



Australian Government
Australian Sports Commission

kalkadoon kee'an

'kal-ka-doon kee-an'



All school-age groups (K–12)

Post-school age

Background

In areas of north Queensland, a game of throwing skill was played. A large bone, such as an emu shinbone (with twine attached to it) was thrown over a net (used to catch emus) into a pit or hole. Considering the distance to the hole, great skill was required to correctly aim the bone and ensure that it did not touch the net.

Language

The game is called *kee'an*, which means 'to play' in the Wik-Mungkan language of north Queensland. The Kalkadoon people from around the Mount Isa area also played a game similar to the one outlined and their connection has been recognised as part of the name of this game.

Short description

This activity involves throwing a ball into a small bin target as many times as possible, as part of a tabloid activity or a skill game.

Players

- Play singly or in groups of two to four players

Playing area

- A designated indoor or outdoor area suitable for the activity

Equipment

- Use 'foxtail' or a tennis ball in a stocking (or long football sock) as the bone, with twine attached. When a ball in a stocking is used the length of the foxtail may be adjusted.
- Use a large plastic bin or hoop as the pit or hole.

Game play and basic rules

- Players in groups of two to four line up behind one another. Players hold the foxtail a short distance away from the ball and take it in turns to attempt to throw the foxtail ball into a small bin from 3–5 metres away.

- To avoid interference, the player throwing the foxtail is 2 metres in front of the rest of the line of players (mark a line for this).
- As an extra challenge the balls are held further down the tail. Players retrieve the ball after their turn and give it to the next player.

Scoring

- The game is usually played for fun and recognition for a successful throw, but players can keep a team score from a set time (2–3 minutes) or set number of turns (four to six).

Variations

- Players throw into a hoop 3–5 metres in front of them. They score one point if it touches or bounces in and out of the hoop and two points if it stays in the hoop. A group score can be used. (Suitable for younger players.)
- Players have a set number of turns (for example, five) before the next player in line has a turn. Either play a competition between individual players or groups, or add all the individual scores together for a class total.

Teaching points

- Form a line.
- Player in front with the foxtail.
- Thrower ready. Go.
- Good throws.
- Watch the target.
- Point your hand and follow through.
- Collect the ball.
- Next player move up and ready.
- Go to end of line. Keep going.