

Session 6: Maths

Lower Key Stage 2
(Years 3 & 4)

Learn Programme

Overview:

Geometry, position,
and direction

National Curriculum:

- describe positions on a 2-D grid as coordinates in the first quadrant (y4)
- describe movements between positions as translations of a given unit to the left/right and up/down (y4)

Captain Co-ordinates

A Starter

Fielding Fix

Discuss cricket fielding positions and the job of the captain to make sure all the fielders stand in the right place.

Things to draw out:

- Place fielders in best places to stop runs.
- Place fielders in the best places to take catches.
- You might change the field positions to allow you to be more or less attacking/defensive.
- Different bowlers may need different fields setting for them.
- The captain will need co-operation and buy-in from the bowler and the fielders – leadership skills are required!

B Main Activity

Cricket Co-ordinates – Part 1

Complete the co-ordinates activity in the additional resource.

- R Resource** Worksheet: Co-ordinates Grid
- Resource** Worksheet: Co-ordinates Grid Table
- Resource** Answers: Co-ordinates Grid

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C Star Challenge

Cricket Co-ordinates – Part 2

Create a grid outside on the playground using chalk/markers.

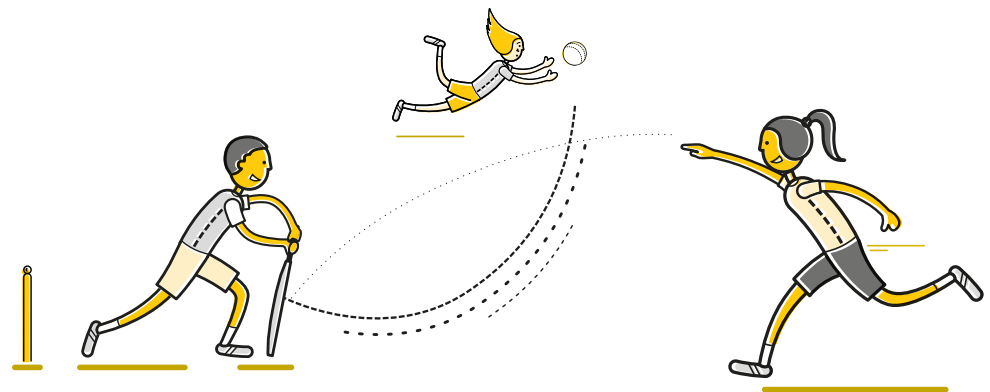
Label the axis and number them.

Plot the positions of the players in the first quadrant (x,y).

Which coordinates will be passed over by the bowler?

What about the batsman?

How far away are the fielders?



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B Main Activity

Worksheet: Co-ordinates Grid Table

You need to record the coordinates for each of the positions numbered in the Co-ordinates Grid on the other Worksheet by recording them in the table here.

Remember that you always start with the number or letter reading horizontally and then look at the number or letter reading vertically.

Number	Position	Co-ordinate
1	Wicket Keeper	
2	Slip	
3	Gully	
4	Silly Mid-off	
5	Backward Short Leg	
6	Point	
7	Cover Point	
8	Mid-off	
9	Mid-on	
10	Mid-wicket	
11	Square Leg	
12	Backward Square Leg	
13	Fine Leg	
14	Bowler	
15	Deep Extra Cover	
16	Long Off	
17	Long on	
18	Deep Mid-wicket	
19	Long Leg	
20	Umpire 1	
21	Umpire 2	

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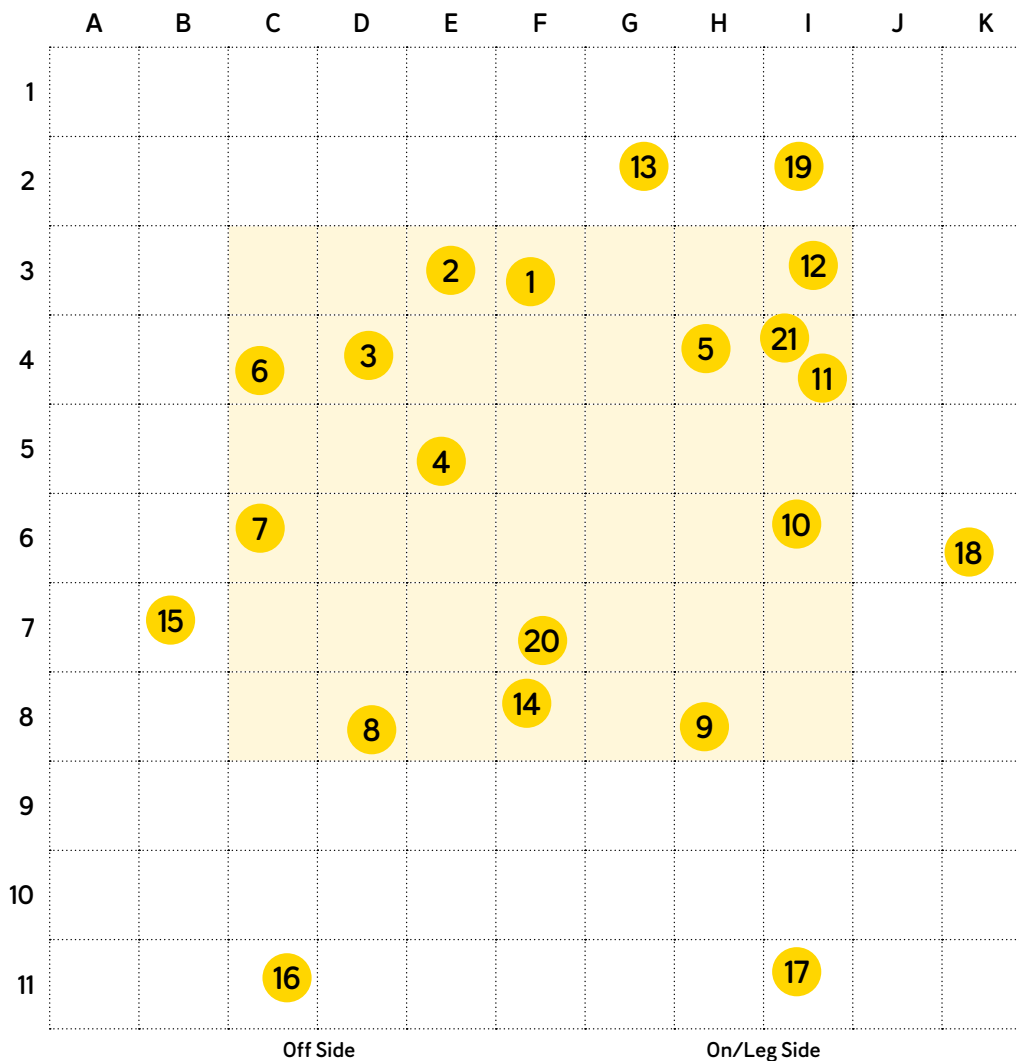
Learn Programme

Captain Co-ordinates

B Main Activity

Worksheet: Co-ordinates Grid

Below is a grid showing all possible positions for fielders in a game of cricket for a right handed batsman. You need to record the coordinates for each of the positions numbered in the grid and labelled in the table on the other Worksheet.



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B Main Activity

Answers: Co-ordinates Grid

Here are the answers for the correct coordinates that each fielding position is located.

Number	Position	Co-ordinate
1	Wicket Keeper	F, 3
2	Slip	E, 3
3	Gully	D, 4
4	Silly Mid-off	E, 5
5	Backward Short Leg	H, 4
6	Point	C, 4
7	Cover Point	C, 6
8	Mid-off	D, 8
9	Mid-on	H, 8
10	Mid-wicket	I, 6
11	Square Leg	I, 4
12	Backward Square Leg	I, 3
13	Fine Leg	G, 2
14	Bowler	F, 8
15	Deep Extra Cover	B, 7
16	Long Off	C, 11
17	Long on	I, 11
18	Deep Mid-wicket	K, 6
19	Long Leg	I, 2
20	Umpire 1	F, 7
21	Umpire 2	I, 4