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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 ball  I can explain why I made a decision |
| **Teaching Points** | Heads Up  Communicate  “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 split  Slowly introduce the concept of decision making  Game concept – score a try or 5 passes = 1 point  Positive 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 Out    Circle 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 Up  Communicate  “Spaces Not Faces”  Ball in two hands  Decision to which square to go to  Decision which ball to take  Spaces not faces | Ensure safety not banging heads etc  Dependent 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 |