

# Edor – a chasing and tagging game

Use as a warm-up activity or play as a competitive sport.

**Watch:** <https://www.youtube.com/watch?v=y10yfB46p8o>

**Game origin:** Aurukun Aboriginal community

**Language:** The names *edor*, *idor*, *ida* or “the running game” have all been used to refer to this game. The term *edor* has been commonly used in the north Queensland and Torres Strait regions.



**Set-up:** Choose a large open space. Choose a “goal” at either end (for example, a tree).

**Players:** Whole class, divided into two teams.

**Safety:** Make sure there are no tripping hazards on the playing space. Ensure there is adequate space around the goal as students will be running towards it at speed. Do not use a wall as the goal.

**How to play:**

- Describe the boundaries of the play area to students and explain basic safety rules and expected behaviour (for example tagging should not involve grabbing, punching or slapping).
- Ask players to form two teams of equal size. Give each team a name (for example Perenties and Emus, both fast running Australian animals). Establish which goal belongs to each team and select the player who will start as the “Edor”.
- The Edor is given a 5 second head start to run to their goal. They must try to reach the goal without being tagged.
- If the Edor is tagged successfully, the tagger becomes the new Edor and must change direction and run to their own goal. Because game play changes direction every time a tag occurs, all teams must keep up with the runners to be ready to catch the new Edor.
- If an Edor scores (by reaching their goal untagged) then the players return to the centre and start again with a new Edor.
- Players may not obstruct the other runners or block the path to the goal. A space around the goal could be set up as a no-standing area.

**Scoring:** A point is awarded each time a player reaches their goal without being tagged.

**Variations:**

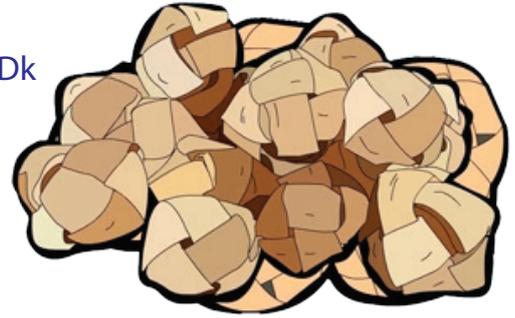
- The Edor could hold a ball that they pass to the new Edor when tagged.
- Players could start with their eyes closed. The Edor could be quietly tapped on the head to signal the start of their 5 second head start.

# Kai – ball game

Play as a friendly or competitive game of skill.

**Watch:** <https://www.youtube.com/watch?v=XVj36WNj2Dk>

**Game origin:** Torres Strait. Traditionally, woven pandanus strips were used to make a toy for a team throwing game in which the balls must not touch the ground.



**Set-up:** An indoor or outdoor space where a circle of players can hit a lightweight ball up in the air with the palms of their hands.

**Equipment:** A tennis ball, small beach ball or a small, soft ball.

**Players:** 4 to 8 players

**Safety:** Make sure there are no tripping hazards on the playing space. If played indoors, move any fragile items that could be knocked over.

**How to play:**

- Players form a circle, spaced approximately 1.8 metres apart.
- Start by hitting the ball up into the air with the palm of the hand.
- Either send the ball around the circle to ensure everyone gets a go, or allow hitting to any player in the circle if that improves the chances of the ball staying off the ground.

**Scoring:** To play as a competition, divide your class into groups. Start play at the same time. If the ball touches the ground, that team sits. The last team standing wins.

**Rules:**

- The ball must be hit to at least head height for younger players and at least 1 metre above head height for more-experienced or older players.
- When the ball hits the ground the game is restarted. Take turns to restart the game.
- No catching or holding the ball.
- Players should not touch the ball twice in a row or receive it straight back from another player (unless this is established as a variation on the game – see below).

**Variations:**

- Allow players to make two contacts (one to control the ball and one to hit it).
- With one ball for each player, compete to see who can keep the ball up the longest. Players sit if their ball hits the ground.
- One player stands in the middle of the circle deflects the ball to the other players who return it to them. Change the middle player each time any player makes an error. The aim is to keep the centre player in as long as possible.
- For very young players, use an inflated balloon and play the game while sitting in a circle.

# Kokan: a Torres Strait hockey game

A 10-15 minute competitive sport.

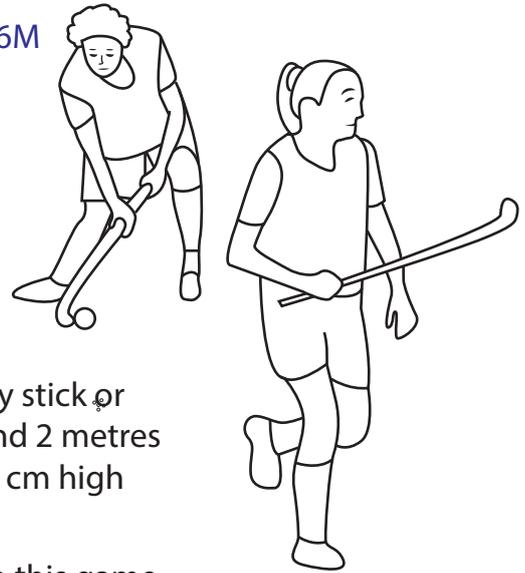
**Watch:** <https://www.youtube.com/watch?v=alaAYmY6m6M>

**Game origin:** A hockey game from Mabuiag Island in the Torres Strait.

**Language:** Kala Lagaw Ya (Torres Strait Islands)

**Set-up:** A tennis court or flat area of a similar size with a goal at each end.

**Equipment:** Ball (*kokan*) – use a **unihoc ball**, a tennis ball or a larger, light ball. **Stick** (*baiwain* or *dabi*) – use a hockey stick or **unihoc stick**. **Goal** - Mark out a goal area 4 metres wide and 2 metres in front of the goal. Goal size should be approximately 60 cm high and about 1.2 metres wide.



**Players:** Teams of 4 or 5 players. There is no goal keeper in this game.

**Safety:** Make sure there are no tripping hazards on the playing space. Players must have two hands on the stick at all times. The ball must not go above knee height and sticks must not be raised above waist height. No physical contact or intimidation should occur. No body contact or deliberate hitting of another player's stick is allowed.

## How to play:

- To start, a player hits the kokan from the centre of the playing area to another player. Push passes are recommended. Dribbling is not allowed. There is no offside.
- Players should pass the kokan to a teammate and keep it away from the other team.
- A player must be over halfway to shoot at goal. Players are not allowed in the goal area.
- If a player hits the ball out of the playing field it is hit back in by the other team.

## Rules:

- The kokan must not be handled or touched in any way other than by the baiwain/dabi.
- Players are allowed two hits of the ball — one to control the ball and another to pass the ball or shoot for goal. The aim is to keep the ball close to the ground.
- Players may use either side of their baiwain/dabi stick.
- Players must not use their body to stop the ball.

**Penalties:** A penalty goal is awarded if intentional contact or entry into the goal area is made by a defender. The attacker may stand 3 m from the goal and attempt to score with one push pass.

A free hit is awarded to the other team for any infringement of rules, including:

- If the ball is hit out of the playing field.
- If a player blocks the ball with their body.
- If an accidental body block gives the possessing team a major advantage.

During a free hit, defenders are to be at least 3 metres away (body and stick). No free hit can be taken within 3 metres of the goal.

# Segur etug – guessing game

*Play indoors or outside using objects from nature*

*This game is especially suited to younger children.*

**Game origin:** Mer Island in the Torres Strait

**Language:** “Segur etug” means “play” in the Miriam Mir language of the Torres Strait Islands.

**Set-up:** Play indoors using small objects like counters and marbles or play outside with items from nature like seeds, small stones, sticks, leaves etc

**Players:** Divide class into groups of 4 to 10 students.

**Safety:** Be wary of minibeasts if collecting items from among leaf litter, etc.

**How to play:**

- A chosen player holds a number of items in their closed hand or in a covered vessel, such as a cup.
- The rest of the team take turns to try to guess the exact number of items.
- The player who guesses the correct number selects a different number of items for the next round of guessing.
- **Scoring:** To play competitively, a point could be awarded each time a player guesses the correct number. The first player to ten wins. Or have teams compete against each other. The first team to 20 is the winner.

**Variations:**

- **Collection guessing:** Draw a circle in the dirt and place a large number of items such as twigs, bark or leaves inside the circle. Keep these covered with a cloth until play begins. Players are shown the collection for a short time (not long enough to count them). They then guess how many items are in the circle.
- **Partner guessing:** Each player has a set number of pebbles or beads (such as 20). One player hides between one and five of these objects in their hand. The other player guesses. If the guess is correct he or she receives the objects. If the guess is incorrect the guesser forfeits one object to the hider. Change over roles and continue. The game can be ended by setting a timer for an agreed duration (eg 5 minutes) or if one player wins all the objects. Cooperative play is encouraged.

