



Physical Education

Tag Rugby Year 6

Unit Purpose

Pupils will consolidate their understanding of **attacking** and **defending**.

Pupils will create **tactics** for both attack and defence and apply them into game situations, adapting them when necessary.

Inspire Me

Nigel Owens was a Welsh international rugby union referee. Nigel holds the record for the international matches refereed, exactly 100. This includes the 2015 Rugby World Cup Final between New Zealand and Australia.



Key Success Criteria

- P** Pupils will apply a refined understanding of the skills required for both attacking and defending. Pupils will switch fluidly between attack and defence as possession changes.
- C** Pupils will demonstrate resourcefulness and problem solving skills by creating a range of attacking and defending tactics, applying these to their games.
- S** Pupils will effectively apply their tactics, demonstrating a clear understanding of the role each team member will perform and will ensure the team feels motivated.
- W** Pupils will constantly apply life skills such as integrity and self discipline by playing by the rules and leading others by example.

Vocabulary for Learning

Tactics: Tactics are a carefully planned set of actions that are used by a team or an individual to attaining a certain goal.

Transition: is defined as the process of recognising and responding after losing or regaining possession.

Offside: occurs when a tag takes place. All players on the defending team, must step back towards their goal line. A defender must not intercept that first pass, unless they are in front of the attacker who was tagged. If a defender behind the tagged attacker incepts the first pass, this is know as offside.

Formations: A formation describes how the attackers and defenders position themselves on the pitch.



Sport Specific Vocabulary

Knock On: is an offence committed by the attacking team when the ball carrier or an attacker receiving a pass 'drops' the ball forwards towards their opponents try line.

Advantage: Advantage: is applied when an infringement occurs. Instead of stopping the game the referee can apply an 'advantage' to the non-offending if they have/gain possession and create an attack.

