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| **Age** | **Learning** | **Length of Lesson** | **No of Pupils** | **Facility** |
| Primary | Decision Making | 40 mins | 25 | Indoor / Outside |

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| **Learning Intention** | Decision Making |
| **Success Criteria** | I can explain when to pass the rugby ballI can explain why I made a decision  |
| **Teaching Points** | Heads UpCommunicate“Spaces Not Faces” |

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| **Time** | **Activity** | **Teaching Points** | **Notes** |
| 15 mins | **Progression Touch Rugby**Carry on from previous learning (touch rugby introduction)1 or 2 games equal splitSlowly introduce the concept of decision makingGame concept – score a try or 5 passes = 1 pointPositive reinforcement for good decisions (Add extra point) | Two hands “Space Not Faces”Avoiding the touch.Pass before the touch (however if pass isn’t on don’t chuck it) | Encouraging two hands on the ball etc*What is the point of the game?* (Score a try / 5 passes in a row)*What is decision making*?*What is a decision?**What decision can I make during the game?* (Pass, Run, Space, Before contact etc) |
| 25 mins | **Decision Making Games****Game 1:** Head, Shoulder, Knees Ball* Pairs stand opposite each rugby ball on floor
* Teacher calls out body parts…when teachers shouts BALL it’s a race to see how can pick up the rugby ball

**Game 2:** Diddly Dee* 3 v 1 / 4 v 2
* Decision Making to score

**Game 3:** Egg Hunt * 4 teams each with a ‘basket’ (corner)
* Aim of the game is to have as many balls in your basket as possible.
* You can steal from other baskets (only 1 ball at a time)
* All balls start in the middle
* Whistle blows and game begins
* No touch / contact
* 2 x 5 minute rounds (possible league table)

**Game 4:** Odd One OutCircle Pass 4 * Groups of 5
* Only 3 Balls
* Moving around a small set out area
* Pass to someone who doesn’t have the ball
 | Listening (encourages communication skills as if listening to a team mate in a game)Heads UpCommunicate“Spaces Not Faces”Ball in two handsDecision to which square to go to Decision which ball to takeSpaces not faces | Ensure safety not banging heads etcDependent on ability * Lower ability pass any direction (5 pass game)
* Higher ability (Passing backwards gradual progression to senior PE)

This game is to encourage pupils taking responsibility and having the confidence to make an effective decision in a fun environment This encourages pupils to only pass when someone calls for it.Are the pupils able to make good decisions under pressure?Point system to encourage friendly competition  |