

Year 3 – Invasion Games – Tag Rugby

What it looked like last year...

- Master basic movements including running, jumping, throwing and catching.
- Participate in team games, developing simple tactics for attacking and defending.

Vocabulary (Definitions)

Passing

Receiving

Moving

Tagging (removing another players tag, forcing them to pass the ball)

Attacking

Defending

Possession (keeping the ball with your team)

Ball Carrier (player with the ball)



What it looks like next time...

- Refine passing and moving to create attacks which result in a try.
- Explore different passing styles
- Develop understanding of how to defend in tag rugby.

Sequence of Learning

1. **Introduce moving with the ball, passing and receiving** (I can move with the ball, passing and receiving it to keep possession).
2. **Introduce tagging** (I can tag another player).
3. **Creating space when attacking** (I can create space when attacking, creating opportunities for the ball carrier to pass if they are tagged).
4. **Develop passing and moving** (I can develop passing and moving forwards to score).
5. **Combine passing and moving to create attacking opportunities** (I can combine passing and moving to create attacking opportunities to score a try).
6. **Level 1 tournament** (I can bring together my learning to take part in a level 1 tournament).



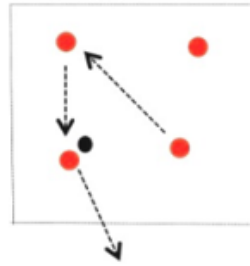
Cultural Capital

- To be able to pass, receive and move with the ball, keeping possession, and to tag other players who have the ball.
- The real life knowledge that links is: body control and movement, hand-eye co-ordination, teamwork, tactical thinking.
- The jobs it can be used in are: professional athlete, fitness instructor, sports coach or manager, sports official.

360 Rugby: 4v0

Structure

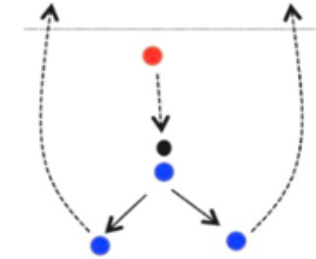
- In teams of 4, mark out a square for each group.
- Once a team has made 5 successful passes an attacker runs to a line to score a try. A try is worth 5 points.
- If the ball is dropped or an attacker runs out of the space with the ball the invisible team score 5 points.



3v1

Structure

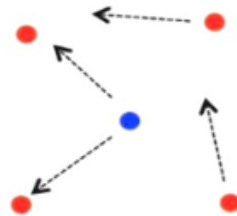
- In groups of 4, 3 attackers and 1 defender. Pupils wear tag belts and tags.
- Can the three attackers work together to score a try?
- If the defender tags the ball carrier the ball carrier gets a 'free pass' backwards.
- The attackers score 5 points for scoring a try. If the attackers drop the ball or an attacker runs out of the space the defender score 5 points.



Introduce tagging: Stuck in the Mud

Structure

- Pupils wear a tag belt. Place two tags on the tag belt, one on either hip.
- Select pupils to be taggers (defenders).
- Recap the correct tagging technique.
- Introduce a rugby ball. Defenders can only tag the attacker with the ball. If an attacker is tagged they must pass the ball.
- Attackers can pass the ball to avoid being tagged.



Run the Gauntlet (3v2)

Structure

- In groups of 5, (3 attackers and 2 defenders.)
- Split the playing area into two zones, with one defender in each zone. The defenders are restricted to their zone.
- Can the attackers work together to score a try?
- Once the attackers have run through the first defending zone, defender 1 is out of the game unless the attackers pass the ball back into that zone.

