Year 7 Rugby PE SOW

Lesson	Title	Learning Objectives	Key Words	Resources	Suggested Activities/Method/Skills	Assessment/discussion points
No.			Literacy			
1	ball. importance of running into space. Students understand and car apply the concept of running into space in drills. Students have tactically developed running with the		Knock on. Try Support Progression	Cones t Bibs	Connect (15mins) – Students change. Teacher led warm up/pulse raiser. Whilst leading the stretches place emphasis on the 5 values of rugby (Teamwork, Respect, Enjoyment, Discipline and Sportsmanship)	[For the lesson set a 10m by 20m rectangle, this can be used throughout the lesson]
		Students understand and can apply the concept of running into space in drills.	Space		Activate (5mins) – Students play a game of rugby tag (Bull dog) without the rugby ball. Q&A on how to be successful, explore the idea of looking for space and running into it.	Q&A – why is it beneficial to run with the ball in two hands? <i>More control, easier to pass, prevents a knock on.</i>
		developed running with the ball and are successful in doing so in			Demonstrate (10mins) Add the rugby ball <u>EVERY STUDENT HAS A RUBGY BALL</u> - discuss keys points of running with the ball, ball in two hands. Repeat the game with each student having a rugby ball, taggers have to tag students by touching opponents with the rugby ball. The game is called 'rugby tag'.	Discussion around how best to defend. In a straight line. Allude to the fact bulldog is essentially rugby.
					Activate (5mins) – Introduce a game of 'catch me if you can' students in pair numbered 1&2. Students stand back to back on the line. Place a cone 10m away. On the command 1 sprint to the cone whilst 2 turns and tries to tag partner with the rugby ball.	
					Demonstrate (5mins) – Students complete game of 'catch me if you can' Differentiate by making runs longer, forfeits etc.	Teacher questioning as to why this game is important and when should you use this technique in a game? <i>Emphasis on always</i> <i>run forward at pace into the space</i> .
					(10mins) Students then move into a game of tag rugby. Explain rules to students and emphasize that soon as you have the ball run forward into space. Bring in the idea of supporting the person on the ball.	PA through discussions whilst completing the drills.
					Consolidate (10mins) – Recap of key coaching points and links to current KO. Students in and change.	Questions about the coaching points and importance of running into space. Examples of students who used this well in the games.
2	Passing techniques	Students will understand the rugby pass technique and be able to perform with some success in isolated practices.	Pop pass, Loop pass, Pace, Support,	Rugby Balls Bibs Cones	Connect (15mins) - Students change. Students complete a pulse raiser of 'rugby tag' (All students have a rugby ball each, must get from one side to another. Tag by touching them with the rugby ball) Student led stretching. Teacher to Q&A.	[For the lesson set a 10m by 20m rectangle, this can be used throughout the lesson]
		Students will be able to perform the rugby pass technique correctly with success in conditioned practices.	Flat.		Activate (5mins) – Key coaching points along with demo of correct technique of pop pass. Emphasis on not spinning the ball which is used to pass long distances. Two hands on the ball, pass across the body. Receive to have their hands (Target ready) YOU COULD ADD A CLAP TO SIGNAL TO PASS.	Teacher to Q&A technique and reasons why players would want a flat pop pass? Why no spinning? <i>Harder to catch if not</i> <i>done correctly, only used for longer range.</i>
		Students will be able to perform the rugby pass technique correctly and successfully in			Demonstrate (5mins) - Using the coned area students in lines of 5 pass along the long, progress this into moving with the ball whilst passing. DIFFERENTIATE through speed of running.	
		game situations but also explore a variety of passes.			Activate (5mins) – Split above area into 4 channels 5x10m. Students working in groups of 5 (same as passing line group) 3v2 creating an overload. Teacher/student demo, students have to get from one end to another scoring a try.	

			Demonstrate (10mins) – Students complete above dri	ill 5 attompts than swap	Stop groups to discuss position behind the
			defenders. Each time keeping count of number of such		ball, supporting the player with the ball, creating an overload, exploring different ways to beat the defender. Side step, not
			Activate (5mins) – Teacher to introduce the loop pass ball to a team mate and loops around the back of that from a player) Emphasis on passing the ball backwards	player to gain the pass back	running in a straight line.
			Demonstrate (5mins) – Students then complete the lo Differentiate HA students decrease distance they must the line in.		When should the pass be made and why? Which pass should be used in certain situations?
			Consolidate (10mins) – Recap of key coaching points a Students in and change.	and links to current KO.	Questions about the coaching points of the pass. Examples of students who used this well in the games. Ask students which LO they feel they achieved and why.
3	Running From		Connect (15mins) - Students change. Students compl		Teacher Q&A to check/link last lessons
	Depth		DIFFERENT VERSION OF previous lessons 'rugby tag'. S ball, score a try at the other side. Difference being the	-	learning. How do we pass the ball? Across the
			be tagged with the ball however, less rugby balls on th		body, towards the target, finish with the
			Progressing from last lesson they now must pass the b	ball to team mates to tag	hands following through.
			players.		How do we run with the ball? Two hands on the ball.
			Activate (5mins) Discussion on what is running		What's the first principle of rugby? Run
			from depth and the importance. Receiving the ball	0	forward.
			when at higher speed to break the line. Demo in pairs. One ball, student passes to another		When might running from depth help? Following the pass from the scrum half
			student who is on the move.		after a breakdown.
			Demonstrate (English) Students and the second strategies		
			Demonstrate (5mins) Students repeat numerous time timing of the pass to ensure the pass is backwards, sp	-	
			Activate (5mins) Develop this further in groups of 4	(3 attackers and 1 defenders)	
			students are to understand how running from depth of		Why do we want to receive the ball on
			THIS WILL NEED DEMONSTRATING. Player with the ball runs forwards and is touch tackled	d student the presents the	the move? We are running faster, easier to break tackles.
			ball. Next person needs to support and becomes the s		
			will pass the ball out to the 3 rd player who arrives onto the defender and score.	o the ball at speed to go past	Why don't I want to pick the ball up too
			Demonstrate (10mins) Students complete the above of <i>Ensure the scrum half doesn't pick the ball up until the position.</i>		
			Demonstrate (10mins) In teams of 5 students are to p	play a conditioned game of	
			touch rugby on a small pitch – no kicks. Two handed to scratch to continue to game. Emphasis on different ty lessons.	ouch results in a chicken	
			Consolidate (10mins) – Recap of key coaching points a Students in and change.	and links to current KO.	

4	Tackling	Students are able to describe the tackling technique. Students are able to tackle in a controlled condition. Students are able to tackle at full game speed.	Ring of steel, Tower of power, Offside, Rucking,	Rugby Balls (at least 1 between 2)	 Connect (15mins) Students change. Pulse raisers warm up into press up mud challenge. Students opposite each other in press up position pull at arms to knock them down. AIM IS TO GET STUDENTS MUDDY SO THEY'RE NOT WORRIED WHEN TACKLING. Activate (5mins) Teaching students how to fall over with a rugby ball. Go over safety techniques with students beforehand – falling onto knee, hip and shoulder. KEY COACHING POINT keep hold of the ball with both hands and do not put your hands out. Demonstrate: Students demonstrate how to fall statically. Then progress this to students running around the area, on a whistle they fall. Ensure they all have a rugby ball. NEXT SECTION PROGRESS DEPENDANT ON GROUP! Tackling section (15mins) In pairs students to tackle each other, from the front. – KEY COACHING POINTS Cheek to cheek. Students' cheek goes on bum cheek. Create the ring of steel. Students lock players legs together just above the knees. Pull towards you taking player off balance. Drive forward ensuring tackler lands on top of player with the ball. 	Pre lesson read pages 82-85 & pages 92- 96 of level 1 coaching booklet. Empasis on safety of falling to avoid dislocations.
5	Tackling & Rucking				 body. <u>Progressions</u> Begin with tackler on knee and person being tackled walking towards. Both players standing, walking pace. [BRING IN TOWER OF POWER POSITION] Jogging pace. Student will the ball attempting to pass tackler in a channel. Activate (Smins) Presenting the ball. Teacher/student demonstration on how to present the ball [long or pencil presentation]. Once the player is tackled roll onto your front and present the ball back towards your try line. Discussion around why? Rule of passing the ball backwards. Defensive line have to behind the ball carriers feet, trying to push the defensive line back to give the attacking team the advantage. Player then releases the ball to the scrum half. Use this in the game next. Demonstrate (10mins) Students to take the skills into small sided games 5 v 5 (Differentiate through speed. Walking rugby, jogging, full speed, contact, non contact) On the tackle/touch student with the ball will present the ball backwards as discussed above. Ensure defensive line is set behind the ball carriers feet. Consolidate (10mins) – Recap of key coaching points and links to current KO. Students in and change. Connect (10mins) Students change. Pulse raisers warm up into press up mud 	TOWER OF POWER – Tackler stand as if they are sitting on the toilet. Bent knees, slightly leaning forward.
					challenge.	How do we fall? <i>Knee, hip, shoulder</i> Key coaching points What's first? <i>Tower of power</i>

6	Assessment Lesson	Students understand the assessment criteria for rugby. Students can show basic rugby skills in isolated practices. Students show a wide range of skills in a game situation.	Pop pass, Loop pass, Miss pass, Tower of Power Ring of Steel, Depth, Support,	Rugby balls, Cones, Bibs.	 Demonstrate (10mins) Teacher/student demo with Q&A throughout demo of previous knowledge regarding the tackle. Students perform in pairs their tackling and long/pencil presentation techniques from previous lesson. Activate (5mins) <u>How to Ruck Demonstration</u> – From the tackled position (1 tackler & 1 ball carrier) add 2 more students. First player supports tackled player by stepping over through the gate. [The gate is from behind, players cannot come into the ruck from the side. The player after stepping over secures the body (Gripping onto top) [Discuss how this makes it harder for other team to move the player rucking as they have to push two peoples weight]. Get into the tower of power position whilst body is being secured NEXT PLAYER JOINS. Their role/position is known as the scrum half. Consolidate (10mins) Teacher to explain grading criteria of assessment. Students are to show all skills learnt over previous lessons. Demonstrate (Smins) Running & passing in channels, groups of 4 showing their knowledge and ability of running with a ball and different types of passes. HA students can show a range of miss passes and loop passes. Demonstrate (Smins) Group of 2s. Outwitting the tackler in 10m wide channels. Start with touch, this can be progressed to full contact with specific HA students. LA students play game showing a range of skills learnt [Positioning, running with the ball, passing, tackling, rucking]. Teacher to continually stop games to give feedback throughout. 	Second? Cheek to cheek Third? Ring of steel Forth? Drive them away whilst keeping hold. Fifth? Tackler rolls away
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