

Learning Intention: How can you tag in a game?

Yr 2

I can get close to another player and then tag them

I can face a player and then tag them

I can keep my body low and quickly tag a player when facing them

EQUIPMENT:

Cones,
Tag belts,
Hula-hoops,
Bibs, Balls.

WARM UP: 'Pirates V Sharks'

Divide the class into 2 even teams. **All children to have a tag belt on.**

Half are the 'Pirates' and the other half is the 'Sharks.'

Pirates will wear the tags first.

The Sharks have 30 seconds to get as many tags as possible for their team.

If you lose your tag you must run around the island (the square)

One tag will equal one point. Then swap with the Pirates attempting to grab as many tags as possible in 30s.

ACTIVITY 1 'Steal the Treasure' (Recap of tagging from Yr 1)

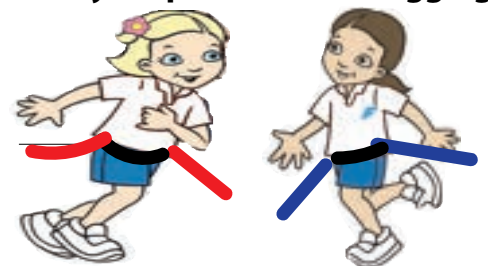
Rules:

- 1) Children to 'face each other' in 2's
- 2) They will then attempt to grab their partner's tag
- 3) If they are successful and manage to grab a tag, they must call "TAG" and then hand it straight back.
- 4) Children to position themselves 'back-to-back'
- 5) Children to position themselves 'side-by-side'

✔ **Step forward**

✔ **Keep body position low**

✔ **Face your partner when tagging**



Linking Learning: In Rugby you need to get close to a player in order to tackle them

ACTIVITY 2: 'Tag Mania

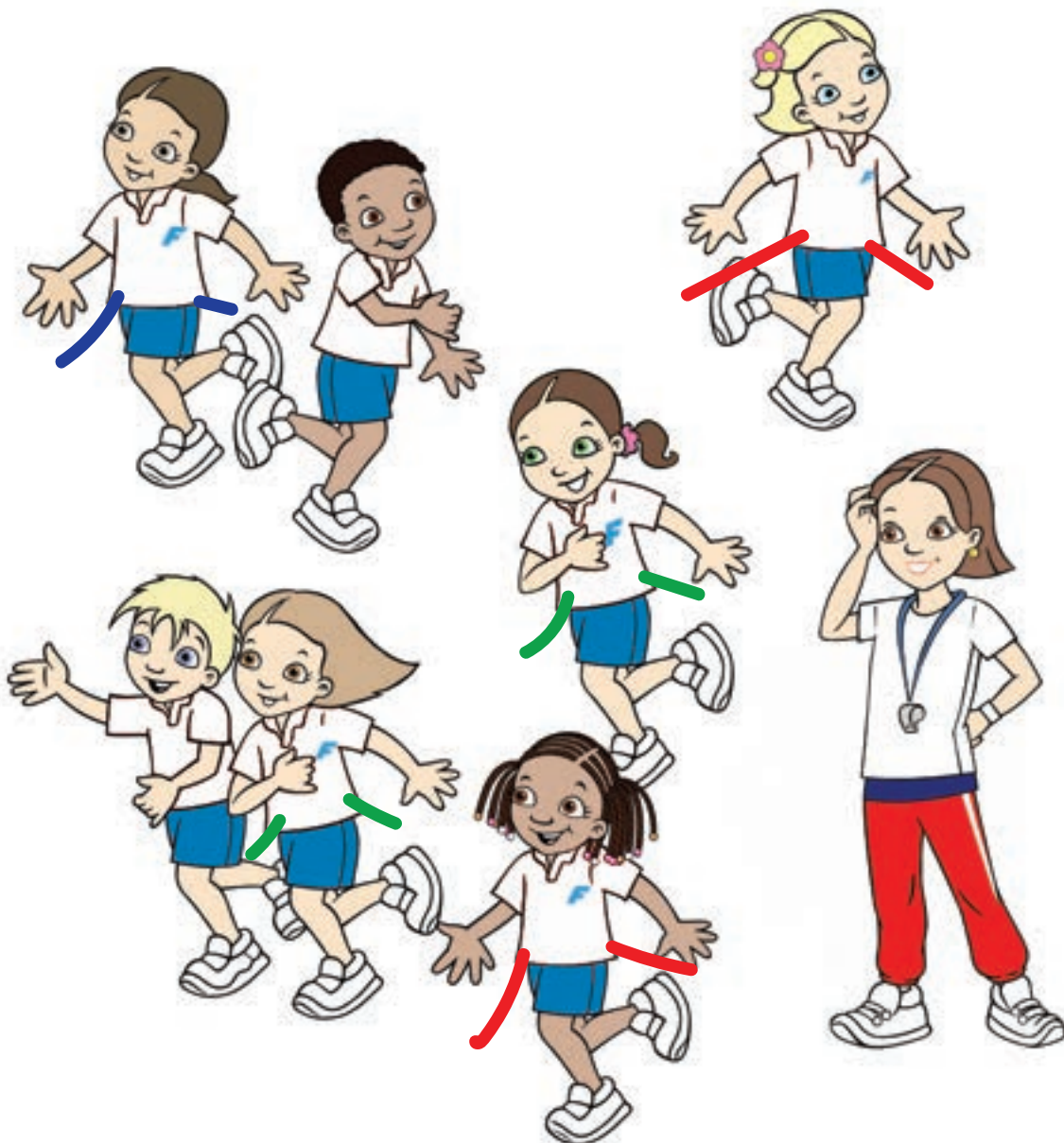
Each player attempts to grab as many belts as possible in the given time.

After 1 minute stop the game. How many tags have they managed to grab?
Can they add the tags to their belts!

Rules:

1) You are only allowed to grab ONE tag at a time

Q&A - What is the best way to tag a player?



ACTIVITY 3: 'Cross the River'

Set-up: Arrange a playing area as below:

- Divide the class into two/three groups
- Choose ONE child to be a crocodile - Green bib
- Give all players a number on the clock- 1 to 12

When tagging

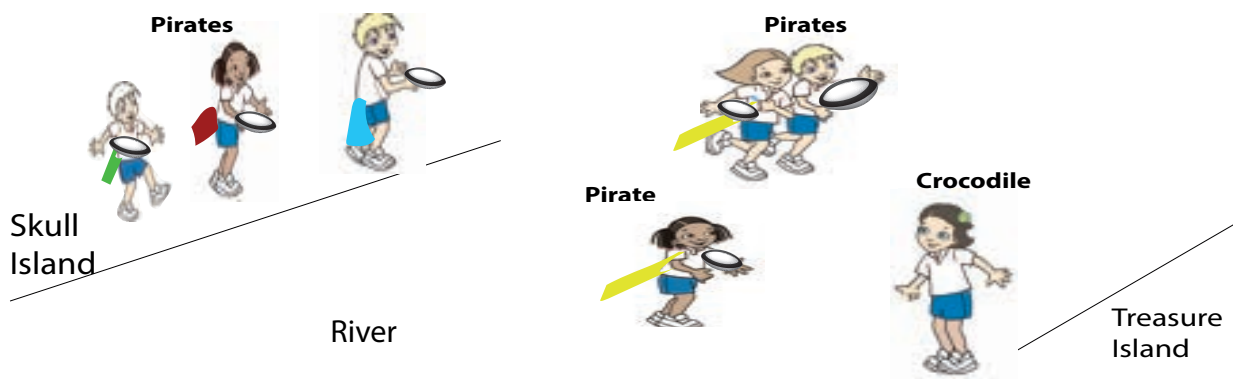
- Step forward to grab the tag
- Keep body position low (bend knees)
- Face your partner, when tagging

Rules:

- 1) The crocodile calls a number from the clock face (e.g. One, two and three) these numbers can now run across the river.
- 2) If the Crocodile calls 'Tick Tock, tick tock', all the pirates are to run across the river
- 2) Pirates attempt to run across the river and avoid being eaten (tagged) by the crocodiles (Pirates must place the ball down with 2 hands on the opposite island to be safe)
- 2) If you are eaten (tagged), you also become a crocodile.
- 3) Continue to play for 2 minutes or until all participants are eaten by the crocodiles.
- 4) Swap players around, so that as many start as crocodiles, as possible.

EXTENSION:

Link together the crocodiles (holding bibs/tags) to make one big crocodile!! (A Super Croc!!)



COOL DOWN

Children to move around the area slowly (jog, walking).

PLENARY

What did you enjoy about the lesson today? Can you tell me anything about how you were able to tag an opponent in the games? Can you name one thing that is important when tagging in a game of tag rugby?

