**WHAT TO DO**

1. Organise students into pairs with one ball per pair.
2. Pairs line up opposite each other two metres apart in the centre of the playing field and pass the ball back and forth to each other.
3. When you call ‘Ball’, the student with the ball (or about to receive the ball) must run with the ball and score a try across the line behind them.
4. After scoring a try they return to the centre and resume passing.

**TEACHING TIPS**

- See “How to pass” (hyperlink to video)
- Get students to pass and catch the ball from the right and left sides of the body.
- Remind students that this is a chance to practice their passing, catching and scoring correctly without pressure of defenders.
- Remind players who are about to score a try to cross their line before bending their knees and lowering their body to place the ball on the ground with two hands. Definitely no diving!

**VARIATIONS**

- Partners chase their team-mate who is trying to score a try. One point = player with the ball makes it to the try line without being tagged by their partner.
- Increase the distance between pairs.
- Get students to perform a quick movement between passing and catching e.g. touch their toes, do a burpee, jump in the air.

**QUESTIONS FOR UNDERSTANDING**

- What things does your body (arms, legs, feet, hands etc) need to do to make a line-out throw go a long distance?
- How can you ensure your throw goes in a straight line to your partner?
- What should your eyes be doing as you go to catch the ball?

**FAIR PLAY OPPORTUNITIES**

- Encourage positive talk between students as they throw and catch the ball.
- Discuss positive and respectful words to use when congratulating other students for their effort.

**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

**EQUIPMENT AND SET UP**

1. 1 Rugby ball per pair
2. 8 marker cones to define a playing area

**EVASION**

10 MINS

**SKILLS FOCUS**

- EVASION
- PASSING/CATCHING
- SCORING A TRY