

FUNNEL

ONE STUDENT ATTACKER STARTS FROM THE END OF A NARROW GRID AND AIMS TO SCORE A TRY AT THE END OF A WIDER GRID WITHOUT GETTING TAGGED BY A STUDENT DEFENDER



10 MINS

SKILLS FOCUS

EVASION
TAG DEFENCE

EQUIPMENT AND SET UP

1. 6 marker cones per grid
2. Grid 5m x 5m opens to a 10m wide grid (funnel)
3. 1 Rugby ball per grid

AUSTRALIAN CURRICULUM LINKS

LEARNING AREA:

Health and Physical Education

STRAND:

Movement and physical activity

SUB-STRAND:

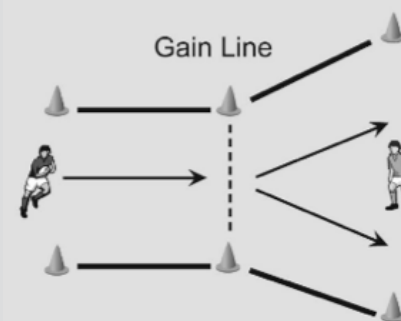
Moving our body, Learning through movement

FOCUS AREAS:

Active play and minor games,
Fundamental movement skills

WHAT TO DO

1. Divide students into pairs and depending on space and equipment, send one or more pairs to each grid
2. A student attacker begins at the narrow end and a student defender begins at the wide end of the grid.
3. The student attacker aims to gain as much ground as they can and even score a try without getting tagged by the student defender. Students can use a coloured marker cone to indicate how much ground they gained before being tagged.
4. Repeat activity twice and then swap roles



TEACHING TIPS

- The student who reaches the 'gain line' first will gain a space advantage.
- Run at the defender i.e. "fix", then change direction and run to space
- Use fast feet
- Remind students when tagging to keep their heads safely to the side or behind the attacker

VARIATIONS

- Get attacker and defender to start on their stomachs or backs before calling "Go!".
- Add a second attacker and/or defender.
- Increase the size of the funnel grid

QUESTIONS FOR UNDERSTANDING

- How could the attacker create space to avoid being tagged by the defender?
- Where should the defender position themselves to have the most chance of tagging the attacker?

FAIR PLAY OPPORTUNITIES

- Acknowledge students who encourage other students to perform their best