



PE	Year 4
Focus: Tag Rugby	
Age related PE vocabulary	

Collaboration: Working well with other people	Opponent: Someone on the opposing team	Consecutive: One after the other	Try: A point scored
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Key Knowledge:

- In tag rugby the ball is only allowed to be passed sideways or backwards
- The defender can stop the attacker scoring by tagging them when they are running.
- The defender scores one point for every tag made and the attackers score one point for every try scored
- You need to have two tags that must be worn, one on each side
- Players are allowed to dodge potential taggers but cannot push them off, spin around or guard their tags
- Offside rule: when a tag is made, all defending players get into an onside position. Onside is in front of the ball carrier, offside is behind the ball carrier. Defenders are not allowed to block the pass made after being tagged
- If tagged, the attacker must stop running and has 3 seconds to pass, then places the tag back on their belt.
- When tagging someone, shout 'tag' and hand back the tag.
- The ball must be passed backwards or sideways.
- If the defending team make three tags in one attacking play, they take possession of the ball

PE Y4 Tag Rugby	Carlton Assessment Grid		
Success Criteria	Pupil Reflection		Teacher Assessment
I can delay an opponent and help prevent the other team from scoring	Before	After	
I can help my team keep possession and score tries when I play in attack	Before	After	
I can pass and receive the ball with increasing control	Before	After	
I can create and use space and can change direction to lose an opponent with some success in game situations	Before	After	
I can use simple tactics to help my team score or gain possession	Before	After	
I share ideas and work with others to manage our game	Before	After	
I can follow the rules of the game honestly	Before	After	