**WHAT TO DO**

1. Organise students into groups of six and send one group to each grid
2. Divide groups into four students are attackers and two students defenders
3. The four student attackers start with the ball at one end of the grid and aim to score a point by passing the ball to one of their team-mates standing across the end line on the opposite end of the grid
4. Student attackers can pass the ball in any direction, but cannot run when they have the ball
5. Student defenders try to intercept the ball or cause a fumble
6. After a set time-limit, change student roles, so everyone has a go at being an attacker and defender

**TEACHING TIPS**

- Remind students to keep heads positioned safely to the side or behind the player to be tagged.
- The arms should reach in front to make the tag.
- Student defenders should track student attackers from one side to reduce the attackers’ options.

**QUESTIONs FOR UNDERSTANDING**

- How could the attacker create space to avoid being tagged by the defender?
- Where should the defender position themselves to have the most chance of tagging the attacker?

**VARIATIONS**

- Set a time limit of 30 seconds for the student attackers to score a point.
- All passes need to be overarm throws as used for a lineout.
- Increase grid space.
- Increase number of defenders.

**FAIR PLAY OPPORTUNITIES**

- Identify students demonstrating fair play.
- Reward students for using positive and encouraging words to their own team-mates and others.

**equipment and set up**

1. 4 marker cones per grid
2. Grid 10m x 10m
3. 1 Rugby ball per grid

**australian curriculum links**

LEARNING AREA: Health and Physical Education
STRAND: Movement and physical activity
SUB-STRAND: Moving our body, Learning through movement
FOCUS AREAS: Active play and minor games, Fundamental movement skills