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By: Mr. David Hazelgrove-

Warm Up

Slide 1/2

## Lesson Details

**Lesson Title :** 5 Fun Invasion Games

**Activity Title :** Warm Up

**KS/Year Group :** Yr6

**Time Period :** 15 Minutes

**Equipment Needed :** Rugby balls Tag belts Tags Cones PDFVideo link - click here:  
<https://www.youtube.com/watch?v=A6y5XjuzEyY>

## General

**Teaching Notes :** Set up two pitches alongside each other (this will make it easy to manage), we have used red cones as red means stop. The yellow cones are then marked across the pitch to section off the zones. Children to all put on the tag belts (making sure their t-shirts are tucked in and jackets zipped/buttoned up). Get the children into 4 teams using the rugby tags (2 tags per player) these must be on either side of their tummy). If you don't have 4 sets of colour tags then use bibs to show teams, they will still need to be wearing tags. Watch the RFU tag rugby video by clicking the green play button top right. PDF video link click here <https://www.youtube.com/watch?v=A6y5XjuzEyY> The two main tag-rugby rules to follow are; 1. attacking players (red) cannot do a 360 spin. 2. Defending players (blue) must not throw a tag onto the floor, it must ...

**How To Play The Game :** TAG - RUGBY WARM-UP - RUN THE CANYON One team will start in zone 2, the other team start off the pitch at zone 1. Aim of the game Can the children in the red team on your call get from zone 1 into zone 3 without being tagged and across the red line of cones. Blue players must stay inside zone two at all times. Each team has 3 attempts to see how many players they can get to the end, every time a player reaches the end they score a point.

**Progression :** Number the red team 1 - 4 (you can have more players per team if needed). Call out the number(s) that you want to run, can they get through the zones into zone 3 without being tagged. The blue team must stay in zone 2 at all times.

**Differentiation & Variation :**



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Skill Related Game

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**Lesson Title :** 5 Fun Invasion Games

**Activity Title :** Skill Related Game

**KS/Year Group :** Yr6

**Time Period :** 15 Minutes

**Equipment Needed :** Rugby balls Tag belts Tags Cones PDFVideo link - click here:  
<https://www.youtube.com/watch?v=A6y5XjuzEyY>

## General

**Teaching Notes :** Watch the RFU tag rugby video by clicking the green play button top right. This video will give you a complete understanding of the rules and how players are tagged. The two main tag-rugby rules to follow are; 1. attacking players (red) cannot do a 360 spin. 2. Defending players (blue) must not throw a tag onto the floor, it must be returned to the tagged player before they can both join back in. Encourage attacking players to keep 2 hands on the ball, this will stop them from pushing the defender's hands away, this is known as a 'hand off'. Can the attacking team use each other to create gaps to run into. Remind players that being tagged is actually a good thing in tag-rugby. We would rather they get tagged than leave the pitch with the ball in their hands.

**How To Play The Game :** TAG - RUGBY Set up: Set up two pitches alongside each other (this will make it easy to manage), we have used red cones as red means stop. The yellow cones are then marked across the pitch to section off the zones. Once the setup is complete you shouldn't have to move any cones. MAIN ACTIVITY The defending team will now be set up in zone 2 and 3 like the diagram. (This can change once the game is understood. For example, you could have 3 defenders in zone 2 and only 1 defender in zone 3). Using your numbers 1- 4 call out 1,2,3,4 numbers for the attacking team, the aim is to collect a ball each from zone 1 and carry it all the way to the end of zone 3 placing the ball over the line. Each player that makes it to the red cones scores a point. If tagged then a player must return to the start of zone 1 placing the ball back into zone 1. ...

**Progression :** Progression 1 Have two attacking players start on the purple cones holding a rugby ball and facing their teammates. When the game starts the two players off the pitch must enter and receive a pass before they go and attack zone 2 and 3. Progression 2 Have two attacking players work together, when their numbers are called one player picks up a ball and the other player acts as a support player. If the player is tagged with the ball then they turn and pass back or sideways to the player who is supporting them. (Remind the defending team that they can only go for or tag the player with the ball). A good analogy is trucks and trailers, the person with the ball is the truck and the person supporting is the trailer. Should the truck get tagged then they pass the ball backward or sideways to the trailer, who has to accelerate and become t...

**Differentiation & Variation :** Progression 3 Same as progression 2, however, all 4 defenders are in zone 2 creating a 'defensive line' the aim is to try and break the defensive line and break through zone 2 into zone 3 and score a try. Progression 4 Leave the cones down but can we now play a mini version of tag-rugby. (Review the RFU rules video to support this outcome if needed).

