SCATTER TAG

10 MINS

WHAT TO DO

1. Organise players into two teams i.e. attackers and defenders.
2. The attacking team players each hold a ball and jog clockwise inside a defined circle.
3. Defending team players (without a ball) jog around the outside of the circle in the opposite direction.
4. When you call ‘Scatter!’, all players from the attacking team run in any direction towards a touch line while the defenders chase them.
5. Defenders can score one point for each attacker that is tagged.
6. Attackers can score one point for each attacker that reaches a touch line without being tagged by a defender.
7. Each team has at least three turns as attackers.
8. Points are combined for the three rounds. The team with the highest score wins.

TEACHING TIPS

- Ensure there is a minimum of five metres beyond the touch lines on all sides.
- Remind defenders to keep their head to the side when they tag another student.
- Remind all students to keep their heads up so they can be aware of other players.

QUESTIONS FOR UNDERSTANDING

- How can attackers create space to get around defenders?
- How could defenders work together as a team to tag as many attackers as possible?

EQUIPMENT AND SET UP

1. 1 Rugby ball per attacking player
2. 15+ marker cones to define an inner circle and an outer grid.

VARIATIONS

- Attacking team players have one or two balls only and randomly pass to each other before they scatter.
- Increase the playing area.
- Decrease the number of defenders.
- Change the locomotor activity for defenders e.g. hops, skips, jumps.

FAIR PLAY OPPORTUNITIES

- Encourage positive comments between attackers and defenders.
- Identify any unfair behaviour and propose strategies to address the behaviour.

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