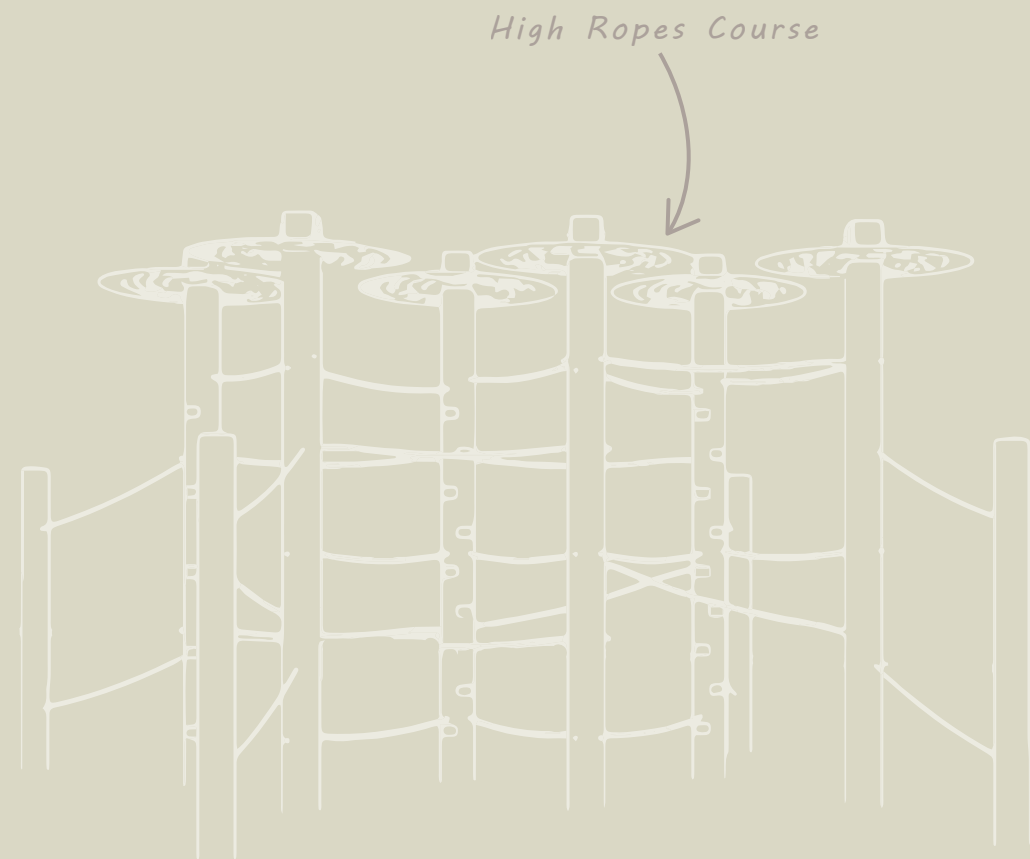


# DHANDANG

'dhan-dang'



## Background:

Tree climbing and climbing contests were widespread and important for the development of practical skills.

There were a variety of methods and climbing trees used across Australia. In the Northern Territory the Victoria River people had competitions among the boys where they were required to climb a select number of trees in the quickest time possible.

The Noongar people of the Southwest of Western Australia had climbing competitions in the big timber areas. Women were often the best at this. There the highest and broadest trees were climbed using an axe.

## Equipment:

• Game can be adapted to an indoor climbing wall, rope ladder or climbing frame. Or a highropes course like this POS.

## Rules:

- The aim is to be the quickest to climb up and down or complete the course. Players compete individually for the fastest time.
- Game can be adapted to include an obstacle course to be more challenging for older players.

# JINNEE NGAMAN BILLEE BILLEE DABBULGAR

*'jin-nee nar-man bil-lee bil-lee dab-bul-gar'*



## *Background:*

*Jinnee ngaman billee billee dabbulgar was a stunt style activity that was performed after much practice.*

*This game was observed in the Capel district in the Southwest of Western Australia*

## *Rules:*

- This stunt game can be used as a warm up activity or challenge.*
- A stick or marked line (see linemarking on footpath) is layed horizontally across the ground. The player squats infront of the line while holding their big toes. They then attempt to jump over the stick/line whilst still holding their toes.*
- This game is quite challenging!*

# KOABANGAN

'ko-a-ban-gan'

## Background:

Koabangan was a finding object game originating in North Queensland. Goanna claws were most commonly used, however other local objects could also be used.

## Equipment:

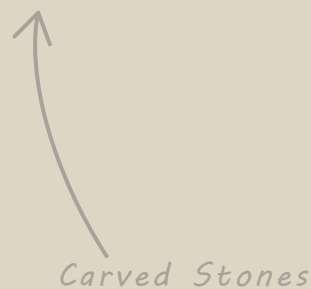
- An object such as a tennis ball or paper clip that could be hidden. Here we have various stones with carved objects/symbols
- Shrub areas & garden beds to hide objects in

## Rules:

- Group of four or more players
- Players to sit in a circle while the objects are hidden in the playing area. Leader signals when the group can search for the object
- Idea is to be the first to find the object. That player then has their turn to hide the object.

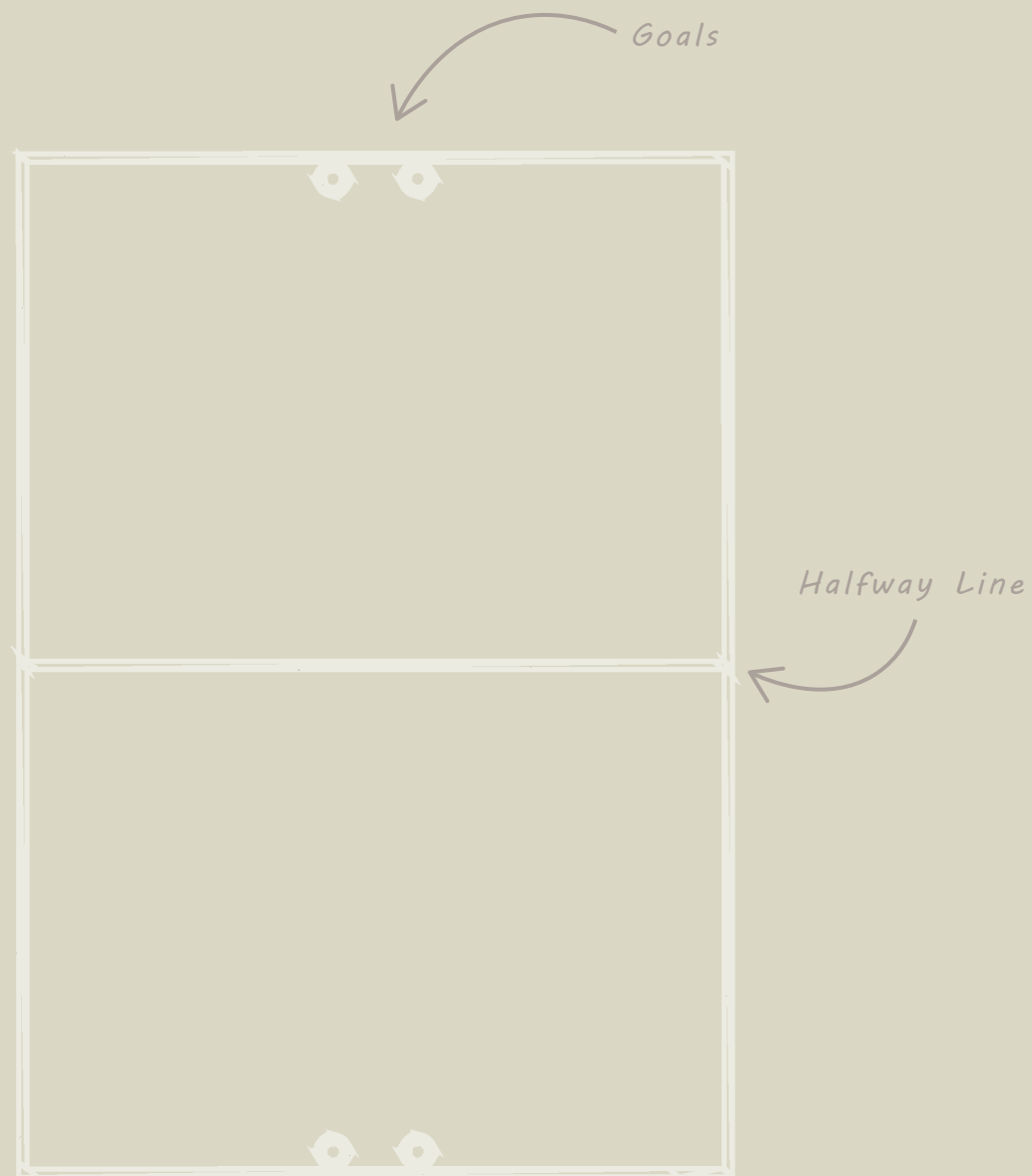
## Notes:

- Here we have 10 fixed stones, Can you find them all?



# MEETCHA BOMA

'meet-cha bom-a'



## Background:

Meetcha Boma 'nut striking' is a traditional style hockey game played by the Noongar People in the south of Western Australia.

Gum nuts were used as the ball and a piece of wood with a crooked root as the hockey stick.

Scored goals were marked on the side of a tree. The team with the most marks at the end of the game were the winners.

Games could often be played from sunrise to late afternoon and continue on to the next day.

## Equipment:

- Goals to be 1m apart at either end of the court

- Tennis ball or unihoc ball

- Unihoc stick or Light hockey stick

## Rules:

- Divide into teams of 3-4 players, spread out around the playing area

- Meetcha (ball) to be placed in the middle of the halfway line. Game starts by passing the Meetcha to a fellow player

- Push passes of the Meetcha only, no dribbling. Non contact game. Aim is to intercept or block opponents push passes.

- End of the stick should not go above waist height and will result in a free pass to the other team.

- If the Meetcha goes out of the playing area its a free pass to the other team

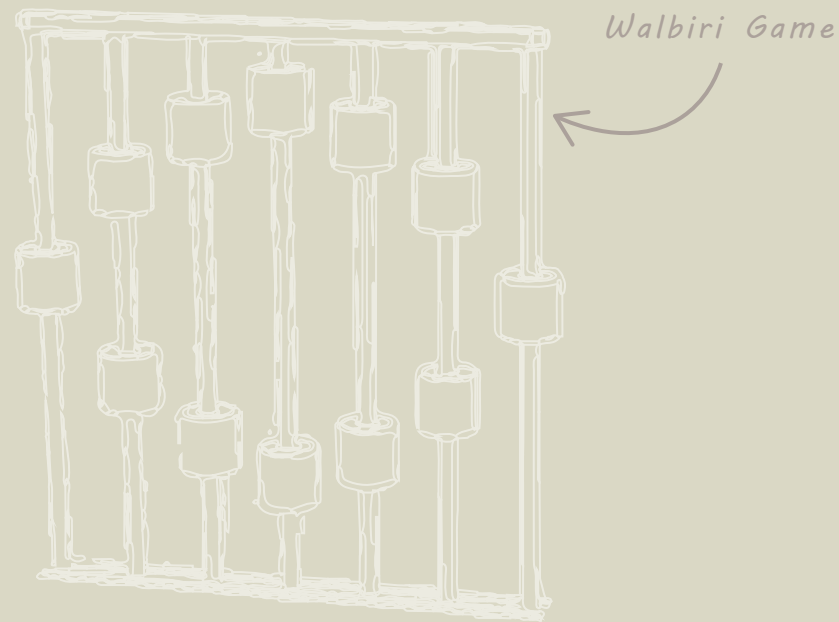
- Game duration is 5-10mins, the aim is to score the most goals during the game

## Notes:

Meetcha Boma is suitable as a hockey practice activity where only push strokes are allowed. Teaching players to control and pass in the one action

# WALBIRI

'wal-bir-i'



## Background:

Walbiri is a memory testing game played by the children of central Australia. Players were required to recall sand drawn maps of their locality.

This game was used to help children remember and identify their surrounding environment

## Equipment:

- Cards, markers or pictures to symbolise relevant landmarks can be used.
- Here we have a fixed game with various symbols set out in a circle that can be rotated for different arrangements of landmarks

## Rules:

- A Circle is drawn on the ground with various objects placed around. These objects symbolise various landmarks from the area
- Players are allowed to study the arrangement of objects before turning their backs on the circle. They then take turns to correctly recall the arrangement. Once they get an incorrect answer the next player has their turn
- If the players cannot guess the correct arrangement then the game can start again with a new arrangement. The player who correctly guesses the order of symbols has the honour of arranging the symbols for the next game

## Notes:

- Can you identify the prominent Landmarks and Symbols of Yanchep in our Wabbyn game?

# WABBYN

'wab-byn'

## Background:

The Injibandi people of Western Australia would play various types of guessing games which went by different names, Wabbyn being a common one.

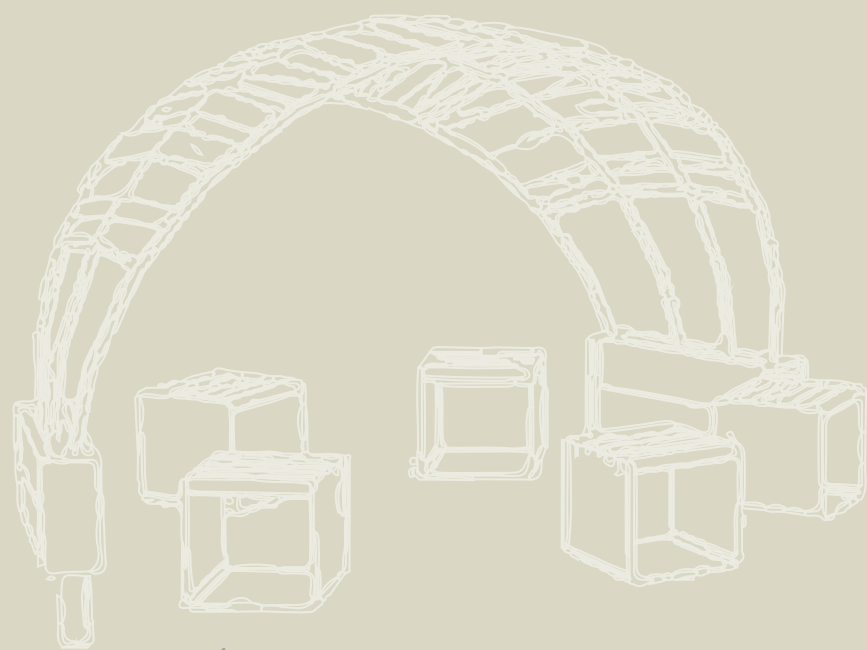
These guessing games were often played around the campfire at the end of the day

## Rules:

- A player would begin by saying 'I saw something today, who can guess what it was?'
- Other players would take turns guessing until someone got the correct answer
- Hints could be provided, for younger children the game can be played where they recall all the things they saw or did during the day

## Notes:

- Groups can sit under the Mia Mia Cubby using the seating provided to play Wabbyn



Mia Mia cubby with seating for gathering and where Wabbyn game can occur

# WAAYIN

'waa-yin'



## Background:

The study and identification of different bird & animal tracks was important education for Aboriginal children.

Tracks were often drawn with a great deal of care to correctly imitate the various animals. These were drawn in smoothed earth & sand using fingers, fingernails, palms and small sticks. Children were often encourage to reproduce these.

## Rules:

- An experienced player draws the tracks of several animals. The remaining players attempt to guess what the tracks are
- Players could create moulds of different tracks to reuse along with using photographs or books to learn some unusual animal tracks.

## Notes:

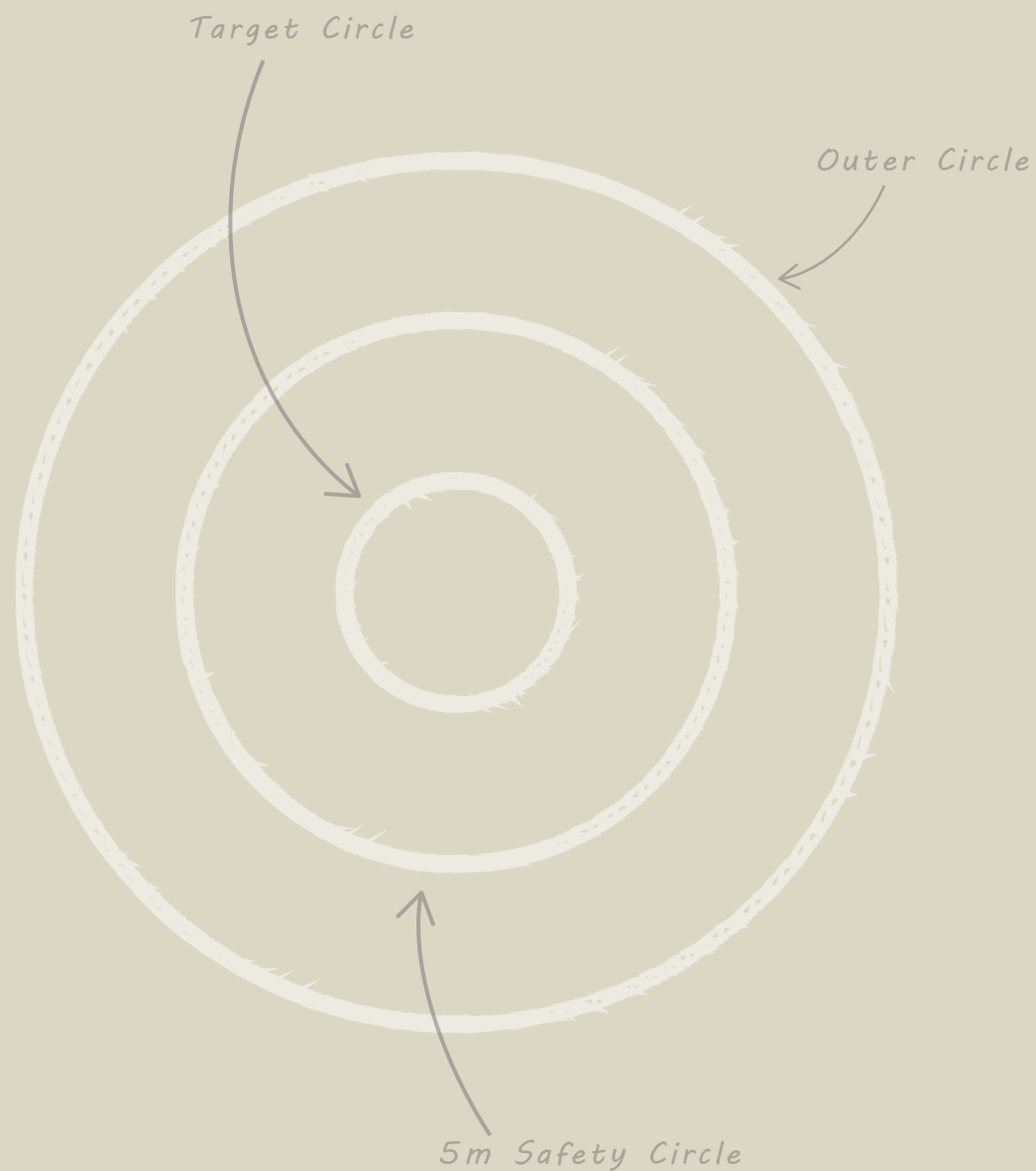
- Can you identify the animal tracks in our paths?





# NOONGAR WANA

'noon-gar wan-a'



## Background:

Noongar Wana is traditionally played by young Noongar girls in the southwest of Western Australia.

A short stick was placed on the ground, players would attempt to hit the stick while the main player would try to defend with her Wana (digging stick)

## Equipment:

- Soft tennis ball or softball sized unihoc balls are a suitable replacement for the thrown Wana (digging stick)
- Paddle bat or small cricket bat can be used for the defending Wana
- Object or cone large enough to be the target

## Rules:

- Target to be placed in the 2m target circle. Batter stands near here

- 6-10 players can play

## Rules:

- Other than the batter, no other players can enter the safety circle. They can only retrieve a ball once play has stopped. Players to stand around the outer circle.

- Two balls to be used. Players using underarm throw or roll, no side or overarm throws, attempt to hit the target. Players must keep one foot outside the outer circle when throwing. The batter attempts to defend the target while standing outside the target circle.

- Ball cannot hit the target on the 'full' and must roll or bounce beforehand.

- Fielding players have 3 seconds to throw the ball. Two balls cant be thrown at once but can be one after another. Missed balls must be returned to the outer circle before throwing. Players can underarm throw to one another around the outer circle, however the ball cannot cross the safety circle.

- Batter stays in the middle for a set amount of time or until they are out. Batter is deemed out when the ball is hit hard past the fielders, should only be tapped away, or if the batter is caught on the full. A player can call for a ball to enter the outer circle for a catch. If no call is made then the catch isnt out.

- Batter is also out if the ball travels past the outer circle on the full. Batter also cannot deliberately use their body to block the ball or kick away

- Game is designed to be difficult for the batter to stay in so many changeovers occur. Players can be allowed 2-3 outs before they are replaced.