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| **Class 2 Physical Education Planning** | | | | |
| Subject : Tag- rugby | | | Resources :Rugby Balls, Cones, Tag Belts, | |
| Week / Lesson | Objective | Suggested Learning Activities | | Assessment |
| 1 | * To demonstrate carrying the ball with control. * To demonstrate scoring a try. * To begin to apply attacking strategies. | **Warm up –** All on tag, students have tag belt with 2 tags, they must try to steal other tags whilst keeping their own. Encourage children to shout tag as they pull off a tag and give the tag back. No-one is out, aim to encourage correct tagging.  **Activity 1 –**  Carrying the ball  Make a W on the ball with your fingers spread out, hold the fat side of the ball, 2 hands on the ball. Running around the area. When you call 1 – ball must be thrown in the air and caught. 2 you must touch the ball on the floor. 3 you must switch a ball with someone else.  **Activity 2** – Score a try- split into groups, 2 balls each. Carry the ball towards to try line, score a try, pick up a new ball and carry it back to teammate, pass ball on and continue relay.  **Activity 3:** Pop it up - As above but with one ball, carry ball towards try line, pop the ball up into the air, carry it back and score a try in front of teammate.  **Activity 4-** Truck and Trailer - In pairs, person with the ball is the truck the other is the trailer, trailer has to follow the movements of the truck. When tag is shouted, truck turns and passes the parcel to the trailer, trailer overtakes and continues. Progress to passing the ball in the air. Discuss the importance of overtaking in relation to the game - always moving towards the try line.  **Cool Down** – Jogging around area, answer questions on the T.P of different passes. | | Can students carry the ball in the correct way in two hands?  Can students control the ball in different situations?  Can students start to use carrying the ball towards a try line to score? |
| 2 | * To demonstrate how to correctly tag. * To make decisions on when to tag. * To demonstrate change of direction and dodging to avoid tags. | **Warm up** – Toilet Tag: normal tag except when you get tagged sit down in a toilet position with arm in the air as a chain To be free someone has to sit on the toilet and flush the chain (pull the arm down).  **Activity 1:** Team Tag - Each team/castle have a turn at being taggers. They have to try and tag everyone else as fast as they can. When you lose 1 tag still play when you lose 2 tags you become a statue. Taggers to keep tags - emphasise in a game of Tag Rugby they would need to give it back, encourage shouting of tag to reinforce correct tagging. Time each team - repeat and set a target.  **Activity** **2:**  Snake in the Grass - All children start at one side and have to try and get to the other side without being tagged. One person starts as the tagger. Children call out “snake in the grass can we pass?” Tagger replies “only if you’re...wearing black, grey etc” Those children are allowed to cross first and are not tagged. Then the rest must try to pass without being tagged. If they are tagged they also become a tagger.  **Activity 3:** Running with the ball- repeat “Snake in the Grass” game, however each runner will need to pick up a ball from the try line before running to the other side.  **Cool Down** – Stretches- select 3 people from each group to lead a different stretch. | | Can students explain the tagging rules?  Can students demonstrate how to successfully tag someone in a game situation?  Do students know what happens to a ball carrier after they have been tagged? |
| 3 | * To model the correct technique for passing the ball. * To demonstrate knowledge of rules of passing. * To model accurate passes. | **Warm up** – Certain Taggers: Choose 4 people to be taggers, they are the only ones allowed to tag. Encourage shouting of tag and giving the tag back. No one is ever out. Keep changing taggers.  **Activity** **1** – Moving around with a ball on command; either score a try and go to pick up a new ball or pop it up and pass to yourself or swap pass the ball to someone else and swap balls - if not enough balls when score a try or swap the people without the balls moving around then collect a ball.  **Activity 2:** Passing - In 3’s passing the ball down the line and towards the try line. Ensure backwards passing and encourage running forward once received the ball.  Add movement around the area rather than staying in lines - encourage continuing the move forwards towards the try line  Add defenders - can only move sideways, only tag person with the ball  **Cool Down** – Select 3 different people in teams to lead stretches for their group. | | Can students identify where the free space is to receive a ball?  Can students send a successful pass to another student in a backwards direction?  Can pass backwards whilst running in a forwards direction? |
| 4 | * To demonstrate how to correctly tag. * To make decisions on movements to close down space. * To make decisions on when to tag. | **Warm up** – Warm up: Team tag - work with your team to take the tags of all the players on the opposite team. When you lose both your tags you become frozen. Encourage shouting ‘Tag’ when taking someone’s tag.  **Activity 1-** Gladiators: defenders to try and prevent the attackers from getting past. Defenders to only move sideways to begin and can only tag their own line, add in tagging anyone.  Progress to defenders moving 2 paces forwards or backwards. When defending ensure big shape, bend knees on balls of feet, shout tag when pull tag off. Encourage double tag and relate to what it means in a game, get possession.  Ensure focus is on the defenders - swap defenders around regularly.  Ensure once tagged the tag is returned before the defender can make another tag.  **Activity 2** – End ball with tag belts. In small teams (5v5) try to score by touching the ball down on the end line. Introduce rule of when tag belts have been taken, the player with the ball must pass it within 3 seconds. Double tagging means a changeover of possession. Award extra point for double tagging’s being made.  **Cool Down** – Select children to lead stretches for their group. | | Can students remove a tag from an opponent successfully, following the rules of the game?  Can students time their run in order to de-tag a member of the opposite team?  Can students demonstrate the ability to double tag an opponent? |
| 5 | * To demonstrate skills with control when under pressure. * To apply tactics to a game situation. | **Warm up** – all on tag, students have tag belt with 2 tags, they must try to steal other tags whilst keeping their own. If lose both tags continue to try and steal tags. Encourage children to shout tag as they pull off a tag.  **Activity 1** – Mini Tournament: Divide students into teams of 6/7.  Play timed games in a round robin format.  Encourage going forward when in possession of the ball.  Backward passing.  Condition game if needed for number of passes or a different person to score each try.  **Cool Down** – Whole class cool down and review of topic. | | Can students effectively combine skills to play a game of tag rugby?  Can students keep score of their games?  Can students start to think about positioning when playing a game? |