

Sport - Tag Rugby

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Run around the pitch holding the ball in 2 hands.	Run around the pitch holding the ball in 2 hands, moving into space.	Run around the pitch holding the ball in 2 hands, looking to evade defenders.	Run around the pitch holding the ball in 2 hands, looking to evade defenders with increasing success.	Run around the pitch holding the ball in 2 hands, looking to evade defenders using 4 S's (Side step, speed, swerve, spin).	Run around the pitch holding the ball in 2 hands, looking to evade defenders using 4 S's (Side step, speed, swerve, spin) with increasing success.
Catch the ball with 2 hands while stationary.	Catch the ball with 2 hands while moving.	Catch the ball with 2 hands while moving consistently.	Catch the ball with 2 hands while moving quickly.	Catch the ball with 2 hands while moving within an adaptive game.	Catch the ball with 2 hands while moving within a competitive game
Pass the ball in any direction with 2 hands while	Pass the ball in any direction with 2 hands while	Pass the ball in any direction with 2 hands while	Pass the ball backwards with 2 hands while moving	Pass the ball backwards with 2 hands while moving	Fix a defender (draw them in) before passing the

stationary.	stationary, increasing consistency.	moving. Explore backwards passing only.	in an adapted to game in order to evade a defender.	in an adaptive game in order to evade a defender with increasing success. Explore the use of passes over different lengths eg; pop, spin.	ball backwards in a competitive game. Use a variety of passes (short pop, medium push, long spin) with increasing success.
Make a TAG.	Make a TAG while moving eg; walking, side step and reach	Make a TAG while moving quickly. Get feet close to attackers in order be able to reach the TAG successfully	Make a TAG while working as part of a defence. Make a TAG using the correct hand (hand nearest the attacker)	Make a TAG on an opponent in an adaptive game, working as part of a defence.	Make a TAG on an opponent in a competitive game, starting to look at defensive tactics such as forcing attackers one way etc.
Score a try.	Score a try with increasing success.	Score a try following beating a	Score a try in an adapted game.	Score a try in a competitive game.	Score a try in a competitive game,

		defender.			looking at attacking principles such as exploiting overloads and player mismatches.
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