Pupils will continue to develop their character and **personal skills.**

Pupils will continue to **understand** why they are implementing a broad range of skills.

Pupils will continue to **develop** their knowledge of how to implement a broad range of skills.

Beyond KS2 pupils will know:

How to position ourselves as a team defensively to prevent an attack.

In **Year 6** pupils will know:

Tactics

Formations

When and **why** to apply different attacking tactics in game situations.

Why we need to reduce the space when we are defending and to apply pressure to the attackers to prevent them from scoring.

What offside means and where they need to stand depending on whether they are attacking or defending.

The attackers need to remain behind the ball carrier. The defenders must stand at least 1m in front of the ball carrier once they have been tagged.

Why we should release the ball quickly once we have been tagged.

Miss Pass and **Loop Pass**

Offside

In **Year 5** pupils will know:

When, where and why we apply a **loop pass** in a game situation.

When, where and why we apply a **miss pass** in a game situation.

What the consequence in a game are of an inaccurate pass, dropping the ball or running off the pitch.

Where to stand when we are **defending** to prevent the attackers from scoring a try.

In **Year 4** pupils will know:

Forward Pass

Support

Why the ball carrier need to move forwards when running with the ball. The ball carrier needs to run forwards in order to create space and attacking opportunities.

Where to stand after the ball carrier has been tagged so that we are ready to receive a pass.

How and **why** we need to support the ball carrier when we are attacking. The attackers without the ball need to remain behind the ball carrier.

How to score a **try.**

How to carry the ball when moving. We hold it in two hands.

How to **tag** correctly.

We tag the take from attacker carrying the ball. Stop and stand still. Hold the tag in the air and shout, "tag." We give the tag back to the attacker (in a game situation this happens once the ball has been passed), before returning to the game.

Try and **Tag**

Possession

In **Year 3** pupils will know:

Where to stand when receiving the ball from a pass from our partner or team mate.

How to pass the ball using a 'swing' pass technique. A swing pass is a two handed pass where our hands follow the direction of the pass.

How to dodge using the correct dodging technique.

We dodge with our head up with a low body position, bending our knees, planting one foot on the floor, leaning our body to one side and then moving the other way quickly.

Why we make a **target with our hands** when catching.

In **Year 2** pupils will know:

Dodge

Opponent

The difference between **attacking and defending** and when our roles change during a game.

When, where and why we **dodge**.

How to use our hands to prevent the attackers from passing the ball.

Where we need to run and why to **avoid defenders**.

Why we need to be **accurate** when passing the ball.

Passing and **Receiving**

Accuracy

In **Year 1** pupils will know:

What the consequences could be in a game if we do not run and **avoid the defender**.

Why we need to aim towards our partners hands when passing the ball.

What the word **'attacker'** means and what this means when playing a game.

We are considered an 'attacker' when we or our team are in possession of the ball or we are trying to avoid a defender to score a point.

Why we need to move in different directions and at different speeds.

In **EYFS** pupils will know:

Space

Attacker and **Defender**

Speed

Why we need to keep a ball close to us and under control.

Why we need to stay in a **space** when we are moving.

What the word **'defender'** means and what this means when playing a game.

We are considered a 'defender' when we are not in possession of the ball or we are trying to tag an attacker.

Knowledge Progression Journey

Locomotion and Ball Skills Hands into Invasion (Tag Rugby)

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