



Physical Education

Tag Rugby

Invasion Games

Y6

Unit Focus:

Choose and implement a range of strategies and tactics to attack and defend. Combine and perform more complex skills at speed. Observe, analyse and recognise good individual and team performances. Suggest, plan and lead a warm-up as a small group

Prior Learning:

- Combined basic tag rugby skills such as catching and quickly passing in one movement.
- Selected and implemented appropriate skills in a game situation.
- Begun to play effectively when attacking and defending. Increased the power of passes so the ball can be moved quickly over greater distance.

Concepts/ Rules:

- When tagged, ball carrier must either stop and pass the ball within three seconds or keep moving and pass within the three steps.
- If the ball leaves the field of play, the opposition will restart with a free pass from where the ball left the field.



Use STEP principle to plan a warm-up.



Use speed and agility in gameplay.

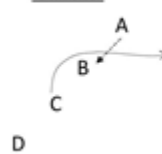


Suggest ways to improve set plays.

Key Vocabulary/Skills:

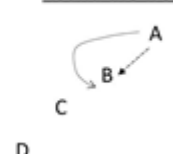
Support player with the ball.	Transition, principle, STEP, agility, turnover, support, observe, analyse.
Set play for attacking.	
Take the distance not the time.	
Spaces not faces principle.	
Transition from attack to defence.	

Scissors



Direction of attack

Round the world



Inspiring Individuals



Will Greenwood
(1972 – present)



Margaret Alphonso
(1983 – present)

Equipment

Rugby balls, tags, bibs and cones.

Key Questions

1. How should we tell other players the areas they need to improve on?
2. Why is it important to organise your team quickly into defensive positions?
3. Being able to change speed and direction quickly helps our defending, why?