### Year 2 Tag Rugby – Lesson 6 Game play

**Learning objective:** 1. Use skills in combination 2. Following basic rules of Tag Rugby 3. Playing a game with 2 teams and scoring.

#### Lesson Structure

<table>
<thead>
<tr>
<th>Introduction/ warm up (Connection and Activation)</th>
<th>With timings</th>
<th>Differentiation (Extension/Support)</th>
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</thead>
</table>
| **Cops and Robbers** | 10mins | Extend:  
- Allow the robbers to pass the balls to other robbers to avoid being caught.  
- Start the robbers with less balls  
Support:  
- Decrease the number of cops  
- Robbers can keep the ball until they have lost both tags |
| - Half of the class will start with a ball (robbers) and half the class will start without a ball (Cops)  
- The cops have to try and tag the robbers and take their ball back to the police station (a coned off area)  
- Time how long it takes for the robbers to lose all the balls |
| **Progression** | | |
| - The robbers can steal back their loot from the police station by getting past the guards. If they can enter the police station without being tagged they can take a ball but they must also get out without being tagged.  
- If tagged the balls stays in the police station. |

<table>
<thead>
<tr>
<th><strong>Main (Development/ Application)</strong></th>
<th>With timings</th>
<th>Differentiation (Extension/Support)</th>
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</table>
| **1vs1** | 5 mins | Extend:  
- Encourage the defender to move up fast to cut off the attacker’s space and time.  
- If the attacker stops or moves backwards the defender wins.  
- Decrease the size of the area  
- Start the defender closer to the attacker.  
Support:  
- Make the defender more passive by limiting movement and speed.  
- Increase the size of the area.  
- Set a number of try lines and the attacker will aim to get as far as they can before being tagged. |
| - Have half of the group lined up at each end of the rectangle.  
- The front player in each line will run the 1vs1. Whichever player has the ball must try and get passed the defender and score a TRY at the opposite end.  
- The player who had the ball then gives the ball to the front person of the opposite line and joins the back. The defender joins the opposite line. |

Set out a number of rectangles to use as playing areas for the games. (20 x 10m is appropriate)

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3v1
- Playing within the rectangle, 3 attackers and 1 defender.
- The attackers have to keep the ball away from the defender for as long as possible without the player in possession of the ball being tagged.
- If the player with the ball is tagged they become the defender.

Progression
- Introduce a scoring system of 5 passes equals a TRY.
- The 3 attackers must now pass the ball 5 times without the defender gaining possession or the ball going out of the rectangle to score.
- If the defender tags the person with the ball the passes go back to zero and the defender changes.

Chaos pitch –
- Playing within the rectangle with groups of 6 (4 attackers, 2 defenders).
- Each side of the rectangle is a TRY line (4 try lines)
- The attackers can score on any of the 4 TRY lines, they can run with the ball and pass to the other attackers.
- The defenders must try and Tag the person with the ball or intercept a pass.
- The attackers must score as many TRY’s as they can in a certain time.
- If tagged the person with the ball must stop and pass ball.
Progression

- Make the teams equal and take away two of the try lines (leave the end lines)
- 3 vs 3 if the other team gains possession they can keep the ball and score.
- The team with the most TRY’s wins

Plenary

- Refresh learning objectives
- Questions: 1. How can we get past defenders on our own? 2. How can we get past defenders as a team? 3. How can we defend as a team? 4. What is my role if I don’t have the ball but I am in the attacking team?