

# Knowledge Organiser: Tag Rugby Year 5 and Year 6

#### Links to the PE National Curriculum

- Pupils should continue to apply and develop a broader range of skills, learning how to use them in different ways and to link them to make actions and sequences of movement.
- They should enjoy communicating, collaborating and competing with each other.
- They should develop an understanding of how to improve in different physical activities and sports and learn how to evaluate and recognise their own success.
- Pupils should be taught to use running, jumping, throwing and catching in isolation and in combination.
- Pupils should be taught to play competitive games, modified where appropriate and apply basic principles suitable for attacking and defending.

#### **Key Skills: Physical**

- Throwing
- Catching
- Running
- Dodging
- Scoring

### **Key Skills: S.E.T**

- Social: Communication
- Social: Collaboration
- Social: Inclusion
- Emotional: Honesty and fair play
- Emotional: Perseverance
- Emotional: Confidence
- Thinking: Planning strategies and using tactics
- Thinking: Observing and providing feedback
- Thinking: Selecting and applying skills

Key principles of invasion	
games	
Attacking	Defending
Score goals	Stop goals
Create space	Deny space
Maintain	Gain
possession	possession
Move the ball	
towards goal	
	TAG)

# **Key Rules**

- Tag: Only the ball carrier may be 'tagged'. A tagged player has 3 steps or 3 seconds to pass the ball.
- Offside rule: When a tag is made, all defending players must get to an onside position. Onside is in front of the ball carrier, offside is behind the ball carrier.
- Try: To score, the ball must be placed down under control over the try line, this is called a try.
- Forward pass: Forward passes are not allowed and will be penalised by a free pass being given to the non-offending team. A forward pass is any pass where the ball travels in the direction of the teams scoring line (try line).

# **Key Vocabulary:**

- defence onside
- opponent
- formation
- pressure
- receiver

- offside
- possession attack
- dictate shut down
- turnover support

# Teacher Glossary

Interception: When a player takes possession of the ball away from the opposition as the ball is passed

Possession: When a team has the ball they are in possession

Marking: When a player defends an opponent

Try line: The line behind which a player must place the ball in order

to score a try

Formation: The positioin in which a team stands

Shut down: When a defending player shuts down or limits the space or movement

of the attacker

Try: The unit of scoring in tag rugby

Tag: When a player pulls the tag of the opposition who is in possession of the ball