

Tag Rugby Knowledge Organiser - Year 5

Prior Learning: In Year 4 children were introduced to passing the ball in different directions. They also learned how to run with the ball and recapped how to hold the ball correctly. They were introduced to scoring a try. They played a variety of tagging games and learned how to avoid getting tagged. They were also introduced to Tag Rugby games and rules.

Physical Me

Throw

Catch

Dodge

Run

Speed

Agility

Balance

Co-ordination

Social Me

- Communication
- Mini Coach
- Supporting others

Key Skills

Thinking Me

- To improve my skills
- To make decisions in a game

Value Me:

- Determination



Key Knowledge

Pick up - If the ball is legally passed but goes to ground, play will continue and either team may pick up the ball

Underlapping - To support play by running behind your teammate

Agility- In rugby you need to be able to change direction quickly to avoid being tagged. You also need to do this while holding a ball.

Loop- Pass the ball to my teammate, run behind them and receive the next pass.

Tag Rugby Rules:

No of players in a team:

Only 7 on pitch at a time

Pass:

Never pass forwards!
Run forwards, pass backwards.

Tagging:

Remember to stop when a tag has been taken from your belt

The tagger must not throw the tag, it must be handed back

The player that is tagged has 3 seconds to pass the ball sideways or backward to another teammate.

Possession:

Can only be gained by interception, or catching a loose pass

Scoring:

- A try is scored by the attacking team when they place the ball on the ground on or over the try line.
- A try is worth one point
- You must place the ball past the try line with two hands and stay on your feet (no diving)

Out of play

If the ball goes off the pitch it is a free pass to the appropriate team

Key Vocabulary

Agility

Directions

Pick up

Loop

Underlapping

Dodge

Match

Avoid

Intercept