

Tag Rugby Knowledge Organiser - Year 6

Prior Learning: In Year 5, children continued to master passing the ball in different directions. They also continued to master their tagging skills- in both fun activities and game situations. They learned different types of runs in their groups and how to support each other during play. They were also introduced to Tag Rugby games and rules.

Physical Me

Throw

Catch

Dodge

Run

Speed

Agility

Balance

Co-ordination

Social Me

- Communication
- Leading my team
- Supporting others

Key Skills

Thinking Me

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

Value Me

- Leadership
- Courage



Key Knowledge

Consecutive - One after another - e.g in an adapted game you may have to get 5 consecutive tags in a row before you can regain possession of the ball

Tactics - Actions and strategies are planned to achieve an overall objective – in sport that objective is predominantly to win

Timing - You get your timing right when you start running at the correct moment, and you're able to control your speed, acceleration and direction. It doesn't just happen, you have to practice!

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 backwards to another teammate.

Possession:

Can only be gained by interception or by 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

Tactics

Zone

Timing

Consecutive

Evaluate

Transfer

Match

Support

Leadership