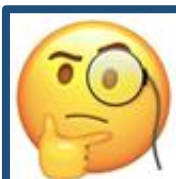




Learning Objective	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7
<b>Year 7</b>	learn the BASIC skills required to play Rugby League. (Passing, running)	Learn how to perform a legal TACKLE.	Learn how to perform a PLAY THE BALL .	Learn how to perform a GRUBBER/PUNT KICK.	Learn how to perform a SCRUM safely	Learn basic SUPPORT and understand key ROLES.	Learn the BASIC RULES and self manage during a small sided game.
<b>Year 8</b>	Learn basic team STRATEGY and TACTICS.	Learn ADVANCED SKILLS to beat defenders. (Side Step, Overlap, offload)	Improve DECISION MAKING to create an opportunity to score.	Develop an understanding of DEFENDING as a team.	Develop an understanding of ATTACKING as a team.	Learn ADVANCED RULES and self manage during a small sided game.	ORGANISE, COMPETE and LEAD in a mini Rugby tournament.
<b>Year 9</b>	Develop ADVANCED SKILLS/techniques to beat defenders.	Complex DECISION MAKING to create an opportunity to score	Develop a range of team strategies to DEFEND as a team.	Develop a range of team strategies to ATTACK as a team.	Learn to OFFICIATE and LEAD during a match situation	Independently OFFICIATE and LEAD during a match situation	INDEPENDENTLY ORGANISE, COMPETE and OFFICIATE in a Rugby tournament.

**Key Skills**

- Evasive Running** – using agility to beat defenders, find space and create attacking opportunities.
- Side Step** – Fast change of direction to beat defenders by sending them off balance.
- Passing** – Move the ball with two hands in both directions accurately to a team mate.
- Tackling** – Wrap the opponents legs and take them to the floor in order to prevent them from gaining ground.
- Play-the-ball** – Following a tackle players must regain their feet and roll the ball backwards to a team mate.
- Kicking** – Chip, grubber, drop kick, place kick, high kick.



**Tactics and Strategies**

- Possession
- Territory
- Kick-to-score
- Overlap
- Offloading
- Rush defence
- Grubber kick
- Up and under



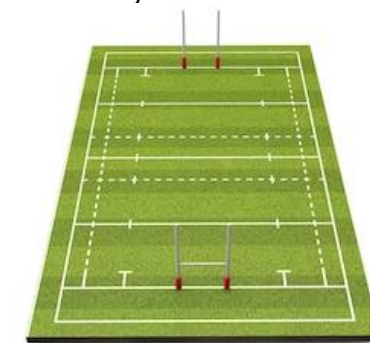
**Key Words / Literacy**

- Skill
- Technique
- Accuracy
- Possession
- Communication
- Co-operation
- Decision making
- Power
- Spatial awareness
- Speed
- Control



**Basic Rules and Regulations**

- Players attempt to score a 'TRY' by placing the ball on or beyond the 'Try-line'.
- Teams have 6 tackles in an attempt to score. If they do not succeed in scoring, the ball is awarded to the opposition.
- Players attempt to tackle the ball carrier to prevent them from scoring by wrapping their arms around them and taking them to the floor.
- Tackles must be below the chest (ideally around the legs) but anything higher results in a penalty tap or card if it is deemed too high and/or dangerous.
- After each tackle players must regain their feet and 'Play the ball' by rolling it through their legs.
- After each tackle the defending team must retire 10m from where the tackle took place.
- Passes must travel horizontal or backwards to a team mate (forward passes result in a scrum).



**SMSC/Cultural Capital**



<https://www.nrl.com/operations/history-of-rugby-league/>