



Australian Government
Australian Sports Commission

koara

'ko-ar-a'



SCHOOL
YEARS
4–6

Background

In various places accounts have been recorded of leaves being folded into shapes to make a propeller or 'spinner' type of toy. The children ran with them or held them into the wind, or they were thrown into the air to drop to the ground.

This is an activity using a small propeller (plastic or wood) fixed to the end of an 18-centimetre long, small-diameter dowel. Aunty Ruth Hegarty of Cherbourg recalled using cardboard and a straw to make propellers. The cardboard was decorated with coloured flowers and the players ran against the wind.

Language

Koara means 'play' in the language of the people who once inhabited Sunday Island in Western Australia. The word used to represent the play activities of these people.

Short description

This is an activity in which groups of players use propeller-type toys.

Players

- Any number of players suitable to the available equipment.

Playing area

- A suitable area without obstructions

Equipment

- It is possible to purchase toy propellers, or to use paper or cardboard and fold it to make a propeller that can be pinned to the end of a piece of dowel.

Game play and basic rules

- When the propeller (attached to a light piece of plastic) is spun rapidly in a clockwise direction between the palms it will travel up in the air to a distance of 10 metres or higher.
- Steps:
 1. Hold between the heel of the left hand and fingertips of the right hand.
 2. Keep the left hand still and move the right hand forward.
 3. Release as the propeller reaches the fingertips.

Variation

Some trees produce 'propeller' seeds. These provide for a great deal of fun if a large number are collected and are thrown in a large group or individually from some height.

Safety

Players should not spin their propeller near or towards the face of another player.

Suggestions

Purchase or make a number of propellers.

Games for the propellers:

1. Accuracy — land within a designated target area (such as a hoop about 5 metres away).
2. Propeller golf — spin the propeller towards an agreed-on goal (tree or rubbish bin) and count the number of turns necessary to hit the target. Have larger groups play in groups of four.
3. Partners — partners face each other 3–5 metres apart. See how many catches can be made by the two players 'spinning' simultaneously. Use one propeller between the two, and after a successful 'spin-and-catch' sequence, each player moves back one step. Continue until a player misses catching. The measured distance between the two players at maximum is their paired personal best.
4. Spin for height — attempt to spin the propeller the highest. The blades may be adjusted.
5. Trick catching — for example, one-handed, behind the back.