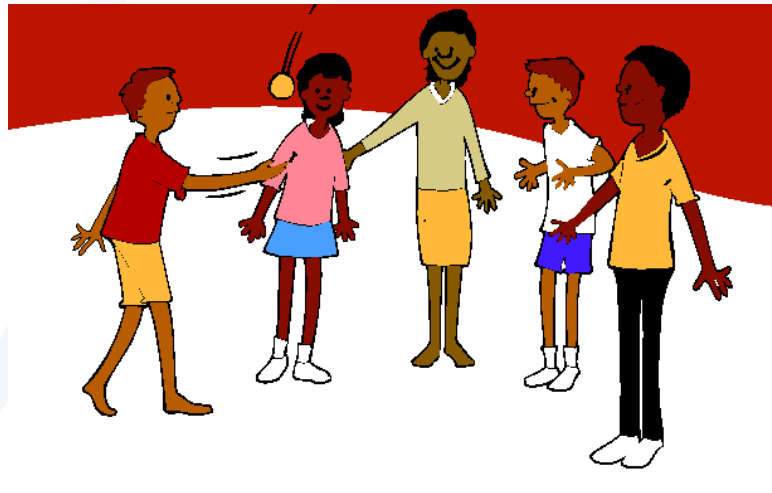


TRADITIONAL INDIGENOUS GAMES WORKSHOP 2014



Acknowledgement

- **I would like to acknowledge the traditional owners of this land and pay my respects to our Elders past and present**

PROGRAM CONTENT

Background to *Traditional Indigenous Games*

Basic Coaching Techniques

Traditional Indigenous Games DVD

Traditional Indigenous Games Practical Demonstrations

Practical Group Assessments

Review of day and Finish

BACKGROUND

- **Indigenous games and activities have a rich history as some were recorded by explorers, government officials, settlers, scientists and missionaries in the nineteenth century. They have also been passed down through generations by Indigenous Australians**
- **The Australian Sports Commission acknowledges Ken Edwards for the extensive and thorough research undertaken to collate Yulunga: Traditional Indigenous Games. To create this resource, Ken Edwards with the assistance of Troy Meston reviewed almost every available account of Australian Aboriginal and Torres Strait Islander games from all parts of Australia.**

CULTURE

- **These few examples and the range of traditional games provide the opportunity to learn about, appreciate and experience aspects of Aboriginal and Torres Strait Islander Culture.**
- **Games were often played for fun, enjoyment and self satisfaction, they also provided essential training in social interaction and a range of life skills.**
- **The games outlined cover most regions of Australia as well as the Torres Strait Islands. Care has been taken to avoid games used in initiation ceremonies and religious events or which could give a false impression of the cultural identity of Indigenous people.**

OBJECTIVE

- **To celebrate and introduce Aboriginal culture through TIG using modern day equipment.** In traditional days implements such as wallaby skin and nuts were used – today we use modern equipment to represent these implements and revert back in time.
- **To develop student/participant knowledge of Aboriginal Culture – impart an understanding and active approach to learning.**
- **To have TIG programs in schools and communities on a regular basis.**
Achieved through your delivery of TIG throughout schools and communities.

- Communities where TIG are played

- Mer Island in Torres Strait Islands and Papua New Guinea
- South Australia
- Western Australia
- Bathurst Island in Northern Australia
- The Cape York Peninsula in North Queensland
- Southern Queensland
- Central Queensland
- Arnhem Land
- The Ulladulla and Bogan and Lachlan rivers in New South Wales



DVD-Example of Games

- **Traditional Indigenous Games DVD - highlights 5 games and targets participation for children with disabilities.**
 - Gorri
 - Buroinjin
 - Koolchee
 - Kai
 - Kolap
- **Please select or take note of 1 game you would like to present during the assessment phase / practical session of this training course**
- **DVD: Sports Ability – Traditional Indigenous Games (Australian Sports Commission)**
~ resource developed by the ASC Sports Ability Unit

KAI

In this game from the Torres Strait a number of players stood in a circle and sang the kai wed (ball song) as they hit a ball up in the air with the palm of their hands. The game was played using the thick, oval, deep red fruit of the kai tree which is quite light when dry.



GORRI

Bowl-ball or disc games were played by Aboriginal boys and men in all parts of Australia. For example, in the disc-rolling game common throughout Western Australia a piece of rounded bark (disc) was rolled by one of the players for the other boys to aim at. The boy who set the disc rolling was about 15 metres away from the throwers and would call out *gool-gool* (going-going) as they started the disc rolling. The boy or young man who succeeded in piercing the disc took the place of the roller. Accuracy of eye and speed in casting the spear were easily learned from the disc game.



TREE MODEL

TREE can be used as a practical tool and a mental map to help teachers, coaches and sports leaders to adapt and modify game situations to be more inclusive of people with wide range of abilities.

Watch the DVD to find out what TREE means

Links to learning-Ideas

- **Research the correlation between TIG and games played today - highlight similarities and associations.**
- **Incorporate TIG into an: arts project – decorate equipment or make traditional implements for use whilst playing TIG; maths unit – tally scores into weekly program/competition.**
- **Incorporate games into NAIDOC week celebrations through schools and communities.**
- **Investigate how playing these games would enhance the social structure of an Aboriginal community.**
- **Research Aboriginal sportspeople such as Cathy Freeman, Evonne Goolagong Cawley, Patrick Johnson.**
- **Research the number of Aboriginal sports people representing at an elite level and how this reflects population statistics.**

PARTICIPANT ASSESSMENT

- Work within designated groups/teams
- Nominate and review selected game
- Develop lesson plan for teaching games session – *Include at least 1 variation game (refer to the TREE model) – highlight teaching points, safety issues etc*
- Undertake practical session with each group to deliver the game session *(outside designated area)*
- Assessment to be conducted in the field by Sport & Rec. staff
- Return to the classroom for review, discussion and comment
- **TASK COMPLETE!**

CONTACTS

NSW Sport & Recreation:

www.dsr.nsw.gov.au

Traditional Indigenous Games:

www.ausport.gov.au/participating/all/indigenous

Online Coaching Course:

www.ausport.gov.au/participating/coaches/education/onlinecoach



Office of
Communities
Sport & Recreation

THANK YOU !!!!