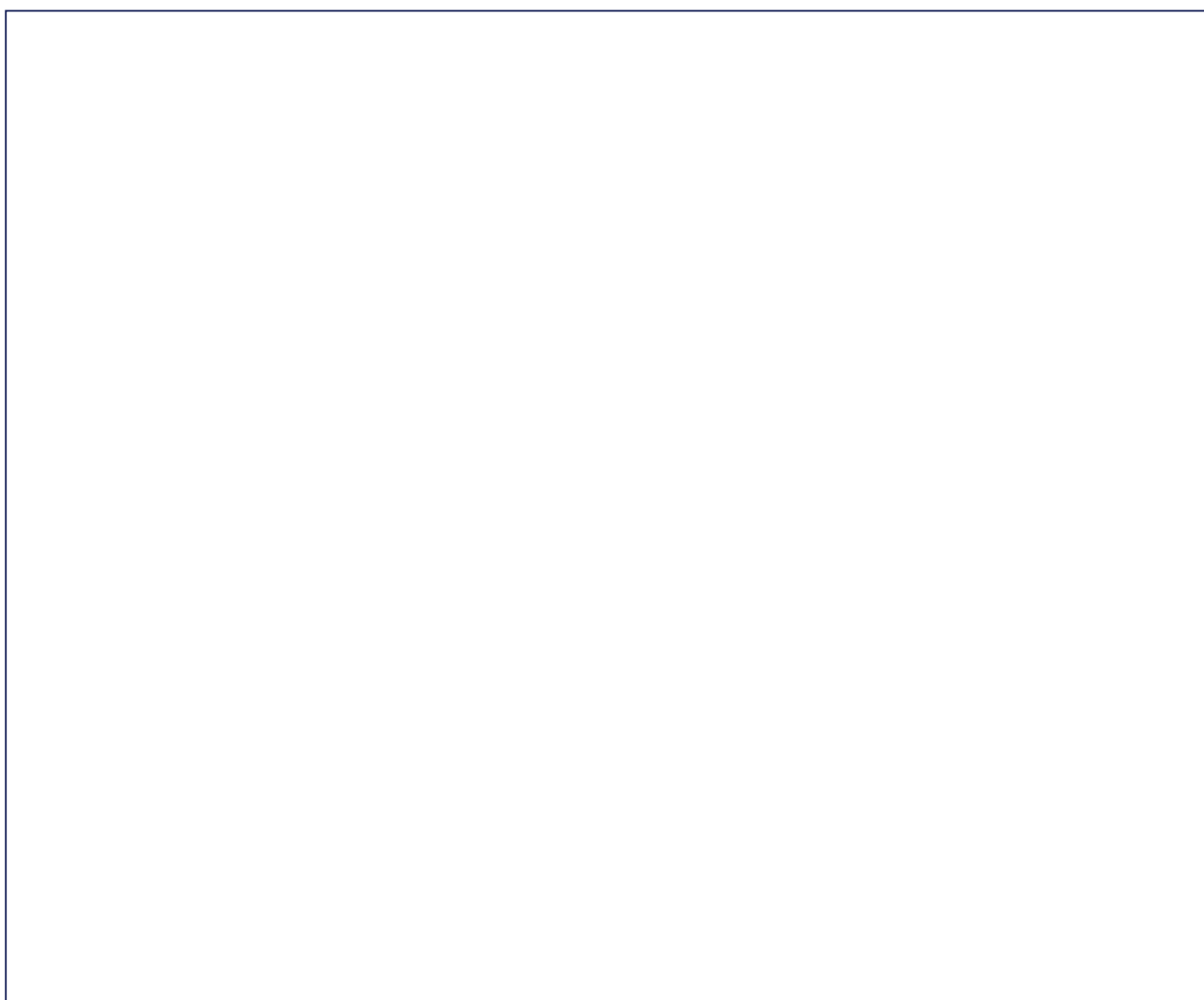


Max's Striking and Fielding Masterclass

Learning objective: To identify and illustrate the key positions and components of a striking and fielding game.

Max the monkey is organising a school tournament! Use the drawing prompt below to create a diagram of a game in progress. Use the word bank to label your drawing accurately, showing where each player stands to be effective in the field.

Draw: Draw an overhead view of a striking and fielding pitch. Use a pencil to sketch a large diamond or oval shape for the field. Include a 'striking zone' at one end. Draw stick figures to represent the Batter, the Bowler, the Wicket-keeper, and at least three Fielders spread out across the pitch. Use a ruler for straight lines and ensure the 'Boundary' is clearly marked with a dashed line around the outside of the field.



Label words: Batter · Wicket-keeper · Bowler · Fielder · Base · Striking zone · Boundary

Steps:

1. Label your drawing to show the position of the 'Bowler'. Explain why the Bowler needs to stand in a specific spot to make it difficult for the batter to hit the ball.
2. Identify the role of the 'Wicket-keeper' in your diagram. Justify why this player must remain alert at all times during the game.

3. Compare and contrast the role of a 'Fielder' to the role of a 'Batter'. What skills are required for each?
4. What might happen if the fielders were all standing in the same area of the pitch? Explain your reasoning.
5. If you were the team captain, where would you position your most accurate thrower? Justify your choice based on the layout of your drawing.
6. Creative Extension: Design a new piece of equipment that would help a fielder catch a ball more easily. Describe how it works and sketch it on the back of your sheet.