



wanyara

Traditional Aboriginal
Games Guide Book





Wanyara TAG

At Wanyara, we provide interactive, Aboriginal and Torres Strait Islander cultural experiences to help people understand and embrace an Aboriginal perspective of our country.

Our Traditional Aboriginal Games (or TAG) sessions are designed to be fun and physical, using language, history and tradition to teach powerful life lessons.





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You represent our culture, so be proud!

As a part of the Wanyara team, you are so much more than a facilitator or coach. You not only represent Wanyara, you also represent the 65,000 year-old human history of Aboriginal and Torres Strait Island culture.

We want you to be proud of our culture and proud of your heritage. We want you to share your story, your experience and your learning so that others can become stronger and more confident in their own story.

These sessions should be both educational and fun, focusing as much on physical activity as they do on cultural learning. The traditional Aboriginal games and activities we are sharing are based on observations recorded by the explorers, government officials, settlers, scientists and missionaries of early settlement. Many of these games and activities continue to be practiced by Aboriginal people today, but we have modified them for safety, ease of use and to cater for all ages and abilities.

These games are used to tell the story of specific Aboriginal cultural practices and history, provide the participants with the opportunity to learn Aboriginal language, and illustrate powerful life lessons that are as relevant now as they have been for the millennia that Aboriginal and Torres Strait Islander people have inhabited this land.

We love having you as part of the Wanyara team and we look forward to working with you to help people learn about, understand and connect with our 65,000 year-old human history.



Sarai Roe
Co-Founder



Domica ?
Co-Founder





Make sure you are ready

As part of our team, we have certain expectations of you and your conduct as you help people learn about, understand and connect with our culture and traditions.

- Look professional. Wear your Wanyara TAG uniform, along with a pair of clean sneakers and black shorts or sports pants that allow you to move freely.
- Be professional. Make sure you turn up early, have plenty of time to set up for the session and are ready to go at the appropriate time.
- We teach inclusion, acceptance, connection and respect which means we have to demonstrate those things ourselves. Throughout the session, role model the behaviour you want to see from everyone else.
- Wanyara TAG is fun and active, so encourage participation and find ways to get everyone involved.
- We believe the more we learn about Aboriginal and Torres Strait Island culture, the greater our potential as a people and as a nation. Never pass up an opportunity to learn.
- Be proud of your culture and be proud of you!



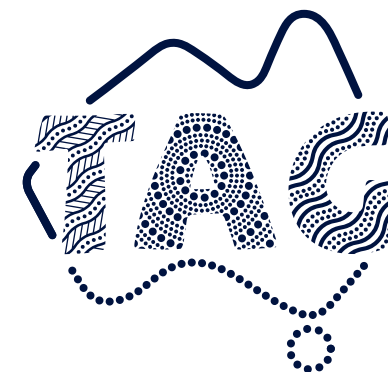
Always pay your respects

At Wanyara, we acknowledge the Traditional Owners of country throughout Australia, and recognise their continuing connection to the land, waters and culture. We pay our respects to their Elders past, present and emerging. We also acknowledge all other Aboriginal and Torres Strait Islander people who are present today.

If you know the name of the Traditional Owners of where we are delivering our sessions, please pay your respects to them specifically. You can also acknowledge where you are from, and thank your elders and families for passing on the strength and pride you have in your culture.



How to set up and play our traditional games





Jumpinpin

Ages 10 and older

What to know

The game is named after a South Queensland fishing hub that was a traditional meeting place for Aboriginal people on Stradbroke Island. 'Jumpinpin' was traditionally played to teach kids in their tribe how to spear fish. It was used to help learn skills for hunting, such as; aiming, communication and teamwork.

How to play

- 2 players are nominated to be 'in' or the 'fishermen' while the remaining players spread around the indicated playing area.
- The 'fishermen' are given a ball and must work together by passing to each other. They must be stationary while in possession of the ball.
- On the whistle they begin to 'hunt'. Players are eliminated when they are tagged with the ball.
- The eliminated players then become 'fishermen' to help catch the rest of the players. Play continues until all players are caught.

How to set up

- Use 10 cones to mark an area 25m x 15m
- Have coloured sashes ready to give players when tagged

Jumpinpin





Puloga

Ages 10 and older

What to know

Regular mock combat tournaments took place all over Australia within mobs. Puloga was essentially played as an entertainment activity, though the opportunity was taken to settle disputes, real or imaginary. It also gave the men in the tribes a chance to show off their prowess and courage before the women.

How to play

- Each player places 2 tags in their shorts and lines up around the outside of the square (facing outwards)
- Facilitator blows whistle to start. All players enter the arena
- Everyman for themselves tries to take tags off other players. Once tags are removed just drop them on the ground
- The balls can also be thrown by players and if hit (below the shoulders) that player must remove one of their tags and drop it on the ground
- Once both tags have been lost player is out of the game and stands around the square.
- Last man standing is awarded a headband to represent the man of the tribe

How to set up

- Use 10 cones to make an area 25m x 15m
- Get players to tuck the velcro tags into both sides of pants at sides
- Use 3 soft dodge balls



Puloga



Buroinjin

Ages 10 and older

What to know

A ball game that was first played by the Kabi Kabi people of Southern Queensland but is now played competitively all over Victoria. It was played with a ball made of kangaroo skin, stuffed with grass and sewn with tendons. They called the ball a 'buroinjin'.

How to play

- The game starts by throwing the 'buroinjin' in the air in the middle of the field. The players attempt to tap the 'buroinjin' similar to a ruck in AFL.
- Players have to run as far as they can without being touched in an attempt to cross the line at their end to score.
- The 'buroinjin' can be thrown in any direction to team mates however players cannot kick or hit with their fist.
- The 'buroinjin' must be picked up if on the ground.
- If touched by an opposition player the 'buroinjin' must be thrown straight up in the air immediately (approximately 3m) by that player.
- One player from each team apart from the one throwing the 'buroinjin' in the air can attempt to go for it and tap like a ruck.

How to set up

- Use XX cones to make an area Xm x Xm
- Give one team colour sashes
- Use 1 small soccer ball

Buroinjin





Weme

Ages 10 and older

What to know

A stone bowling target game played by the Walbiri people of central Australia. One player would roll a stone which was used as a target by the second player. Weme means “throwing” in the Eastern Arrernte Language.

How to play

- The game starts by one player at a time rolling their tennis ball at the target ball inside the hoop to try and knock it out towards the opposite team. Players on the opposite side need to roll to try and knock the target out of the hoop towards the other players.
- Once the target is knocked out the game starts again by returning it to inside the hoop.
- Score can be kept by rewarding each team a point when they knock the target from the hoop.

How to set up

- cones
- 2-4 x hula hoops
- 2-4 x size 3 soccer balls
- 10 or more tennis balls
- coloured sashes

Weme





Noongar Wana

Ages 10 and older

Noongar Wana

What to know

The young Noongar girls in Western Australia played this game. 'Wana' means digging stick in the Noongar language. The aim of the game was to hit a stick placed in the ground while the girl defended it with their wana (digging stick).

How to play

- Players use a tennis ball/bean bag with an underarm throw to aim and hit the bucket
- One person at a time uses the bat (wana) to defend the target bucket from being hit.

How to set up

- cones
- tennis balls
- witches hat/bucket
- mini cricket bat



Kai

Kai

Ages 10 and older

What to know

From the Torres Strait Islands where players stand in a circle and sing 'Kai Wed' which means ball song. The aim was to try and keep the ball up in the air by hitting it with the palm of their hand.

How to play

- Copy...

How to set up

- Copy...



Marn Grook

Marn Grook

Ages 10 and older

What to know

This is a name given to many traditional recreational pastimes or games and, in the language of Gunditjmara, means 'game ball'. Played at gatherings or celebrations of up to fifty players it's a football game that features punting and catching a stuffed ball - the forerunner of AFL.

How to play

- Copy...

How to set up

- Copy...

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Parndo

Parndo

Ages 10 and older

What to know

Parndo means ball in the Kaunda language. It's a traditional Aboriginal kicking and handpassing game from the Adelaide area played with a ball made of possum skin which was flat in shape and approximately the size of a tennis ball.

How to play

- Copy...

How to set up

- Copy...



Edor

Edor

Ages 10 and older

What to know

A chasing/tagging game that originated in the Aurukun Aboriginal community and is still frequently played today in North Queensland and the Torres Strait Islands. Edor is a word for 'the running game'.

How to play

- Copy...

How to set up

- Copy...

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Pulyugge

Pulyugge

Ages 10 and older

What to know

Traditionally played in the Lake Alexandrina and Lake Albert areas of South Australia. Pulyugge is a keeping-off style game where players cannot be tagged while in possession of a ball that was normally made of animal skin, filled with grass and charcoal.

How to play

- Copy...

How to set up

- Copy...



Keentan

Keentan

Ages 10 and older

What to know

Played by the Kalkadoon people of North-west central Queensland, Keentan is a keep-away game of catch ball. The game was also known as 'kangaroo play' as the players jumping to catch the ball resembled movements of kangaroos. The ball was made of animal skin (usually possum or kangaroo) tied up with twine.

How to play

- Copy...

How to set up

- Copy...

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Yahweerh

Ages 10 and older

What to know

A fake trial fight game that was used to teach boys how to defend themselves. One player has a bark shield and must defend themselves from bark toy boomerangs other players throw.

How to play

- [Copy...](#)

How to set up

- [Copy...](#)

