

# COMPLETE EDSTART

## Year 6 - Tag Rugby Unit of Work

**Pupils will be taught...**

### Overall Learning Outcomes (Endpoints)

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#### Children can:

- Dodge a defender when running towards the try line
- Handle a rugby ball correctly
- Pass the ball accurately and with speed whilst on the move
- Receive a pass consistently whilst on the move
- Tag other players
- Defend as a team and know how to stop the opposition advancing forward
- Select and use the most appropriate skills needed with coordination and control
- Follow the rules of a 7-a-side tag rugby game
- Analyse skills and techniques to modify and improve performance

### Learning Objective

### Learning Outcomes

#### 1 To dodge a defender when running toward a target area

##### Children can:

- Dodge a tagger successfully
- Dodge a defender when running towards a target area by recognising space on the field
- Run whilst holding a rugby ball securely and correctly
- Know how to avoid being tagged
- Score a try successfully

#### 2 To defend and 'tag' an opponent

##### Children can:

- Know how to tag other players
- Understand the role of the defending team is try and stop the opposition moving forward
- Understand that the dangerous attacking player is the one who is carrying the ball

#### 3 To pass the ball accurately and with speed in both directions whilst on the move

##### Children can:

- Pass the ball correctly on the run
- Catch the ball whilst running forwards
- Pass the ball in both directions depending on where they are on the field
- Consistently receive and control a ball in a game situation

#### 4 To attack in teams of 3's and 4's

##### Children can:

- Use the spaces on the field to attack and score
- Look to see gaps between defenders and run into them to advance forward
- Know if there are no gaps to run into, they could pass to a teammate
- Perform a range of passes in a game situation (Small sided games, e.g. 3v3)

#### 5 To attack as a team

##### Children can:

- Understand that they have six attempts to advance the ball forward
- Know how to restart the game after they have been tagged by 'playing the ball'
- Explain the basic rules of tag rugby and understand the difference between attack and defence

#### 6 To play 7-a-side tag rugby games using the techniques of the game

##### Children can:

- Follow the rules of the game
- Identify and use tactics to help the team keep the ball and advance it forward
- Identify and use tactics to help the team defend and win the ball back
- Officiate small games between themselves and are able to restart the game after a stoppage in play
- Start to analyse skills and techniques to improve performance

### Assessment Mark

### Requirements

#### Working Towards

- Use fundamental movements (Jog, jump, hop, balance, skip, side to side, change of direction)
- Can perform a variety of passes, dribble/run with a ball and aim at a target (Unopposed)
- Retain key information

#### On Target

- Can dodge a tagger successfully
- Can dodge a defender when running towards a target area by recognising space on the field
- Can run whilst holding a rugby ball securely and correctly
- Can consistently receive and control a ball against a defender

#### Above Target

- Can perform a range of passes in a game situation (Small sided games, e.g. 3v3)
- Can dribble/run with a ball confidently in a game situation
- Use correct technique when aiming at a target in a game situation
- Can consistently receive and control a ball in a game situation
- Consistently demonstrate an understanding of spatial awareness
- Effectively apply some elements of strategy and tactics
- Understand that they must move the ball forward at the same time as passing it backwards

#### Excelling

- Competes/demonstrates an ability to compete at an elite level
- Can identify and use tactics to help the team keep the ball and advance it forward
- Can identify and use tactics to help the team defend and win the ball back
- Can officiate small games between themselves and are able to restart the game after a stoppage in play
- Can analyse skills and techniques to modify and improve performance

To be **ON TARGET**, pupils must achieve all bullet points from **WORKING TOWARDS** and at least 3 bullet points from **ON TARGET**.

To be working **ABOVE TARGET**, pupils must achieve all points from **WORKING TOWARDS** and **ON TARGET** as well as at least 3 bullet points from **ABOVE TARGET**.

To achieve **EXCELLING**, pupils must achieve all bullet points from **WORKING TOWARDS**, **ON TARGET** and **ABOVE TARGET** as well as at least 3 bullet points from **EXCELLING**.