



# UKS2: Invasion games – Tag Rugby

## Prior Learning

Children are beginning to...

- Use running, jumping throwing and catching in isolation and combination.
- Play competitive games applying basic principles for attacking and defending.
- Compare performances with previous ones and demonstrate improvement to achieve personal best.



## Vocabulary

- Tag, travel, catch, pass, direction, attack, defensive stance, dodge, mark, side step, leap, space, try, phase of play, intercept, possession, touchline, tactics, teamwork, combination, isolation, technique, protect, opposition, communication, peripheral vision

## Sticky Knowledge

The first rule of defence is to deny the opposition possession of the ball. The second rule of defence is when the opposition has the ball, deny them and space.

**Defenders** must have dual awareness- of what is happening with the ball, and what is happening with the player they are **marking**. The player they are **marking** is more important to watch, so players have to develop **peripheral vision** to watch the ball out of the corner of their eye at the same time.



In a **defensive stance**, the **defenders** line up opposite the **attackers**, one **defender** for one **attacker**. Each player identifies the **opposition** whom it is their responsibility to **tag**.

There are 4 main ways of scoring in rugby, although not all of them can be using in the game of Tag Rugby.



Try – 5 points



Conversion – 2 points



Drop goal – 3 points



Penalty – 3 points