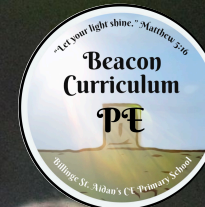


Year 6 - Tag Rugby - HT4



Prior Learning: In Year 5, children continued to master passing the ball in different directions. They also continued to master their tagging skills- in both fun activities and game situations. They learned different types of runs in their groups and how to support each other during play. They were also introduced to Tag Rugby games and rules.

Physical Me

Throw

Catch

Dodge

Run

Speed

Agility

Balance

Co-ordination

Social Me

- Communication
- Leading my team
- Supporting others

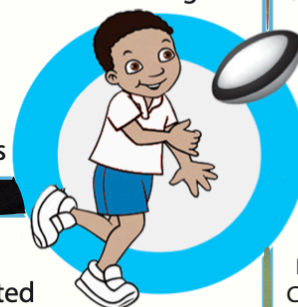
Key Skills

Thinking Me

- To improve my skills
- To make decisions in a game

Value Me

- Leadership
- Courage



Key Knowledge

Consecutive - One after another - e.g in an adapted game you may have to get 5 consecutive tags in a row before you can regain possession of the ball

Tactics - Actions and strategies are planned to achieve an overall objective – in sport that objective is predominantly to win

Timing - You get your timing right when you start running at the correct moment, and you're able to control your speed, acceleration and direction. It doesn't just happen, you have to practice!

Tag Rugby Rules:

No of players in a team:

Only 7 on pitch at a time

Pass:

Never pass forwards!
Run forwards, pass backwards.

Tagging:

Remember to stop when a tag has been taken from your belt

The tagger must not throw the tag, it must be handed back

The player that is tagged has 3 seconds to pass the ball sideways or backwards to another teammate.

Possession:

Can only be gained by interception or by catching a loose pass

Scoring:

- A try is scored by the attacking team when they place the ball on the ground on or over the try line.
- A try is worth one point
- You must place the ball past the try line with two hands and stay on your feet (no diving)

Out of play

If the ball goes off the pitch, it is a free pass to the appropriate team

Key Vocabulary

Tactics

Zone

Timing

Consecutive

Evaluate

Transfer

Match

Support

Leadership

I can statements	✓	✗
Tag a player using either hand when moving at full speed in a game situation		
Dodge around a defender at speed with a ball in hands avoiding being tagged		
Bring in pass and loop into a game situation		
Looping around your teammate- to try and trick an opponent in game situation		
Working together as a team to score a try in a tag rugby game, e.g supporting diagonal runs		
Use techniques learned and apply in a game situation. Apply basic principles for attacking and defending		
In a team, discuss tactics of attacking and defending (communicate and collaborate)		

Anything else you have learnt? What have you enjoyed?