

Tag Rugby Knowledge Organiser - Year 4

Prior Learning: In Year 3, children were introduced to some fundamental rugby skills. They learned different ways of throwing and catching. They learned to run with the ball in their hands. They also played some adapted invasion games which introduced them to some Tag Rugby skills.

Physical Me

Throw

Catch

Dodge

Run

Speed

Agility

Balance

Co-ordination

Key Skills

Thinking Me

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

Value Me:

- Self belief
- Fair play

Social Me

- Communication
- Co-operation
- Collaboration



Key Knowledge

Passive Defender - Puts pressure on a player by marking/following them, but cannot touch or tag the player

Active defender - Can actively defend and try and tag the player

Non-contact - Tag Rugby is a non contact game. Children are to attempt to take the tag belts fairly.

Tag Rugby Rules:

No of players in a team:

Only 7 on the 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 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

Fluency

Communicate

Non-contact

Rules

Accuracy

Compete

Control

Passive Defender

Active Defender