Using this as an outline you would get:

1. Basics of CCG
   description of basic properties, slide 3
   short discussion of components, slide 4
2. Categories
   - Simple (with example), slide 5
   - Complex (with examples), slide 5
   - how these relate to the notion of a lexicon, slide 6 (w/ def and examples)
3. Functional applications
   - Notation for forward, slide 7
   - Notation for backward, slide 7
   - Examples for each as rules
   - Discussion how the different slash directions relate to the function
4. An example of a combinatory derivation one step at a time, with the derivation lines
   - include then an explanation of the > and < as they relate to the derivations (slide 8)
5. Slides 9-12 discuss type raising, not sure if that is critical to what you do, if so, use them
6. Semantics - Syntax relationship, the slides have some excellent examples of this, I would like you to do some stuff like this, but relate them to cricket