



# 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 intercepts 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.

