



YEAR 3/4

Tag Rugby

Lesson 3

Learning Objective

To play games using tagging rules.

Success Criteria

Year 3

- I am learning the rules of the game and I am beginning to use them.

Year 4

- I understand the rules of the game and I can use them often.

Handy Hints

Four tags and the ball goes to the other team.

You are not allowed to block or protect your tags.

Equipment

- Rugby balls x 15
- Tag rugby belts x 30

Optional:

- Cones

10 Mins

Warm Up and Introduction

Putting on a tag belt:

Give each pupil a tag belt and demonstrate how to put them on. Explain that they need to have two tags that must be worn one on each side. Explain the tagging rules:

- Players are allowed to run or dodge potential taggers but cannot push them off, spin around or guard/shield their tags in any way.



Cat and mouse:

In pairs, one pupil is the cat and one is the mouse. The cat begins by chasing the mouse until they can take a tag. When the cat catches the mouse, the cat must shout 'tag' and hold the tag in the air. The cat must return the tag to the mouse so that they can put it back on. They then change roles.

Teacher note: play for 45 second periods, each time ensuring that if pupils haven't swapped roles, they do so.

45 Mins

Skill Development

One step ahead:

In pairs, with tags on. Pupils number themselves one and two. Number one has a ball and starts 2m ahead of number two. On the teacher's command 'go,' number one tries to run to a designated line approx. 15m away and score a try by placing the ball down on the floor past the line with two hands.

Number two tries to tag number one before they reach the line.

If they are tagged the tagger must hold the tag up in the air and shout 'tag.' They must then return the tag to their partner to return to their belt.

Have four turns each.

Encourage the tagger to get close to the opponent before reaching for the tag.

Make this easier for the taggers by starting number two 1m ahead.

Dodge past:

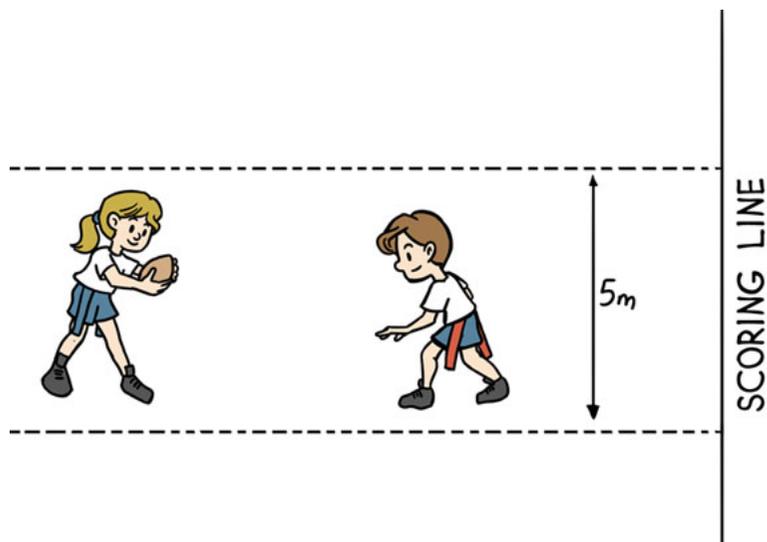
In the same pairs. Number one begins with the ball 7m away from number two. Number one runs towards number two and attempts to dodge past to score a try by placing the ball down on a scoring line. Number two attempts to tag number one. If they are successful in tagging their partner, their partner must go back to the start and try again. Have four turns each and rotate roles.

Teacher note: pupils may need to mark out areas so that they do not run too wide i.e. a channel to work in approx. 5m wide.

Encourage pupils not to block or protect their tags.

Encourage the tagger to get close to their partner before attempting to tag.

Make this harder for the attacker by decreasing the size of the scoring line.

**4v2:**

Pupils play 4v2 in an area approx. 8m x 6m. The team of four are attack and the team of two are defence. An attacker begins with the ball at one side of their playing area, the start line, and taps the ball on their foot to start the game. The attacking team attempt to score by placing the ball on their teams' scoring line on the opposite side of the playing area with two hands. If at any point the ball carrier is tagged, the defender holds the tag in the air and calls 'tag.' The ball carrier must come back to where they were tagged, they have 3 seconds to pass, then must place their tag back on their belt before re-joining the game. After a few minutes rotate the defenders.

- Once three tags have been made, if no try is scored, the attackers go back to the start line to try again.
- When the defenders make their first tag, they shout 'tag one.' The next time they make a tag, they shout 'tag two,' and so on up until tag three, at which point the attacking team must start again.

Teacher note: In a game, on third tag, the ball would go to the opposition.

- Pupils can pass in any direction but encourage them to use the correct passing technique.
- If a try is scored, the attack take the ball back to the start line to try again.
- To restart, the player with the ball touches/ taps the ball on their foot and runs.

Encourage the pupils to keep their head up and try to dodge the defenders.

Ensure the tagger hands the tag back to the person they have tagged.

Make this easier for the attacking team by allowing four tags before a team loses possession.

5 Mins

Plenary

Question the pupils on the rules of tagging.

What do they have to do if they tag someone?

In a game, how many tags do you have to make before your team gets the ball?