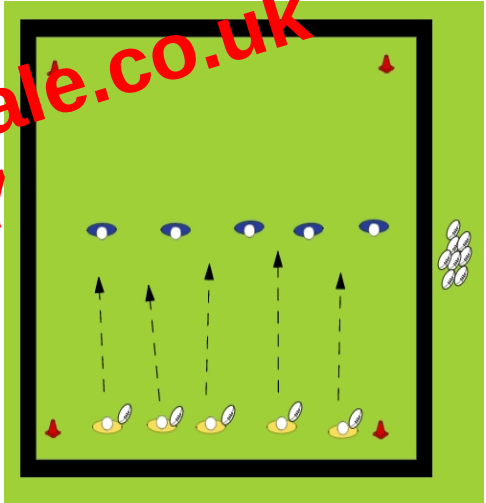


2.45 pm	GAME: Guard the Castle 1. The teacher is to divide the class into teams of 5, as each team will be versing each other 2. The game it set up so there are 5 members of a team lined up across a rectangular field and the other team is at the start line with a rugby ball each 3. The idea of the game is the attacking team has 2 minutes to try and get as many balls through the defence as possible, while the defending team are only allowed to move laterally to stop the attacking team getting through 4. If the student has been tagged they have to go back to the starting line, and the tagger must go over to the side of the rectangle, touch the cone, and then come back into play 5. Once the 2 minutes is up the teams swap over and the second team has to try and beat the first teams score to win the competition 6. Once the game has been completed, swap with another team so you can verse other students in the class	Offensive Strategies -Students must work together to try and get as many people through the defence as possible -This might mean that all the players load up and aim for one defender to try and get all the team through by sacrificing one Evasive Skills -Students must be agile and quick to twist and turn, to try and find an opening through the defence and score a try Scoring a try -Once the students have got through the defenders in the middle, they must place the ball over the try line, with one or two hands touching the ball -It is important that when placing the ball you don't drop it, as this is classified as a knock on and turn over	Teacher Positioning -Teacher is to be positioned between multiple games to watch and observe how the students go attacking and defending -Teacher must signal time for each rotation and call out when 2 minutes has been completed for each team -Teacher must watch to see if students aren't participating fairly, and penalise the team if necessary Equipment -16x cones -15x rugby balls -15x coloured bibs -1x whistle for the teacher -1x large grassed area/oval 
2.57 pm	Bridging organization -Students are to gether all the equipment used within the final game and bring it in to the meeting point -Annouce the winning team within the competition -Get all the students to be sitting down for the conclusion of the lesson		
2.58 pm	Conclusion: -Clarify and restate the skills		