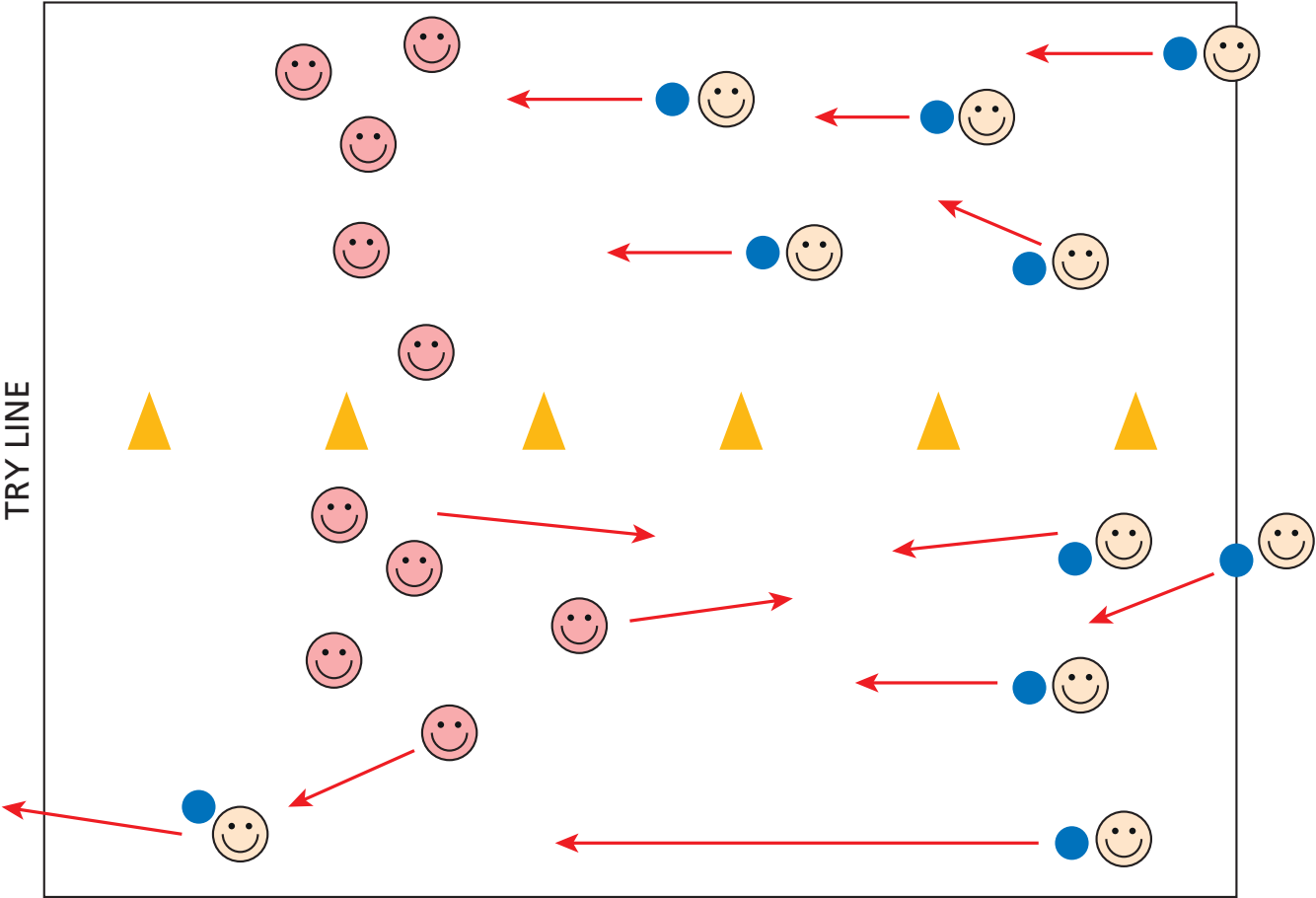


RESOURCE CARD: TAG RUGBY: YEAR 6

RELATES TO: WEEK 1

WARM UP: 5 V 5 BULLDOG



KEY

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

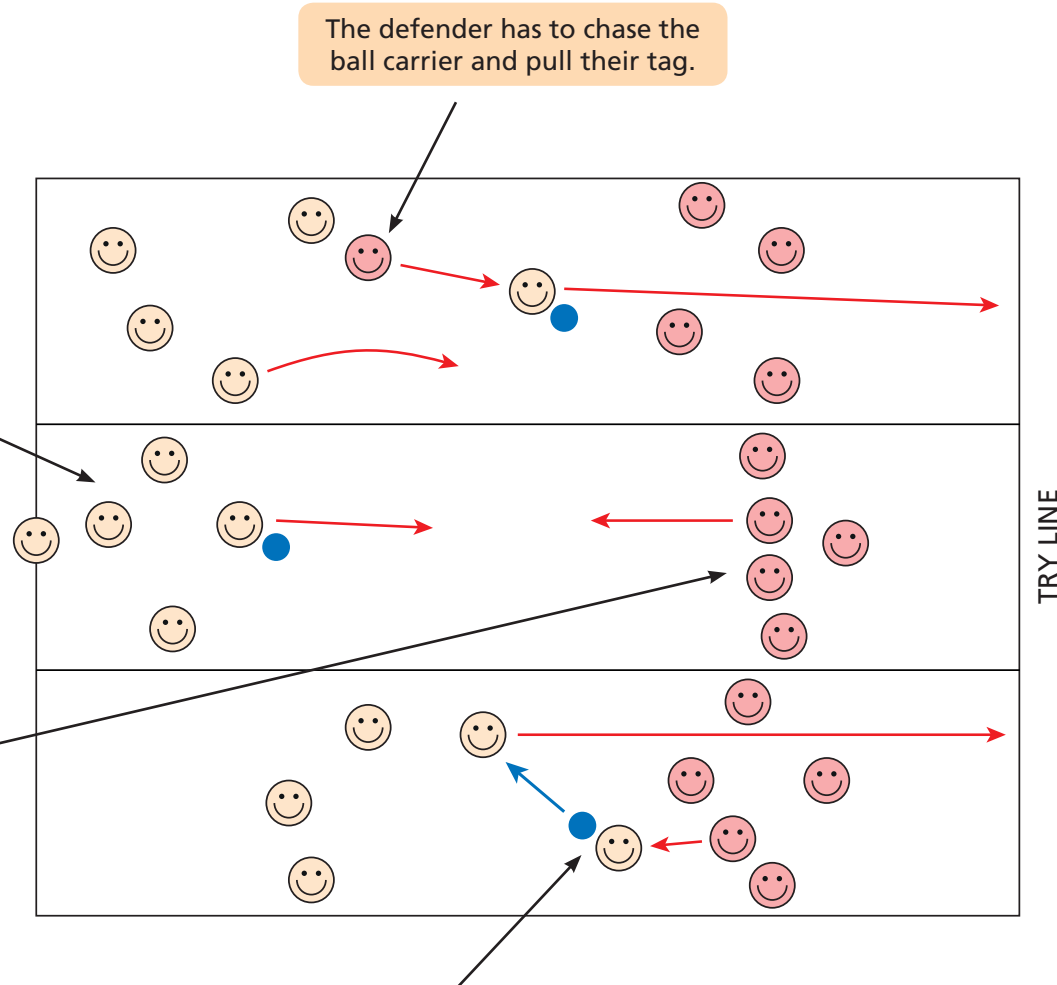
RESOURCE CARD: TAG RUGBY: YEAR 6

RELATES TO: WEEK 1

MAIN LESSON: 5 V 5

Try to start in this position: attackers in a diamond formation so the ball carrier has the option of passing left or right if tagged.

The defenders are side-by-side, limiting the space available to the attackers.



KEY

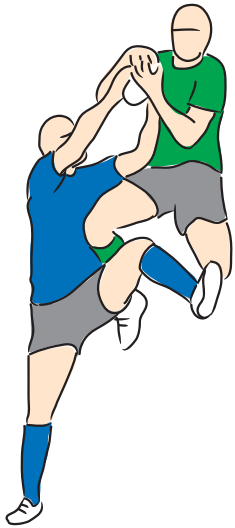
- Attacker
- Defender
- Ball
- Cone
- Where the player moves to
- Where the ball moves to



RESOURCE CARD: TAG RUGBY: YEAR 6

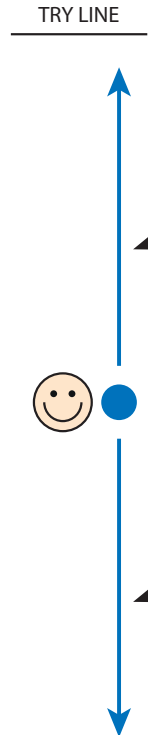
RELATES TO: WEEK 2

MAIN LESSON: CATCHING



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

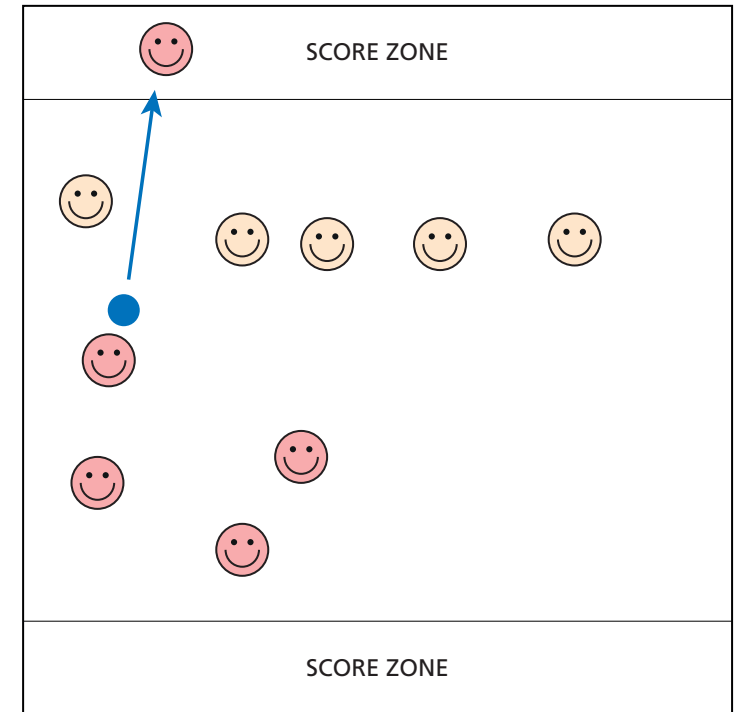
TRY LINE (ATTACKING THIS WAY)



If the player throws or knocks the ball towards the try line, the result is a forward pass or knock-on. The other team is given the ball for a free pass.

If the ball is passed or knocked backwards from the try line, play can continue.

GAME / COMPETITION: END ZONE



KEY



Player



Ball



Where the player moves to

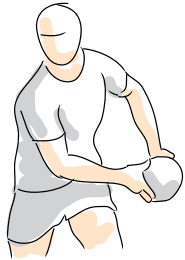


Where the ball moves to

RESOURCE CARD: TAG RUGBY: YEAR 6

RELATES TO: WEEK 3

MAIN LESSON: PASSING BACKWARDS



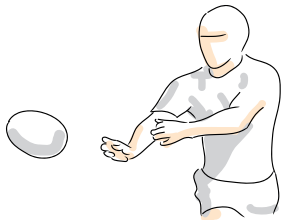
Position 1:

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.

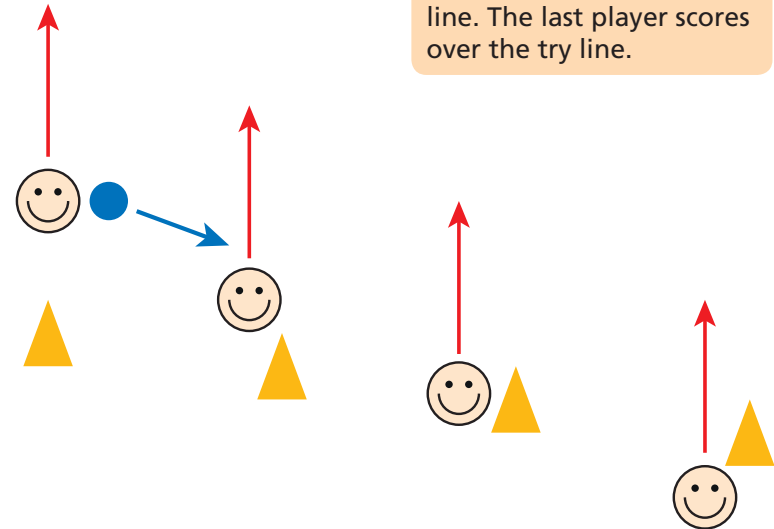


Position 3:

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 6

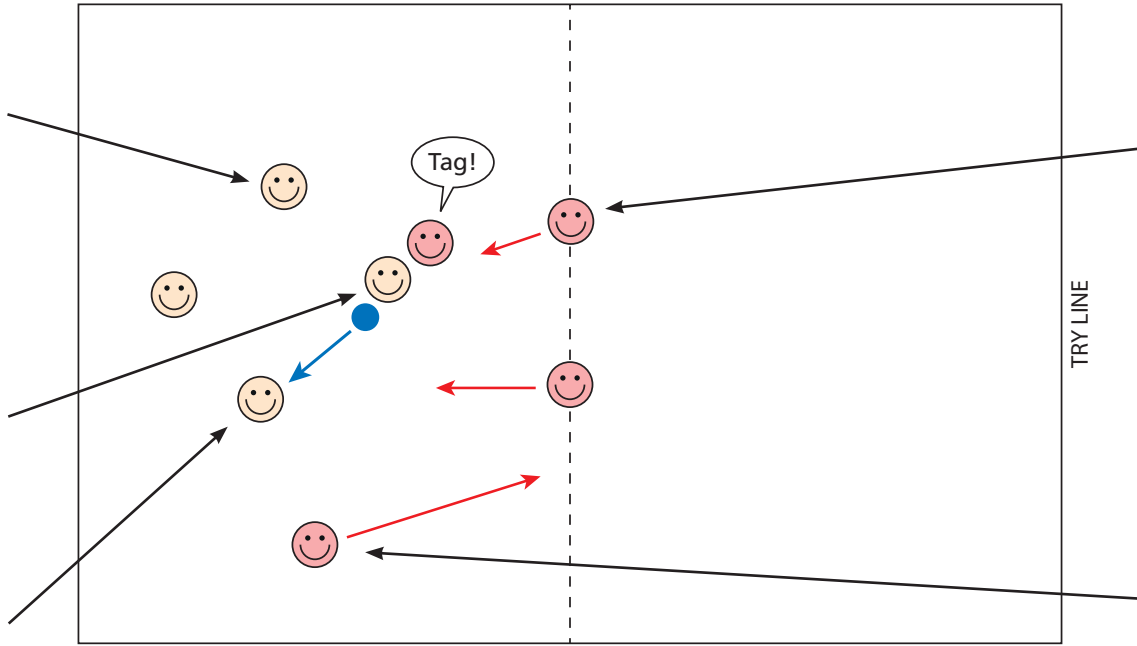
RELATES TO: WEEK 4

GAME / COMPETITION: 4 V 4

2. Attackers start in the diamond formation.

3. The ball carrier runs forward until they score, or get tagged.

4. Once tagged, they pass the ball backwards (away from the try line) to another support player who is behind them



1. Defenders start on the half way line, in a straight/flat line. When the ball carrier starts running, they advance forward and try to tag them.

5. Once a tag is made, all defenders have to get outside (on the defending side of the ball). This player is currently outside and needs to move in the direction of the arrow. They can advance forward once the tagged player throws the ball.

KEY



Player



Ball



Where the player moves to

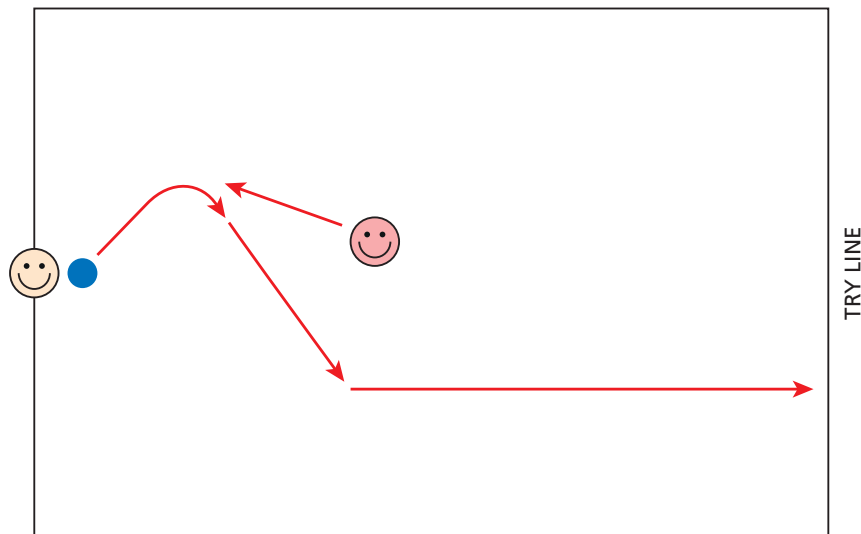


Where the ball moves to

RESOURCE CARD: TAG RUGBY: YEAR 6

RELATES TO: WEEK 5

MAIN LESSON: CREATING SPACE WHEN ATTACKING



The attacking player aims to move the defender by taking them to one side. As the defender comes close they step back into the larger space they have created and run through to score.

GAME / COMPETITION: TAG GAME RULES

RULES:

- If the ball is knocked or thrown forward, it's a **turnover**.
- If a player runs off the pitch with the ball, it's a **turnover**.
- If a defender is offside and interfering with play, it's a **penalty**.

Turnover: The ball is given to the other team for a free pass, as a rule has been broken.

Penalty: The other team is allowed a free pass and six more tackles.

KEY



Player



Defender



Ball



Where the player moves to



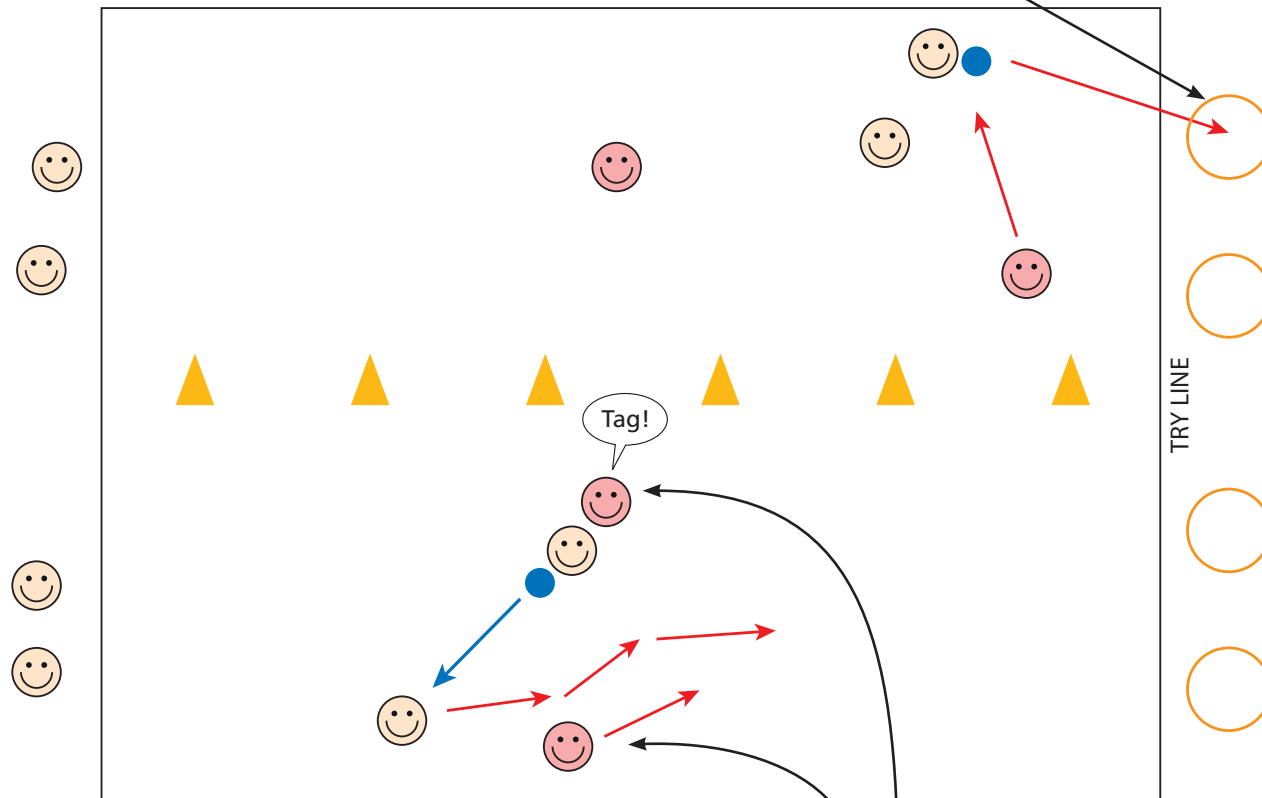
Where the ball moves to

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



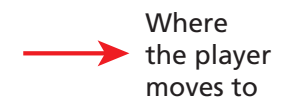
Ball



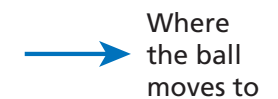
Cone



Hoop



Where the player moves to



Where the ball moves to