Knowledge Organiser Physical Education Year 5 Autumn Follow a set of advanced rules - Rugby



Prior knowledge

- The basic rules of the game
- Pass and receive the ball with increasing control
- Defend one v one and know when to tag
- Move into space to help the keep possession and score more tries

Physical skills developed in this topic

Tag opponents and close down space

Knowledge and skills covered in this topic

- Develop control when sending and receiving under pressure
- Explore creating tactics with others and apply them in games
- Develop tracking and marking techniques
- Move to create space for themselves and others in their team

Key words

Dummy Half: Player picking up the ball, who must pass and can't run

1st receiver: The player the dummy half passes to, the first person in the line, who needs to catch the ball running at speed

Diagonal Attack: Starting line from which attackers run onto ball as it is passed by a teammate

V shaped Attack: 2 shorter lines behind the dummy half that form a V shape

5 Metre rule: The distance the defensive line must be from where the tackle was made

Long Pass: Pass the ball, long to a player much further away

Overlap: Creating an attack with more attackers than defenders (by moving more attackers over or running around to end of attacking line)

Switch play: Start an attack in one direction and pass against that angle of play

Throwing a Dummy: Pretend to pass or move one way and go the other, tricking the defender



