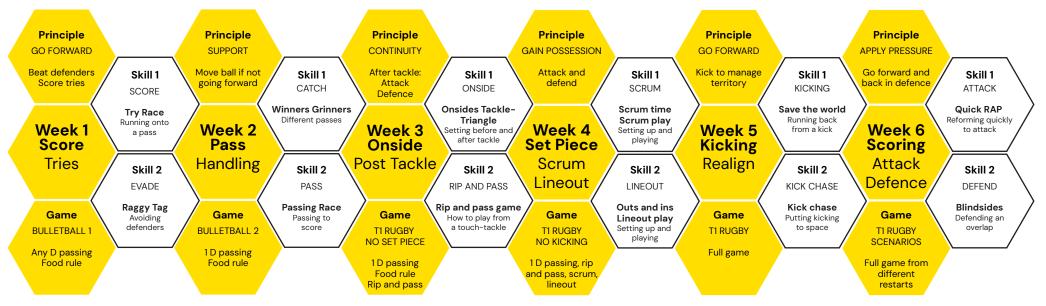


BULLETBALL TO T1 RUGBY





Bulletball: A version of the game of touch rugby.

Food rule: Dropped ball doesn't matter if it is picked up within five seconds.

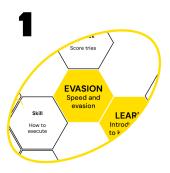
Any direction passing to start. Defenders cannot intercept the ball.





Principle GO FORWARD Beat defenders In Attack Score tries. Game CAT & MOUSE Activity ANGLE GRINDERS **EVASION** Race across box Beat a defende Run at one side Speed and to avoid being touch-tackled. evasion two try-lines. Evasion **APPLY** CHALLENGE LEARN Key points Improve and Introduction under Game JUKES OF Activity STEP MASTERS explore to key points Execution pressure Change direction to attack the other side of th Catch and pass Beat a defender and race to end player cues. Evasion Accelerate after direction change.

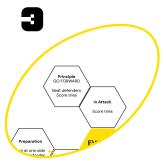
STAGES OF THE MAP



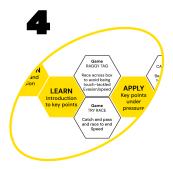
The skill And the key terms



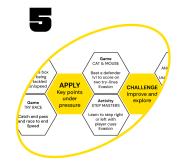
The skill execution PE breakdown of skill into three stages



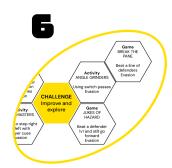
T1 Rugby Context Attack or defence and the principles it aligns to



Introducing the skill Activities to start learning the skill



Applying the skill Activities to develop players' understanding



Challenge the skill Activities to stretch and scenarios to explore skill



