

Curriculum Overview: Rugby

Term / Length of Unit	Outline	Assessment	Resources	Knowledge/Skills End Points	Assessment End Point	Reading and Literacy
Year 7 (8-10 lessons)	<p>Outwitting an opponent: Pupils will develop the ability to outwit opponents and teams using strategies and tactics.</p> <p>Developing Physical and Mental Capacity Physical warm ups aid as a useful fitness tool in developing a pupils physical capacity.</p> <p>Developing Skills/Performance Pupils will learn to use basic principles of play when selecting and applying tactics for defending and attacking</p> <p>Making and Applying Decisions Pupils will learn to identify and recognise similarities in principles of attack and defence.</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block.</p> <p>Maximum score of 15* in year 7. *Exceptional students may exceed this mark after consultation with other department members.</p>	<ul style="list-style-type: none"> ➤ Rugby balls (size 4) ➤ balls 4) ➤ bibs or bands ➤ markers, cones and goals ➤ grid areas ➤ mini-pitches 	<ol style="list-style-type: none"> 1. Developing Physical Literacy. (Running, Jumping, Coordination & Body Control) 2. Execution of core skills (Passing, Receiving & Tackling) 3. Outwitting Opponents in a competitive game situation 4. Develop knowledge of the game rules. 	<p>Able to demonstrate the core skills of passing, receiving the ball and tackling. Start to develop the knowledge of rules of the game and apply skills to a competitive situation.</p>	<p>Subject Specific Words:</p> <ul style="list-style-type: none"> -pass /catch -tackle - defence - ring of steal -attack - man to man - ruck presentation <p>Academic vocabulary:</p> <ul style="list-style-type: none"> -teamwork -communication -leadership -core skills -technique <p>Reading Strategy:</p> <ul style="list-style-type: none"> - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment

	<p>Making Informed Choices About Healthy, Active Lifestyle Suggest any rugby clubs within the school timetable and promote community links.</p> <p>Evaluating and Improving To understand the concept of games activities and make effective evaluations of strengths and weaknesses in performance</p>					<p>- Group Discussion - Manual and Mechanical Guidance</p>
<p>Year 8 (8-10 lessons)</p>	<p>Outwitting an opponent: Pupils will further develop the ability to outwit opponents and teams using strategies for attack.</p> <p>Developing Physical & Mental Capacity Develop ability to complete physical warm ups based around rugby to help develop pupil's physical capacity.</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block. <i>Maximum score of 20* in year 8.</i> <i>*Exceptional students may exceed this mark after consultation with other department members.</i></p>	<ul style="list-style-type: none"> ➤ Rugby balls (size 4) ➤ Bibs or bands ➤ Markers, cones and goals ➤ Grid areas ➤ Mini-pitches 	<p>1.Replication of core skills (Passing, receiving, tackling & kicking)</p> <p>2. Outwitting Opponents in attacking phases of play</p> <p>3.Understanding of rules & importance of teamwork & cooperation</p> <p>4.Development of decision making/problem solving capacity</p>	<p>Developing attacking and defending strategies, replicating techniques required in competitive games. Development of the ability to perform and influence a game or pressurised situation. to outwit the opposition including set running moves and defensive formation, Kicking.</p>	<p>Academic vocabulary: Rules and regulation (laws) Outwitting organisation decision making</p> <p>Subject Specific Words: Gain line sidestep Draw and pass Guards Grubber Punt Pod</p>

	<p>Development & Replication of Skills Pupils will further develop the fundamental principles of play when replicating core skills and movement needed.</p> <p>Problem Solving, Challenges & Making Decisions Pupils will be encouraged to devise new strategies to beat and outwit opponents</p> <p>Making Informed Choices About Healthy, Active Lifestyle Pupils will learn to prepare for and recover from exercise safely and effectively and to know the principles used.</p> <p>Evaluating and Improving To develop observation skills on peer performances, skills and techniques as well as observing the use of tactics</p>				Rules - offside more detail.	<p>'out the back'</p> <p>Reading Strategy:</p> <ul style="list-style-type: none"> - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment - Group Discussion - Manual and Mechanical Guidance
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<p>Year 9 (8-10 lessons)</p>	<p>Outwitting an opponent: Pupils will further develop the ability to outwit opponents and teams using strategies and tactics.</p> <p>Developing Physical and Mental Capacity Discuss rules and differences between rugby league & union</p> <p>Making and Applying Decisions Opportunities to referee/coach pupils or small groups will develop communication and decision making skills.</p> <p>Developing Skills/Performance Pupils will further develop the fundamental principles of play when selecting and applying tactics for defending and attacking.</p> <p>Understand concept of lineouts and maul development</p>	<p>Assessment will be carried out at end of the activity block. Students will be graded in line with GCSE assessment criteria. Scores to be inputted into tracker at the end of each activity block.</p> <p>Maximum score of 25* in year 9. *Exceptional students may exceed this mark after consultation with other department members.</p>	<ul style="list-style-type: none"> ➤ Rugby balls (size 4) ➤ Bibs or bands ➤ Markers, cones and goals ➤ Grid areas ➤ Mini-pitches 	<ol style="list-style-type: none"> 1. Possession and attack development 2. Replication of advanced skills (Passing variations, Tackling and Rucking) 3. Understanding of ways to create scoring opportunities and implementation of rules. 4. Developing Reflective learners/Creative thinkers/Self managers 		<p>Academic vocabulary:</p> <p>Strategy Problem solving</p> <p>Subject Specific Words: Overload Miss pass Scissor Loop snipe Guard/body guard Maul Reading Strategy: - Visual Demonstration - Extended Questioning - Detailed Explanations - Live Modelling - Self/Peer Assessment - Group Discussion - Manual and Mechanical Guidance</p>
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	<p>Developing Physical and Mental Capacity Discuss rules and differences between rugby league & union.</p> <p>Making Informed Choices About Healthy, Active Lifestyle Pupils will learn to prepare for and recover from exercise safely and effectively and to know the principles used</p> <p>Evaluating and Improving Be able to understand the concept of rugby and make effective evaluations of strengths and weaknesses of performance</p>					
Year 10	Pupils will focus on applying core skills into game situations. Teams will be expected to apply tactics/ strategies/ formations to game situations to outwit opponents.	Gcse spec up to 35 score	<ul style="list-style-type: none"> ➤ Rugby balls (size 5) ➤ Bibs or bands ➤ Markers, cones and goals 	<p>Tackling Front on, side on, chop tackle, tower of power</p> <p>Lineout (Lifting) Pods, rules (unopposed lineout) throwing in – 2 4 6</p> <p>Quick lineouts</p> <p>Passing moves attack Out the back / slider. Crash.</p> <p>Rucks (attack and defence)</p> <p>Presentation – long strong, shrimping, duck and clean, Jackling , guards, body guards, crocodile role.</p> <p>Latching on.</p>		<p>Front on, side on, chop tackle, tower of power</p> <p>Out the back / slider. Crash.</p> <p>– long strong,</p>

			<ul style="list-style-type: none"> ➤ Grid areas ➤ Mini-pitches ➤ Larger pitch 	Mauls Maul from lineout, collapsed Maul Game defence Blitz, drift (when and where) – sacking lineouts Kicking skills Grubber, punt, up and under, calling the mark. Conversion/penalty kick – drop kick. Game experience full / version 10 to 15 aside.		shrimping, duck and clean, Jackling, guards, body guards, Latching on. Grubber, punt, up and under, calling the mark. Conversion/penalty kick – drop kick
Year 11	Pupils will focus on applying core skills into game situations. Teams will be expected to apply tactics/ strategies/ formations to game situations to outwit opponents.	Gcse spec up to 35 score	<ul style="list-style-type: none"> ➤ Rugby balls ➤ (size 5) ➤ Bibs or bands ➤ Markers, cones and goals ➤ Grid areas ➤ Mini-pitches ➤ Larger pitch 	Full lineouts – lifting allowed to compete – rules – competing or not – sacking review. Technical refinement of above areas – discuss and repeat. Kicking skills in game – exit strategies Kicking for attack 50/22 and box kick from rucks.	End of block full match	50/22 Exit – caterpillar Box kick