

Defenders can move within their area, and can intercept the ball or tag the player with the ball. An interception means the team loses any money that they have built up in play. A tag means the attacker must freeze, and pass the ball backwards to their team.

The attacking team 'bank manager' records the build-up of money as the team make their passes, and banks in line with the tries.

The defending team 'fraud leader' records the number of interceptions and tags for their team, recording how much money they stole.

Play for a set time or until the attacking team reach the end of the gauntlet, and rotate roles.

Reflection   

- How often did you choose to bank? Why?
- How did you work together as a team to protect the ball?
- How did you feel when you lost your money? Could you have avoided this?

Finance progressions:

Fraud risk level: Vary the fraud risk in each zone, by changing the impact of the interceptions. Zone 1- smishing defender- lose £1, zone 2- phishing defender- lose £2, zone 3- vishing defender - lose £3.

Physical progressions:

- Use the STEP principles in the teacher guide.
One example could be to reduce the playing space.

3 Plenary:



Team huddle:

- What did you do well in today's lesson to keep the ball safe?
- How did your team members help you?
- How can you keep your money safe? Who can help you?
- Why are rules important? (in sport and with money)
- Resilience is sometimes described as 'bouncebackability'; what do you think this means?

Team tunnel:

- What you enjoyed today.
- What you were proud of.
- What you learned.

PE Lesson 5: Protecting money

To know what fraud is and how to be in control of my own money



Learning intention	Life skill	Equipment
To combine passing and moving, under pressure to create attacking opportunities	Resilience	Fraud bibs, tag belts, rugby balls, bank floor spots, whiteboards, whiteboard pens

Learning focus icons to look out for:



1 Starter: Protect the ball

Set up:

- Organise pupils into groups of 4 and allocate to a rectangular playing area
- 3 players form a team, and one player becomes the defender and wears a 'fraudster' bib
- The rugby ball is the 'money' (worth £50), the team are the bank working to keep the money safe and the defender is the fraudster trying to tag the players and intercept the ball (money)

The team of 3 must keep possession of the ball, passing and moving accurately and safely within their space.

Rules:

1. Players with the ball cannot move
2. Passes can be made in any direction

The defender tracks the ball and aims to make an interception. If they are successful, the attacking team loses £1 from their total.

Play for 1 minute, then rotate roles until every player has been the fraudster.

Physical progressions:

- Use the STEP principles in the teacher guide. One example could be: Attacking team players can move with the ball.

Reflect:

- How did having a defender change how you were passing and moving?
- How did you feel when the defender intercepted the ball or tagged you or your team mates?
- How might people feel if they lose money through fraud?
- Why would resilience be important if this happened?



2 Main: Staying safe

 **Physical:** Keeping possession and attacking

 **Financial:** Types of fraud

 **Personal:** Resilience and teamwork

Set up:

- Pitch marked into thirds, with 2 'bank' floor spots placed at each third line
- Pupils remain in their teams of 4 from starter- 3 players and one recorder/tracker.
- 2 teams are allocated to a pitch.
- Team 1 are the attackers (bank) and Team 2 are the defenders (fraudsters).
- Recap with pupils from classroom session on types of fraud. Fraudsters wear the relevant 'fraud' bibs to represent the type of fraud that they are (smishing, phishing or vishing). One fraudster is allocated to each third of the playing area, they cannot go outside of their third.

Activity

The aim of the game is to protect the ball (money earned) while also looking to build more savings through keeping possession.

Every pass the attacking team make is worth £1. They must work their way up the pitch through the gauntlet of defenders. If they reach the end of the gauntlet, they receive an additional £10.

Along the way they can choose to bank their earnings (passes) by making a try in the bank floor spots. This secures their money.

Attacking rules

- Players must stay inside the playing area
- Players must pass backwards
- All players must touch the ball at least twice before reaching the end try line

