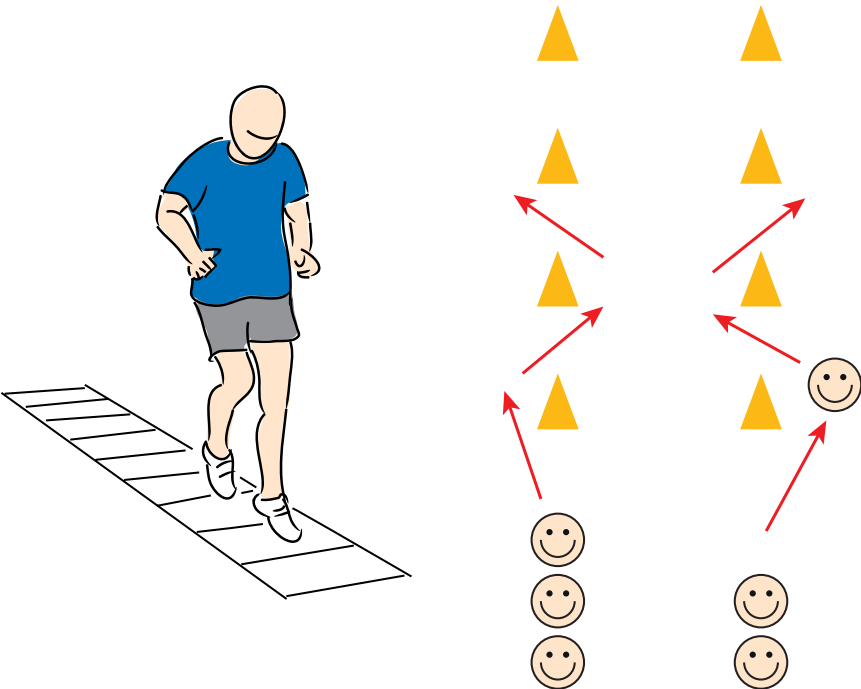


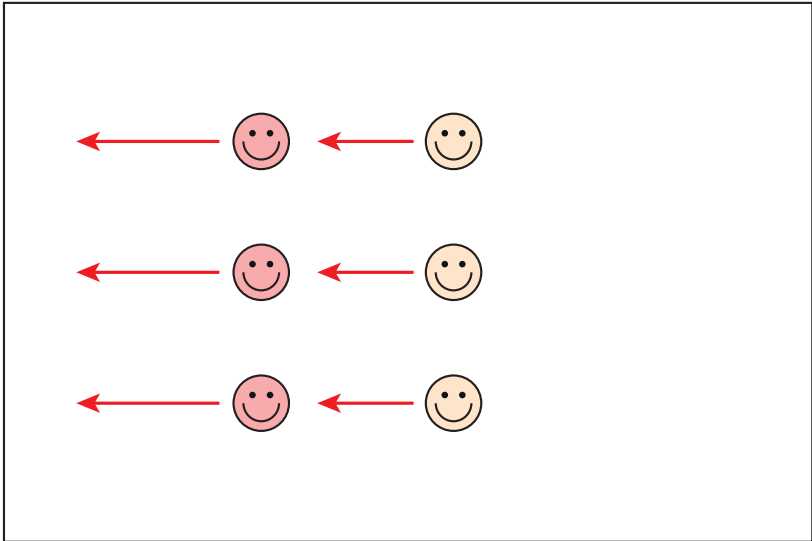
# RESOURCE CARD: TAG RUGBY: YEAR 5

RELATES TO: WEEK 1

## MAIN LESSON: AGILITY RUN



## GAME / COMPETITION: HEADS & TAILS



### KEY



Player



Cone

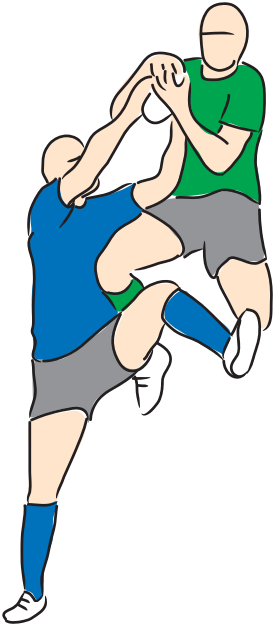


Where the player moves to

# RESOURCE CARD: TAG RUGBY: YEAR 5

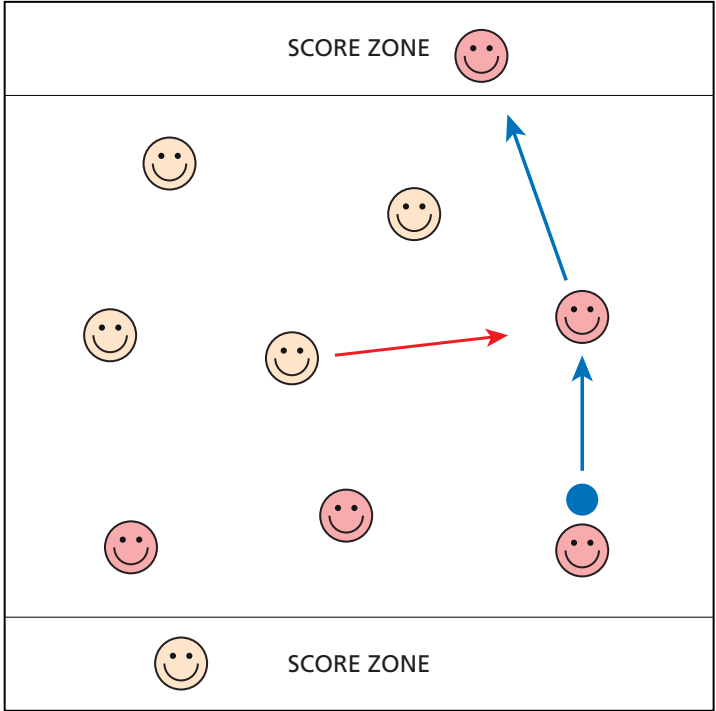
RELATES TO: WEEK 2

## MAIN LESSON: CATCHING



The player jumps up and tries to turn their back to the other player in order to protect the ball.

## GAME / COMPETITION: END ZONE



## KEY



Player



Ball



Where the player moves to

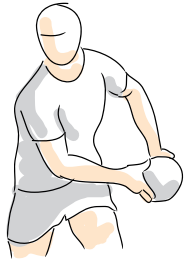


Where the ball moves to

# RESOURCE CARD: TAG RUGBY: YEAR 5

RELATES TO: WEEK 3

## MAIN LESSON: PASSING BACKWARDS



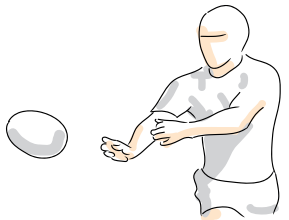
### Position 1:

Looking over one shoulder towards the target, ball on the opposite side.



### Position 2:

Push the ball through towards the target. Try and move body weight towards the target.

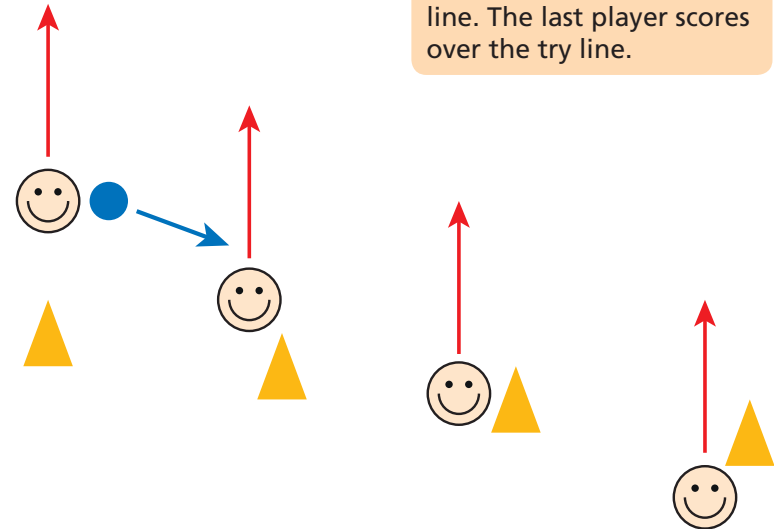


### Position 3:

Point fingers at the target once the ball is released, this increases accuracy.

## MAIN LESSON: PASSING DOWN THE LINE

Players run forwards and pass backwards down the line. The last player scores over the try line.



## KEY



Player



Ball



Cone



Where the player moves to

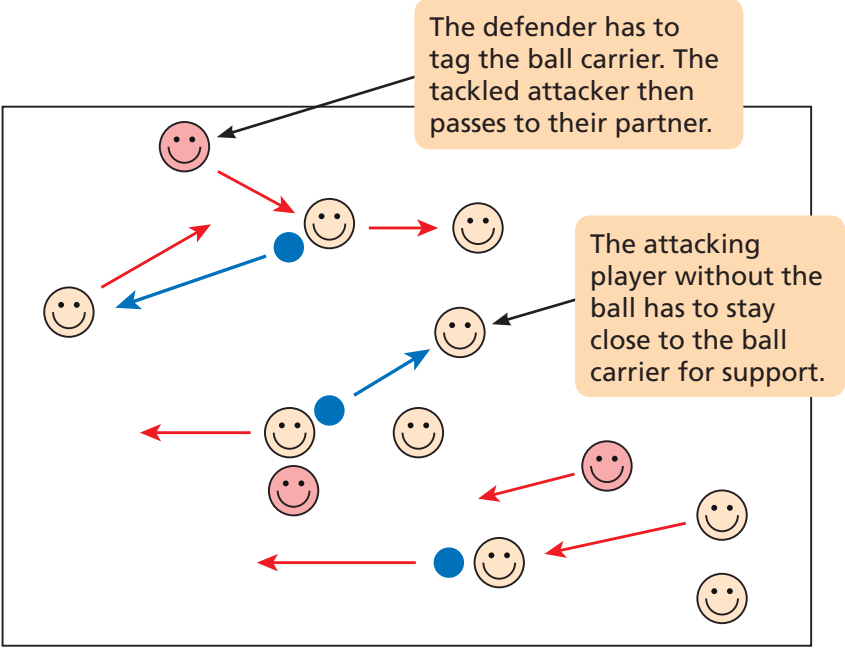


Where the ball moves to

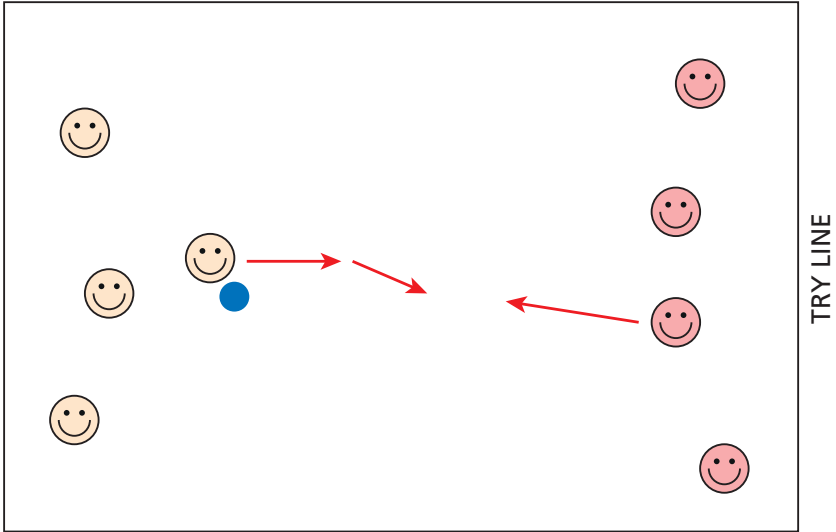
# RESOURCE CARD: TAG RUGBY: YEAR 5

RELATES TO: WEEK 4

## MAIN LESSON: DEFENDING



## GAME / COMPETITION: 4 V 4



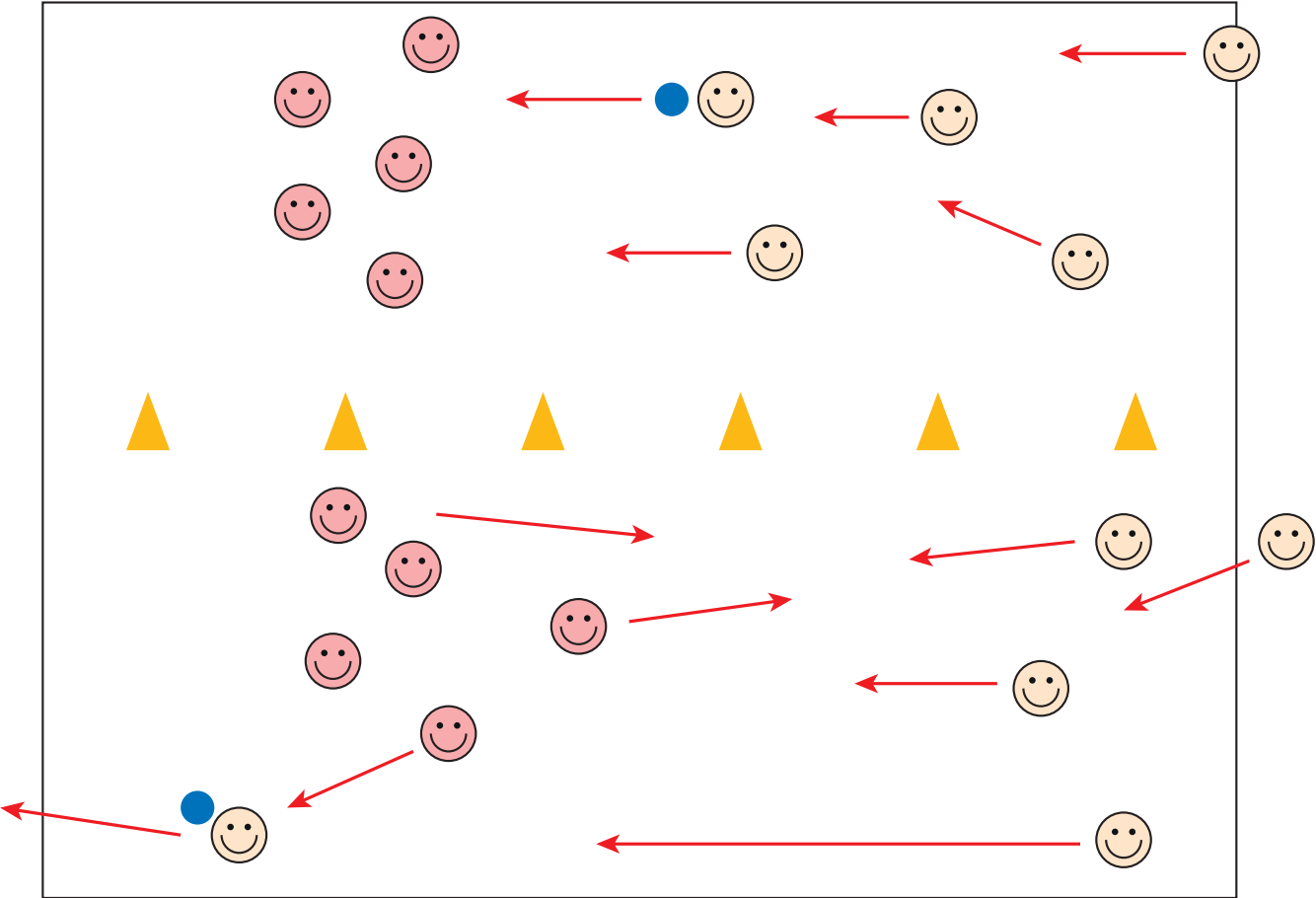
## KEY

-  Player
-  Defender
-  Ball
-  Where the player moves to
-  Where the ball moves to





# RESOURCE CARD: TAG RUGBY: YEAR 5

RELATES TO: WEEK 5

## MAIN LESSON: 5 V 5



**KEY**

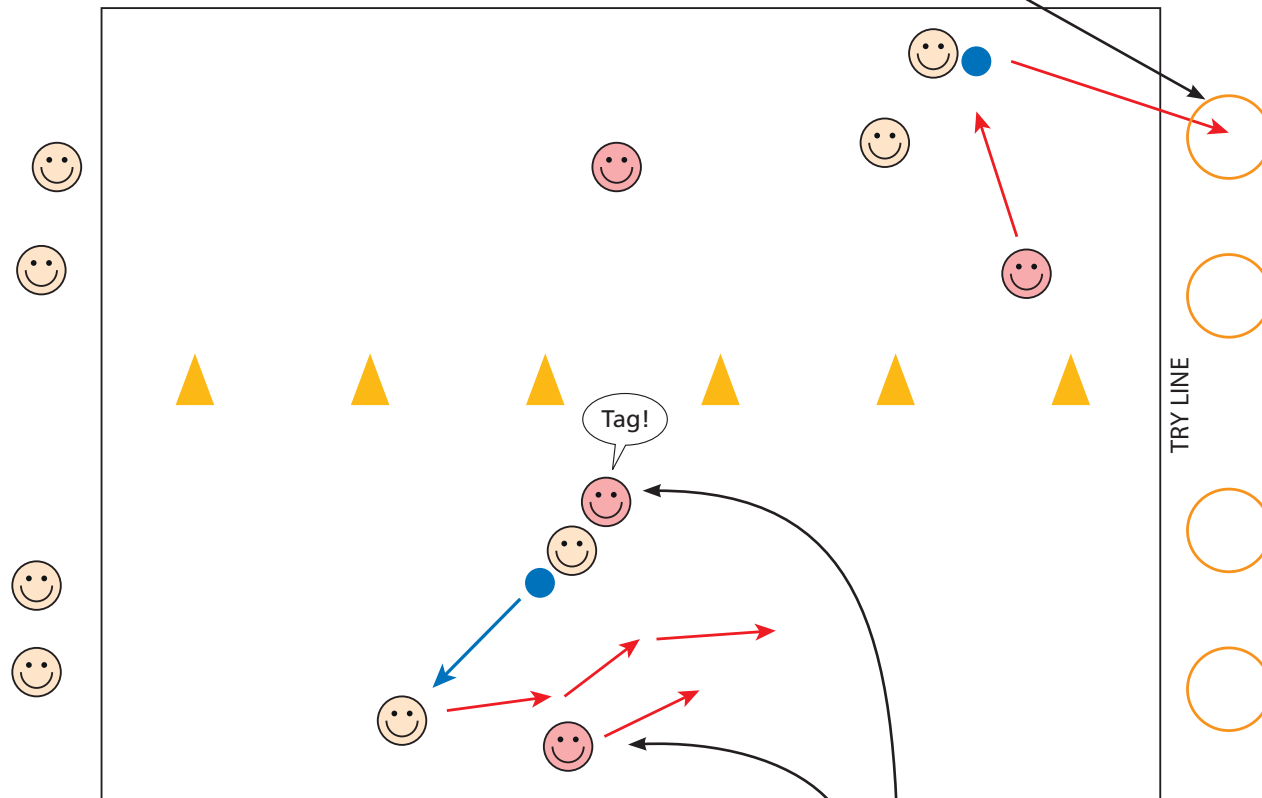
-  Player
-  Ball
-  Cone
-  Where the player moves to

# RESOURCE CARD: TAG RUGBY: YEAR 5

RELATES TO: WEEK 6

## MAIN LESSON: TRY SCORING

The attackers try to run past the defenders and score in a hoop. If they get tackled, they pass the ball backwards to their partner, who then runs to score.



If the tackler tags the ball carrier they shout, "Tag" and hold the tag in the air. The other defender has to make sure they are onside by getting on the defensive side of the ball.

## KEY



Attacker



Defender



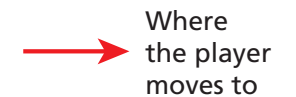
Ball



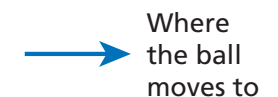
Cone



Hoop



Where the player moves to



Where the ball moves to