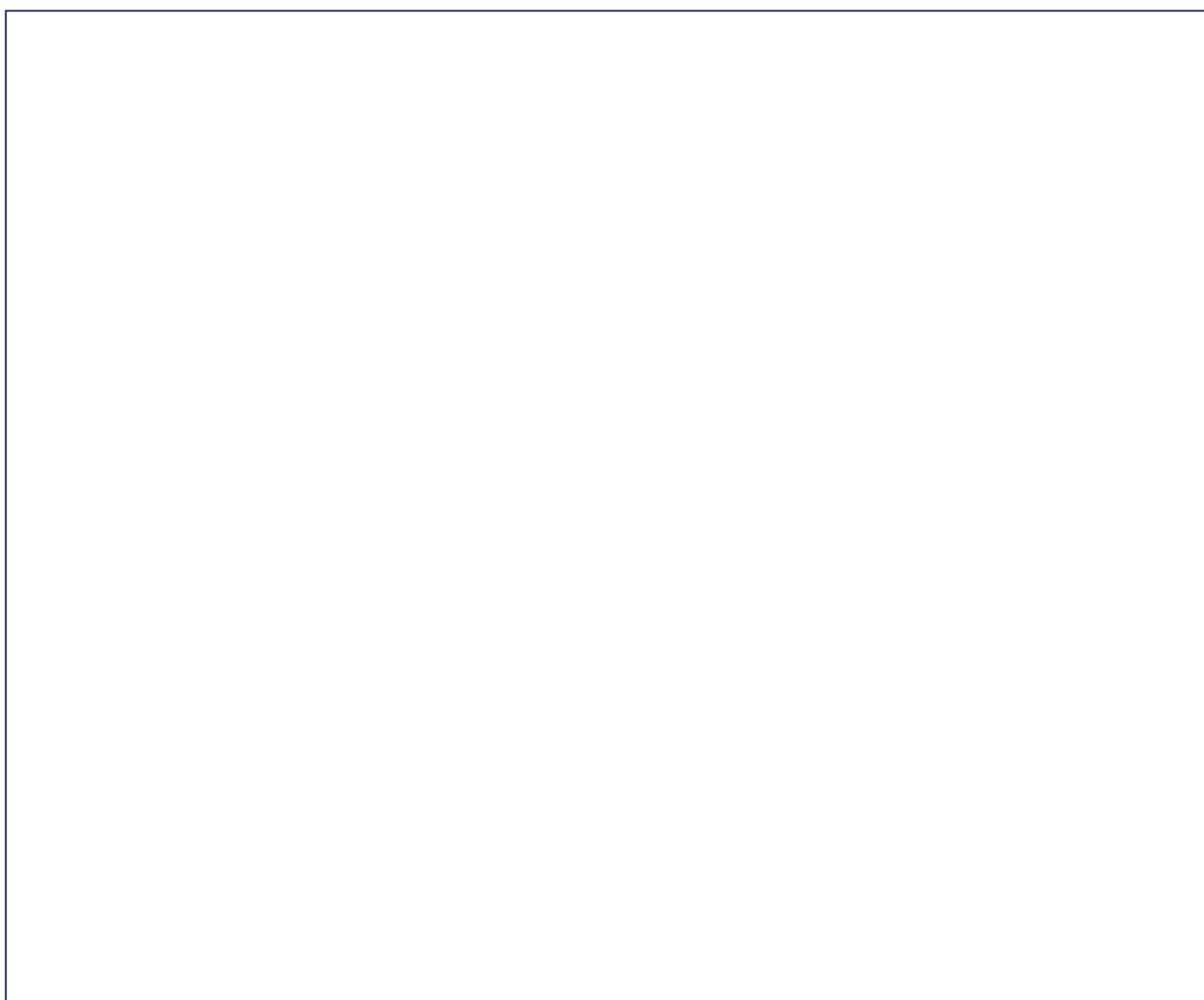


## Mastering Striking and Fielding with Max the Monkey

*Learning objective: To understand the layout, equipment, and key positions involved in a striking and fielding game.*

Use the drawing area below to design a layout for a striking and fielding game. Follow the steps carefully to ensure all key elements are included, then use the labels from the word bank to identify your equipment and player positions.

**Draw:** Create a top-down view of a striking and fielding field. Draw a clear rectangular area with a 'Boundary' line around the edge. Include a set of wickets at one end and a designated area for the batter. Draw a circle for the bowler and at least four circles to represent fielders positioned in different parts of the field. Use neat lines and clear labels to show where the ball travels after being hit.



*Label words: Batter · Wicket · Bowler · Fielder · Base · Boundary · Backstop*

### Steps:

1. Step 1: Draw a large rectangular pitch and place a 'Wicket' at one end. Why is it important for the fielder to aim for the wicket?
2. Step 2: Draw a 'Batter' standing ready. What part of the bat should they use to make the most successful strike?

3. Step 3: Label the 'Boundary' on your drawing. If the ball reaches this line, how many runs should the team be awarded?
4. Step 4: Draw three 'Fielders' in different positions. Briefly explain how they should communicate with each other when the ball is hit.
5. Step 5: Identify the 'Bowler' on your diagram. What is the main goal of the bowler when they release the ball?