



Australian Government
Australian Sports Commission

kalq
'kal-q'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

SCHOOL
YEARS
10–12

Post-school age

Background

This was a spear game observed being played by some Aboriginal groups on Cape York Peninsula in north Queensland. The men used a throwing stick (*woomera*) to project a big killing spear (*kalq*) towards the next player. The spear would travel around the circle of men, who were armed only with their *woomera*, which they then used to deflect the spear to the next player. When the small boys played they used spears with blunted ends.

Language

Although no name was given to this game in the source it has been named after the word for spear (*kalq*) in the language of the Yir-Yoront people from north Queensland.

Short description

This is a cooperative team game in which players use a bat or racquet to continuously hit (volley) a ball in the air. The game outlined is a modified form of *kalq* for younger players.

Players

- Four to six players form a circle about 2–3 metres apart — the distance depends on age and ability.

Playing area

- A designated indoor or outdoor area suitable for the activity

Equipment

- Each player has a small bat or a tennis racquet.
- Use a tennis ball or airflow ball.

Game play and basic rules

- Players stand in a circle.
- The aim of the game is to attempt to hit (volley) the ball without it hitting the ground. The ball may not bounce on the ground between hits. An underarm hitting action is the most successful and the ball must go above head height and travel at least 2 metres to another player — players will take turns to hit the ball in the air.
- For younger players two hits — one to control the ball and a second to pass it — may be used.

Variations

- Players stand in a semi-circle with a player 2–3 metres in front. This front player lobs the ball to the first player, who attempts to hit it to the next player and around three to four players in the semi-circle and back to the thrower, who catches the ball. Repeat in the other direction and swap over. The group 'wins' if they can go all the way around and back to the thrower. Swap around positions.
- For younger players allow the ball to bounce on the ground between hits. Players may also be allowed a couple of volley hits to control it before hitting it.
- Hit the ball around the circle of players without allowing it to touch the ground — a player hits the ball to the player next to them in a set direction. Repeat in the other direction.
- As a group, aim for the highest number of consecutive hits (for example, 21).
- Count the most hits (not consecutive) made within a set time limit.

Suggestion

This game could be used as a practice activity for tennis or other racquet sports.

Teaching points

- Players in a circle. Racquet faces up.
- Drop the ball and hit.
- Hit to different players.
- Hit and move back out of the way.
- Count the volleys. Keep going.
- Let's start again.
- Good work. Call for the ball.
- Watch out for each other.
- Direct the ball to another player.