is based on the premise that the game consists of sequences of play and that Team Success is determined by child's individual performances in these exchanges.

Cricket Progression Model

Batting

- Exercises where players learn the implementation of skills in batting - grip, stance, balance, basic shots etc.

Bowling

- Exercises where players learn the basic skills of bowling - grip, run-up, line and length etc.

Fielding

- Drills and exercises where players learn the skills of fielding and the concept of tactical fielding.

Throwing

- Drills and exercises where players learn the skills of throwing.

Catching

- Drills and exercises where players learn the skills of catching.