### WHAT TO DO

1. Set up two grids for two games of 5 v 5 Rugby tag ball take. Divide the class into four teams of five and send two teams to each grid.
2. The aim of the game is for the attackers to score a try. Defenders try and tag the attackers to stop them scoring a try.
3. Remind students that when their team is attacking, they are only allowed to get tagged five times before possession changes.
4. Possession also changes following a try, forward pass or knock-on.
5. Remind students that once tagged, they must perform a pass or ball take.

### EQUIPMENT AND SET UP

1. 4 marker cones per grid
2. Grid 20m x 20m
3. 1 Rugby ball per grid

### TEACHING TIPS

- Remind students that when tagging, their head should be positioned safely to the side or behind the player to be tagged.
- After a tag, call “Tag, turn and pass” or Ball take.
- Support players should remain close to the ball carrier and also run or position in space as a passing option.
- When scoring a try, students should bend ankles, knees and hips to place the ball with both hands.

### VARIATIONS

- Add a time limit for attackers to score a try
- Increase the field size and player numbers

### QUESTIONS FOR UNDERSTANDING

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

### 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

**FIVE STUDENT ATTACKERS PLAY AGAINST FIVE STUDENT DEFENDERS AND TRY TO SCORE A TRY BEFORE THEIR TEAM IS TAGGED FIVE TIMES. ONCE TAGGED, ATTACKERS CAN EITHER PASS THE BALL TO A TEAMMATE OR SET UP A BALL TAKE.**

**10 MINS**

**SKILLS FOCUS**

- Evasion
- Catching/Passing
- Tag Defence

**EQUIPMENT AND SET UP**

- 4 marker cones per grid
- Grid 20m x 20m
- 1 Rugby ball per grid