

# LESSON PLAN: TAG RUGBY: YEAR 6: WEEK 4

**LESSON OBJECTIVE:** Learning to develop tagging skills and the rules associated with tagging.

## WARM UP (10 MINS)

Pupils are to stand in a circle of no more than 5 people within it. One person feeds the ball to every person around the circle for them to catch. The student can try to fool them with low and high throws. If they drop the ball, they have to run around the circle. Rotate the feeder.

## MAIN LESSON (20 MINS)

Pupils in groups of 6 with one ball between them. 4 pupils are the attackers, and two pupils are a defender. On the word go, the defenders chase the attackers who are passing the ball (keeping to the backwards pass rule) to one another in a set space. The defenders try to tag the player with the ball. If they tag them, they hold the tag up and shout 'tag' out loud. Ball carrier can take three steps to pass the ball to one of their team players before getting their tag back. See how many times the defender can tag the attackers in 1minute. Swap players around.

**Develop:** Set up channels with a try line at each end for pupils to continue with the task. This time however, they have up to 6 tags to try and get the ball past the try line. This time, the defenders have to take 3 big steps back from them before they can continue the game after a tag. If the defenders can tag 6 times without the team scoring, they score 5points. Swap defenders after 2minutes.

## GAME/COMPETITION (15 MINS)

One team starts with the ball in the centre. The other team must be 3 big steps back in a defence line. If they are tagged, the tagger holds the tag in the air and the ref calls "Tackle 1" etc. The runner must pass the ball within 3 steps before coming back to take the tag back from the defender and place it on their belt. If an attacker can get past a try line before 6 tags, they score a point.

## EQUIPMENT

- Balls
- Tags
- Cones / markers

## KEYWORDS

- Speed / direction
- dodging
- Shadowing

## DIFFERENTIATION

### LESS ABLE

- Create safe areas for less able in the game in which they can stand in and not get tagged.

### MORE ABLE

- In the game, they are only allowed to tag someone with their non- dominant hand.



# ASSESSMENT FOR LEARNING

CRITERIA		SKILLS
Fundamental Skills & Movement	8	Can they perform their tagging skills to a high ability?
	7	Can they perform their tagging skills with a certain degree of control?
	6	Can they perform their tagging skills, but to a low ability?
Tactics, Rules & Teamwork	8	Works in a team & demonstrates the use of tactics & the understanding of rules.
	7	Can work in a team & understands the rules.
	6	Starts communicating within a team.
Show & Link	8	Can they link: speed, change of direction and side stepping and running to defend at a high level of ability?
	7	Can they show and link: speed, change of direction and side stepping to defend to a good level of ability.
	6	Show speed and change of direction to increase their ability to defend
Describe Ways to Improve	8	Are able to describe and improve performance.
	7	Are able to describe performance.
	6	Are able to see differences in performance against a simple model.
Fitness & Health	8	Shows a solid understanding of why defending has health benefits.
	7	Has some knowledge of why defending has health benefits.
	6	Has little knowledge of why defending has health benefits.