



Guidelines for the use of 'Rugby pass angles'

Activity title:	Rugby pass angles
Curriculum area:	Maths
NC objectives:	Ma2 1c, Ma3 4b, c,
Main learning objective	Understand what a right angle is, what an acute angle is and what an obtuse angle is, and use protractors to find the angles accurately.

Note: It is helpful, but not essential, for pupils to have prior knowledge about rugby playing positions.

Timing	Lesson plan ideas, activities and resource sheets
INTRODUCTION 15 minutes	<ul style="list-style-type: none"> Tell pupils that they will be learning how to predict angles and measure them accurately. Show the class a right angle on the board and then ask pupils to identify the same angle in the classroom. Introduce the words OBTUSE (larger than a right angle) and ACUTE (smaller than a right angle) angles and explain the meanings. Draw angles on the board and identify them correctly using the new vocabulary. ...continued



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INTRODUCTION	<ul style="list-style-type: none"> • If access to PRIMARY GAMES VOLUME 2 is possible, use 'Banana Hunt' and play the game, guessing the angles. • Explain the main task to be carried out by the pupils.
MAIN ACTIVITY 35 minutes	<ul style="list-style-type: none"> • Issue the '2.1a Working out the angle of the rugby pass between each player' worksheet. Pupils should use a protractor to measure the angles that the rugby passes have been made. The rugby player characters are facing ahead and therefore this is where 0 will be. Write the angles next to the lines, as with the example.
PLENARY 10 minutes	<ul style="list-style-type: none"> • Go through the answers to the angles as a class and sort out any problems. • Choose a selection of children to be blindfolded at the front of the class. The rest of the children must guide them around the room using angles as instructions for turning and stating the number of steps to move forward.

Suggested extension activities or cross curricular links:

- Look at the position of rugby players at the start of a game, or even at other points of the game, eg, during a scrum or line out, and work out the angles between particular players.
- Draw a set of rugby posts or flags of rugby playing nations e.g. England or France. Use a protractor to create accurate angles.