## <u>Pioneer Federation</u> <u>Medium term plan</u> <u>Term 1</u> <u>P.E.</u>



Subject: P.E.		
Key Concept/ Theme: Rugby   Vocabulary: Contest, possession, pressure, support, pop pass, turn over, loose pass, W grip, offence, formation.		
	during gameplay LO: to use defensive positions to mark and tag an attacker Activity: Assessment for Learning game	
	LO: to pass a ball accurately and consistently while on the move Activity: Wide channel rugby and 5 v 3 moving into 5 v 4 game.	
2.	Deeper learning question: Reconnection: Recap learning from previous lesson. LO: to defend as part of a team to deny space to the attacking team Activity: 5v5 game, each player is given a column to defend	
	LO: to use a pop pass over short distances to create an explosive run Activity: 5v5 wide columns	
3	Deeper learning question: Reconnection: Recap learning from previous lesson. LO: to move the ball quickly using the 'magic diamond' formation Activity: Long/narrow conditioned game.	
	LO: to use the 3 step and pass rule with some confidence Activity: Competition week—round-robin using Tag Rugby rules	

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4	Deeper learning question:	
	Reconnection: Recap learning from previous lesson.	
	LO: : to create attacking continuity by supporting the player with the ball	
	Activity: Assessment for Learning game	
	LO: to use set plays in attack to create space for the ball carrier	
	Activity: Adapted AFL game	
5	Deeper learning question:	
	Reconnection: Recap learning from previous lesson.	
	LO: to develop the 3 step rule, comparing and contrasting to the 3 second pass option	
	Activity: Tag rugby game with pupils refereeing the 'tag.'	
	LO: to attack the space as a ball carrier to create scoring opportunities	
	Activity: Tag rugby game with 6 v 5 sided teams	
6	Deeper learning question:	
	Reconnection: Recap learning from previous lesson.	
	LO: to change from an attacking to a defensive formation when your team loses possession	
	Activity: Turnover game	
	LO: to observe and analyse our classmate's performance	
	Activity: Competition Week – Round-robin using basic rules	
	End of unit quiz & reflect on gaps from the unit: To go over key vocab from the terms learning and children to play in games and set up a game in a group to run and referee.	
End Points:		
Evaluation: What have the end of unit quizzes, pupil self-reflections and termly work told you about what the children can remember and recall? What are the gaps? Ensure that the		
areas that need further reinforcement are documented in the next subject unit MTP. Plan in time to revisit gaps within units, determined by the quizzes.		

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