



Australian Government
Australian Sports Commission

Jirrakayi-ku

'jir-ra-kay-yi-ku'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

Background

This rope-skipping game was played by Aboriginal children inhabiting the Riverina area between Victoria and New South Wales.

Language

This game is named after the word in the Panyima dialect of Victoria for jumping (*jirrakayi-ku*).

In the Wiradyuri language, spoken in the central and southern parts of New South Wales, the word for 'jump' was *dyutbi*.

Short description

This is a skipping game suitable for a large group of players.

Players

- A group of up to 20 players

Playing area

- A designated area suitable for the activity

Equipment

- A skipping rope of 4–6 metres or more

Game play and basic rules

- The rope is 'turned' by a player at each end. The players with the rope will be just far enough apart to allow the sag of the rope to touch the ground. As the rope is swung round the skippers jump in one after another — until there are as many as 12 players skipping at once.
- When the players become tired they jump out and their places are filled immediately by other players who are ready to display their agility. The rope is kept going until those turning it become tired. When this occurs other players take their place.

Duration

The game continues until the players are exhausted and/or agree to end it.

Teaching points

- Rope turners ready. Skippers ready. Off we go.
- Keep skipping. Next player. Next one.
- Watch the rope. Keep going.