

The game finishes after a set amount of time. (Start at 3 minutes – shorten the time if most balls are collected or increase if there are plenty left)

Teams add up how many needs and how many wants they managed to collect.

**Reflection**   

- Why was it important to go for needs first?
- How did you decide whether to focus on collecting a need or protecting your tag?
- How did you evade your opponent?

**Finance progressions:**

**Avoid temptation:** Introduce temptation taggers to the game. These players can stand anywhere in the space and can tag players from either team. They must stand still but can move their arms to tag anyone who runs close enough to them. anyone who is tagged performs the same actions as outlined in main game. The temptation taggers could be the teams from one of the other pitches. Swap the teams regularly.

**Physical progressions:**

- Use the STEP examples in the teacher guide. For example, vary the activities players do when their tag is pulled.

**3 Plenary:**



**Team huddle:**

- Why is it important to be able to distinguish between a need and a want?
- Are wants always unobtainable?
- What could we do to achieve a want?
- Do you have something you would like to save up for?
- How might you do this?

**Team tunnel:**

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



## PE Lesson 2: Making choices: Needs and wants

To be able to make simple spending decisions through effective decision-making



Learning intention	Life skill	Equipment
To be able to evade and tag opponents	Decision-making	Ladders, cones, sponge rugby balls, hoops, tag belts, pictures of general objects, needs/wants headings

Learning focus icons to look out for:



## 1 Starter: Decision ladder

### Set up:

- Organise pupils into small groups (no more than 4 or 5 pupils per group)
- Position ladders within a playing area.
- Place pictures of general objects at the end of the ladder and the headings cards (needs, wants) 1m behind the starting line

Pupils run through the ladder, pick up a picture card and bring it back to their group. Together they place it under the needs or wants heading.

When all cards have been placed, join with another group to discuss the choices they have made and why.

- Can you do it quicker?
- Can you compete against another team for the same items?
- How do your decisions change when you have a maximum number of needs and wants you can take?

### Reflect:

- How did you move with speed through the ladder?
- Did you have to compromise on any of the decisions?
- After speaking with the other team would you change any decisions you made? Why?



## 2 Main: Needs and wants

 **Physical:** Evasion, spatial awareness, speed and agility

 **Financial:** Prioritising needs over wants

 **Personal:** Decision-making

### Set up:

- Rectangular pitch, divided with half way line and try lines at each end.
- Behind each try line place 2 hoops containing needs (rugby balls) and wants (sponge balls) mixed up.
- Place another hoop 1m behind the other hoops and off the pitch. This hoop is the 'team store' to collect needs and wants.
- Put pupils into 6 equal, mixed-ability teams and allocate 2 teams to a pitch
- Each player has their own tag belt (money)

### Activity

#### The aim of the game is to:

- Collect all of the needs
- Collect some wants
- Protect tags (money) to be able to stay in the game

Teams start at their end of the pitch and must run to collect as many needs (rugby balls) as they can from hoops and bring them back to their team store hoop. Once all the needs have been collected, teams can start to collect wants (sponge rugby balls). If the opposition pull a tag, the player is given their tag back but must go to the side and

- do 10 squats if they didn't have a ball at the time of tag
- do 5 throw up and catch if they did have a ball at time of tag before returning to the game at their try line.

### Rules:

- Only one need/want ball can be taken at a time
- Tags can only be pulled when in the opponent's half
- Players can run at any time to collect a ball for their team and bring it back to score the try in their team store
- Needs and wants cannot be taken from the team store hoop

