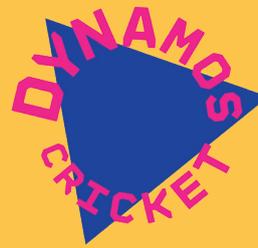


# SUPER STRIKER – SCORING RUNS AND AVERAGES



**CHANCE TO SHINE**  
Spreading the power of cricket

## LEARNING OUTCOME

Children love to move, so let's learn with this cricket themed activity that supports Maths. This session focuses on active maths skills with a cricket theme.

## STARTER ACTIVITY

The average is just a way to try to spread a total number between the number of attempts taken to get the overall number. For example, a batsman played two games and scored 100 runs in total. Between the two attempts we can say he scored an average of 50 in each game, but actually he scored 78 in one game and 22 in the other game. What is the average score per game for this batter?

Batter Games	1	2	3	4	5	6	Average
Score	8	6	12	15	2	17	

## MAIN ACTIVITY

Set up a game of cricket at home, this can be with 2 or more people using any kit you have (be creative!). Keep the total score for each player then work out the average score for the number of goes you have.

## TOP TIPS

Ensure you have some space to run after you've hit the ball, this could be from one end of the garden to the other, or from the sofa to the door. Keep safe, use appropriate equipment for the area you're in and have fun!

## EXTENSION ACTIVITY

Friends challenge. Can you speak to some of your friends and relatives, get them to set up a game at home and see who has the highest scoring average? In cricket, 6 balls bowled equates to one Over. Can you breakdown how many runs scored per ball, and an average run rate per ball? Can you also look at the number of runs scored per ball, then work out the percentage of balls where runs were scored?

**NOTE:** how is this activity supporting your child's learning?  
National Curriculum link: 'Children should be taught to calculate and interpret the mean as an average.'

We want to see your best scoring!  
Share with us on social media how together you're playing the games and taking on the challenges using **#DynamosCricket**

