

EdRugby Online Educational Resource

LESSON: Rugby scoring

LEVEL

Upper primary

Theme: Game plan

DESCRIPTION:

Students collect scores from a match report, categorise in a table of scoring types, then calculate final match scores. They practise collecting and calculating their own scores with a simulation game.

OUTCOMES

This lesson contributes to the achievement of the following unit outcomes:

Maths

- Estimates and calculates mentally, including adding and subtracting two-digit numbers and multiplying numbers to 10.
- Uses understood written methods to add and subtract any whole numbers.
- Classifies, sequences and tabulates data to help answer particular questions and varies the classification to answer the question.

Health and Physical Education

- Formulates codes of behavior to enhance cooperation and assist interpersonal relations within a range of groups or contexts.
- Plays a game fairly, following rules.

English

- Interacts confidently with others in a variety of situations to develop and present familiar ideas, events and information.
- Recognises that certain types of spoken texts are associated with particular contexts and purposes.

The Arts

- Explores and uses several art elements and uses specific skills and techniques appropriate to the medium.

SUGGESTED TIME:

50 minutes

WHAT YOU NEED:

- Rugby photos and videos
- scissors, glue, cardboard (for making Rugby spinners – alternatively, prepare these before the class)
- class copies of student handout (at the end of this lesson plan)
- calculators (optional)

PART 1 SCORING IN SPORT

- a. Work with the whole class to collect a list of different sports; for example soccer, Rugby and tennis.
- b. Show the class photographs or videos as stimulus. You may have additional source material such as magazines containing images, articles and match reports. Find out more detailed information about some of the sports mentioned above. Prompt questions may include:
 - What are some team sports?
 - What are some sports that use a ball?
 - What are some sports that use a bat?
- c. Discuss the ideas around competition and scoring points in sport.
- d. Add to the brainstorm by asking students to suggest how points are scored in the sports listed. For example goals in soccer, and game, set and match in tennis. Write the responses near each sport.

Alternatively, organise the class into small groups for this activity. See which group can create the longest list!

PART 2 MATCH REPORT

- a. Read the following to the class:

Scoring in Rugby

The object of the game is to score more points than your opposition. The primary aim is to win and maintain possession of the ball, which requires good teamwork and communication.

The best way to accumulate points is by scoring a try, which is worth five points. This is where the team carries the ball up the field and grounds it over their opposition's try line.

Tries are a highlight of the game and are usually scored as a result of great teamwork, but can sometimes be scored from moments of individual brilliance. A penalty try is also worth five points.

Every time a try is scored, the team gets the chance to kick a conversion which is worth two points. So a converted try is worth seven points.

Penalty goals are another way of scoring points. They are worth three points. Generally speaking, any time a team gets a penalty, they have the choice to kick for goal. A good goal kicker can kick a goal from anywhere in the opposition's half. Only the best goal kickers in the world can successfully kick goals from beyond the halfway line.

The other way to score points is with a drop goal, which is worth three points. Drop goal attempts are taken from general play and are usually a spur of the moment decision. Instead of dropping the ball straight on to his foot, the kicker

drops the ball onto the ground and strikes it immediately, in an effort to steer it between the posts.

- b. Hand out a copy of the worksheet to each student. Ask students to complete the 'value' column of their table as you read.

	Value	Waratahs	Crusaders
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
<i>Total =</i>			

- c. Provide students with their own copy of the match report (found at the end of this lesson plan). Read aloud the Waratahs vs Crusaders match report with the class. Ask students to complete their table by recording each try, penalty try, conversion goal and other point scoring methods in either the 'Waratahs' or 'Crusaders' column. Ask students to compare each other's work with their copy of the match report.

Alternatively, ask pairs of students to finish reading the match report and complete their table. Work your way around the class, assisting students with their task.

- d. Work with the students to find the total points scored for each scoring method. Finally, calculate the total points scored for each team to find out who won!

PART 3 RUGBY SPINNER

- a. Hand out one Rugby spinner for each pair of students. Ask students to spend a few minutes following the directions and constructing their spinner.
- b. Explain the simple rules of playing:
 - Have a single spin and read the outside edge of the spinner that rests on the table, (ie try, no points, penalty goal or drop goal). Record the appropriate points then pass the spinner to your opponent.
 - If a player lands on try, they should record the points and have a bonus spin. If the bonus spin lands on a dark goal segment, the player can record a goal (conversion) then play is passed to the opponent. If the bonus spin lands on a white missed goal segment, play is passed to the opponent with no points recorded.
- c. You may like to start students with five spins each for game one (not counting bonus spins), and increase the number of spins for each person to ten or more for subsequent games.

PART 4 REFLECTION

Discuss some of the aspects of team sport. What is more important – scoring individual points or working together as a team? Ask the class if they believe the game was designed and played fairly. Reflect on the value of teamwork, camaraderie and other aspects of Rugby.

PART 5 EXTENSION

- Examine the match report. What is the purpose of the first few paragraphs?
- Repeat this lesson using the second match report. Compare the two match reports and discuss.
- Organise a Rugby spinner match and record the points from each spin. Expand into a full match report similar to the one provided with this lesson.
- Organise Rugby spinner matches and tournaments with other classes in your school.
- Ask students to look through magazines and newspapers to find a range of match reports from different sources. Compare and discuss.
- Discuss the features, purpose and audience of this match report, noting its origin (the Australian Rugby Union website).
- Explore the language used in this match, noting its origin (the Australian Rugby Union website). Compare to match reports from other sources and with different audiences. How might the match report change if it was a transcript of spoken commentary?
- Find out the teams playing in a current or recent international Rugby series, invent a match and write a match report.
- Find a copy of the Rugby Laws to find out more about how Rugby scoring methods have changed over time, try www.rugby.com.au
- Find out more about scoring methods in different sports. Use the Internet to search for 'sport', 'scores' or the name of a sport.



Explore www.rugby.com.au/edrugby (select 'ONLINE RESOURCE') for a student interactive activity related to this lesson.

STUDENT HANDOUT SCORING TABLES

Waratahs vs Crusaders

	Value	Waratahs	Crusaders
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 1

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 2

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 3

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 4

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 5

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 6

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 7

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 8

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game 9

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game --

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game --

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game __

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

Game __

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

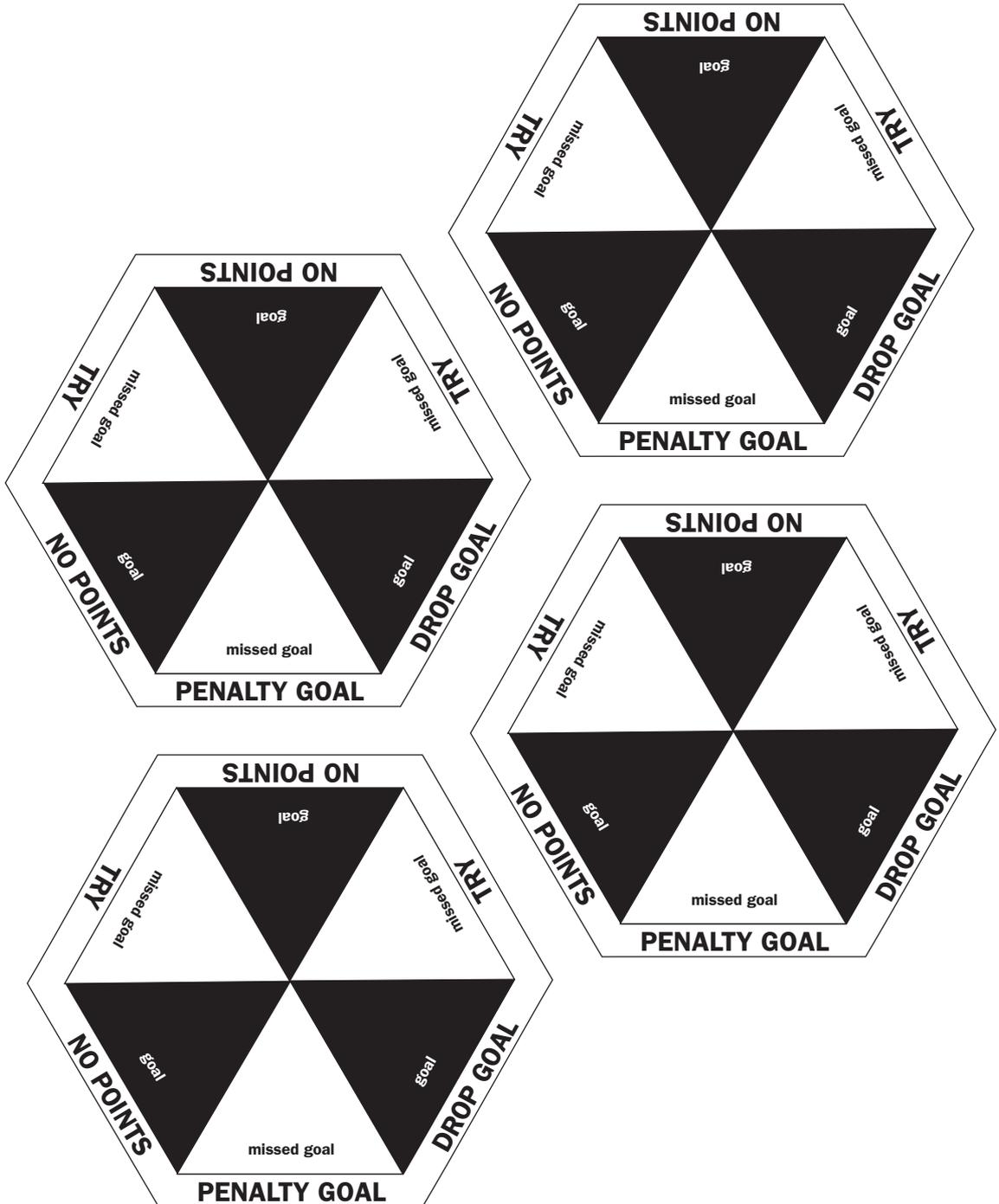
Game __

	Value	Home	Away
Try			
Goal (conversion)			
Penalty goal			
Drop goal			
Total =			

SPINNER

Instructions for spinner:

- Glue this sheet onto cardboard and allow to dry. Alternatively, photocopy onto cardboard. Allow one spinner for each pair of students.
- Cut out each spinner. Use a compass point or other sharp instrument to make a hole in the centre. Insert a wooden match, tooth pick or pencil half way down.
- Spin it like a top and read the side that rests on the table.



STUDENT HANDOUT MATCH REPORT**WARATAHS FIND A NEW HERO AS THEY PUT CRUSADERS TO THE SWORD**

Waratahs flyhalf Shaun Berne kicked an extraordinary fifty-metre penalty goal in the last play of the game to give them a victory over the Canterbury Crusaders tonight.

The scores were locked at 31-all with less than a minute on the clock when the Waratahs were awarded a penalty one metre inside the Crusaders' half and 15 metres from the sideline. Waratah captain Chris Whitaker had no hesitation in handing the ball to Berne for the kick, even though he had missed four out of eight of his previous attempts at goal.

The kick sailed straight and true, just sneaking over the crossbar. Berne raised his arms in victory and was immediately swamped by his 14 team-mates and the entire Waratahs bench.

'I wanted to kick it for the team and for our fans because we have let them down the past couple of weeks and we didn't want to let them down again,' Berne said.

I wasn't nervous. I just wanted to focus on getting the kick right and making sure it went between the posts.

The victory was sweet in so many ways for the home team. It revived their chances of a top four finish in the competition after two home losses in a row, and it laid to rest the ghosts of last year's match against the Crusaders when they suffered a humiliating 96-19 defeat.

The Waratahs were on fire in the first half and dominated the territory and possession. The two new youngsters in the Waratah backline, Milton Thaiday and Morgan Turinui combined superbly for the first try. After good build-up, Thaiday spotted a tiny gap and stepped on the gas to get through and throw a perfect pass to Turinui.

The second Waratah try was also an excellent team effort. The forwards recycled the ball well, before spreading it wide for David Lyons to go charging toward the line. He was stopped five metres short but the ball came back to captain Chris Whitaker who popped it up to Nathan Grey who hit the defence at pace and muscled his way through to the line.

The Waratahs' only break in concentration in the first half saw Crusaders winger Marika Vunibaka cross for a try after a simple switch play with flyhalf Justin Marshall which sucked in three defenders. This try was successfully converted.

However two Shaun Berne penalty goals made it 16-7 in favour of the Waratahs at halftime.

The Canterbury Crusaders came storming back into the game in the second half. A turnover by the Waratahs off the kick-off allowed the visitors to spread the ball wide and Vunibaka went over for his second try. This was successfully converted.

However the Waratahs hit back with the try of the match. The forwards drove the ball up into the Crusaders quarter, led by man-of-the-match Phil Waugh. The backs had several cracks at the Crusaders defence but could not get through, until centre Nathan Grey put in a perfectly weighted cross kick for flying fullback Milton Thaiday. The kick was pinpoint accurate and floated just over the top of Crusaders replacement winger Scott Hamilton, and Thaiday went over for a brilliant try and a 21-14 lead.

Halfway through the second half the Waratahs had another break in concentration which saw the Crusaders score two tries in five minutes. First flanker Richie McCaw burrowed in for a try, followed by a five pointer to hooker Corey Flynn. The accurate goal kicking of fullback Leon McDonald (for both conversions) put the Crusaders ahead for the first time in the game.

Chris Whitaker made a big decision with 13 minutes to go, opting against a penalty attempt and instead driving the ball into the corner for a lineout. The Waratahs' driving maul threatened the line but in the end it was Shaun Berne who got through a tiny crack in the defence and passed to centre Morgan Turinui who scored a try under the posts.

A penalty goal to each side in the 64th and 77th minute pushed the score along but it all came down to the 79th minute. The 32,960-strong crowd was in raptures as Berne's final penalty goal sailed home to give the Waratahs a much needed victory.

Waratahs coach Bob Dwyer praised the young players who had filled the big shoes left by injuries to captain Matt Burke and fullback Mat Rogers.

(Match report from 2003 Super 12 series.)

STUDENT HANDOUT MATCH REPORT**AUCKLAND BLUES TOO GOOD FOR HSBC WARATAHS IN OPENING MATCH**

The Auckland Blues have put their hands up as serious contenders for the Vodafone Super 12 title this year with an impressive 31-18 win over the HSBC Waratahs at Aussie Stadium.

Persistent heavy rain across Sydney for the first time in months made the ball slippery, and the turnover count was high, but it didn't stop 27,347 fans from turning up for the Waratahs first match in rugby's biggest ever year.

Man of the match, the Blues' Orene Ai'i was a master at flyhalf, only coming into the starting line-up after an injury ruled out Carlos Spencer, while wingers Rupeni Caucaunibuca (Caucau) and Joe Rokocoko were devastating with their speed on the wings.

In the sixth minute Blues flyhalf Orene Ai'i kicked a penalty goal after the Waratahs were ruled to have deliberately knocked the ball down.

Five minutes later the Blues executed a neat short-side move from a lineout that saw hooker Keven Mealamu stopped five metres short of the Waratahs' line. The ball was recycled quickly to flyhalf Ai'i who slipped a beautiful inside ball to rampaging winger Joe Rokocoko to score a try under the posts. Ai'i converted to give the visitors a 10-0 lead after 13 minutes.

The Waratahs had their moments of brilliance in the first half, putting together several attacking phases, but could not crack the Blues' defence. At one stage they ground out 17 phases, working up the field metre by metre until towering lock Omar Hassanein was destined for the line before having the ball knocked out in the final tackle.

The play was bought back for an earlier infringement, with a penalty goal from Matthew Burke.

However the Blues hit straight back, taking advantage of some mistakes from the home side. The Waratahs failed to clean up in midfield and threw a couple of risky passes and suddenly Tom Bowman was found isolated in his own quarter.

The Auckland defence swooped and a quick turnover gave them an overlap. Flanker Justin Collins was heading toward the line when Matthew Burke swept across in cover for a try-saving tackle. However the tackle was judged high and Burke was sent to the sin bin for 10 minutes on the touch judge's report.

The crowd were keen to see a bit of new convert Lote Tuqiri, and they were bought to their feet when the big winger charged out of his own quarter and made 15 metres. But two phases later the Waratahs turned over the slippery ball and suddenly the Auckland backs were away. Winger Rupeni Caucau, considered one of the fastest men in Super 12, pinned his ears back and headed for the corner, beating three cover defenders for the try.

In the dying minutes of the first half, the forwards got involved in a tussle that saw props Tony Woodcock (Blues) and Patricio Noreiga (Waratahs) sent to the sin bin. However the Waratahs were awarded the penalty and Burke's successful penalty goal took the score to 15-6 at halftime.

Early in the second half the Waratahs put incredible pressure on themselves, spilling the ball a couple of times on their own line and were very lucky not to concede a try. However they did give away a penalty in front of their posts, giving Ai'i an easy penalty goal.

The try of the night came in the 12th minute of the second half when the Waratahs were on attack in the Blues' quarter. A turnover saw a dazzling counter attack and Caucau was sent flying down the left touch line. Tuqiri was back there in defence, but Caucau passed to the supporting Howlett who could have scored himself, but looped it back over Tuqiri's head for Caucau to score a try in the corner.

With sixteen minutes to go the Blues edged further ahead with a penalty goal when the Waratahs were caught for hands in the ruck.

However the home team came back in the last ten minutes, needing three tries to win. With seven minutes to go debutant Turinui burst through the defence, on the strength of a Duncan McRae crash-ball, to score a try. Burke converted to make it 26-13.

It was the spark that the Waratahs needed, and with some urgency now in their game the home team surged upfield and two minutes later McRae was over for their second try. Burke's crucial conversion went wide, leaving the Blues ahead 26-18.

Trailing by eight points with only a couple of minutes on the clock, the Waratahs had to run it from everywhere. However the desperation passes inevitably led to a lost ball, and the Blue's replacement scrumhalf David Gibson toed the ball through and won the race for the ball to score another try.

AUCKLAND BLUES 31 [Rupeni Caucaunibuca 2, Joe Rokocoko, David Gibson tries, Orene Ai'i cons, Orene Ai'i 3 pens] defeated HSBC WARATAHS 18 [Morgan Turinui, Duncan McRae tries, Matthew Burke con, 2 pens]

Crowd: 27,247

Man of the Match: Orene Ai'i

(Match report from 2003 Super 12 series.)