

Knowledge Organiser Rugby Year 6

Ladder Knowledge

Sending & receiving:

Makina auick decisions about when, how and who to pass to will help you to maintain possession.

Space:

Transitionina auicklu between attack and defence will help your team to maintain or gain possession.

About this Unit

Rugby is an invasion game. An invasion game is a game where two teams play against each other. You invade (enter) the other team's space to try to score goals.

Competitions: The Six Nations

Rugby Union is a popular version of rugby and one of the biggest competitions is 'The Six Nations Championship' which is held every year between England, France, Ireland, Italy, Scotland and Wales.

This competition began in 1883 and used to be called the Home Nations Championship because it only had teams from the UK. The women's tournament started as the Home Nations in the 1996 with England, Ireland, Scotland and Wales. It now follows the same format as the mens competition as 'The Six Nations'.

The Rugby World Cup is a tournament held every four years.

Can you find out who the reigning world

Can you find out the name of the trophy



Can you think of any other invasion games that share these principles?

Competitions: The World Cup

champions are?

and who it is named aftr?



• Make sure any unused equipment is stored in a safe place.

depending on the situation, the opposition and the desired outcome.

Tag rugby is non-contact.

If you enjoy this unit why not see if there is a rugby club in your local area.

> How will this unit help your body?

agility, balance, co-ordination, speed, stamina

This unit will also help you to develop other important skills. Social

communication, support others, collaboration honesty and fair play, confidence,

determination, trust

decision making, comprehension, reflection, identifu strengths and greas for development, plan

Tagging:

throw

catch

change

direction

change speed

• run

Players wear two tags, one on each side.

 Players cannot physically push off a defender when they are attempting to go for a tag and cannot spin around, guard or shield tags in any way.

When tagging, hold up the tag and shout 'tag....' followed by the number tag it is e.g. 'tag two' then give the tag back. The attacker The attacker must return to where the tag was made, they have 3 seconds to pass then must place the tag back on their belt before re-joining the game. If the defending team make three tags in one attacking play, they gain possession. A player cannot be tagged when taking a free pass.

Forward pass:

- · Forward passes are not allowed, the ball must be passed sideways or backwards.
- If a team uses a forward pass (any pass where the ball travels in the direction of the team's scoring/try line), a free pass is given to the nonoffending team.

Using tactics will help your team to maintain possession and score goals or deny space, gain

possession and stop goals. There are attacking and defending tactics and these will change

- When a tag is made, all defending players must get into an onside position.
- Onside is in front of the ball carrier, offside is behind the ball carrier.
- · Defenders must be three big steps in front of the ball carrier after a tag has been made and are not allowed to intercept or block the pass after a tag is made.



Blue team try line

Find more games that develop these skills in

the Home Learning Active Families tab on

www.getset4education.co.uk

articipatio





your waistband.

How to play:

hana down.

· Stand facing your partner

All four. I score

What you need: four socks and a partner

the additional sock into your waistband

. Tuck two socks into your waistband, one on either side, so that they

. Try to take your partner's socks. If you manage to get one, hold it in the

air and shout 'tag'. At this point, the game stops so that you can tuck

· Restart the game. To win, you need to get all four socks tucked into



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Head to our youtube channel to watch the skills videos for this unit.



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Key Vocabulary

abide: act in accordance with the rules ball carrier: person in possession

Invasion Games

Key Principles

attackina

score aoals

create space

maintain

possession

move the ball

towards goal

defending

stop goals

deny space

gain possession

close down: to reduce the amount of space for an opponent

consecutive: in a row create: to make space decision: select an outcome dictate: to give order

draw: encourage movement of an opponent

offside: when a tag is made, all defending players must get into an onside position.

onside: when the defender is in front of the ball carrier

sportsmanship: play fairly, respect others and be gracious in victory and defeat

support: to help

tactic: a plan to help you attack or defend

track: to move your body to get in line with a ball that is coming towards you