

## **Unit Purpose**

The unit of work will explore how to apply the principles of **attack** vs **defence**, with a particluar focus on **passing** and moving to score a try.

Pupils will develop their understanding of when, where and why they need to **create space** when they are attacking.

## **Inspire Me**

Jonah Lomu was a rugby player from New Zealand and was regarded as one of the greatest players of all time. Jonah became the youngest ever player to represent his country at the age of 19 years old.



## Key Success Criteria

P Pupils will develop their passing and moving skills to outwit their opponents and keep possession of the ball. Pupils will explore how we tag an opponent.

**c** Pupils will apply an understanding of where, when and why we pass and move, in order to score a try. Pupils will understand the importance of tagging.

**S** Pupils will develop life skills such as cooperation and communication as they collaborate with others including their oppoenets.

Pupils will apply their skills with developing confidence as they grow in their ability to show resilience and self motivation.



## **G** Vocabulary for Learning

**Attacker:** We are considered an 'attacker' when we or our team are in possession of the ball or in control of the ball. The aiming of the game for the attackers is to score a try.

**Defender:** We are considered a 'defender' when we are not in possession of the ball . The aim of the game for the defenders is to prevent the opposition from scoring a try.

**Possession:** is when we have physical control of the ball. This could be as an individual or when working as part of a team. It is when we have 'possession' that we can create the opportunity to score.

**Dodge:** is a method of moving quickly by an attacker, from to one side to the other to avoid being tagged by a defender.



**Try:** A try is a method of scoring points in rugby. A try is scored when the attacking player holding the ball, places the ball over the oppositions try line using two hands.

**Tagging or Tag:** is the method applied by the defender teaming to stop the ball carrier running with the ball.

**Ball Carrier:** The ball carrier is defined as the attacker who is in possession of the ball.