



Australian Government
Australian Sports Commission

Wanambi

'wa-nam-bi'



SCHOOL
YEARS
K-3

SCHOOL
YEARS
4-6

Background

Wanambi was a large snake. This game was observed being played by the Pitjantjatjara people of central Australia.

Short description

This is a chase-and-tag game. Players in a line move towards another player, who suddenly chases and attempts to catch (touch) them.

Players

- A group of four to eight players for each game

Playing area

- A suitable indoor or outdoor area marked with a large spiral

Game play and basic rules

- *Wanambi* sits in the middle of the large spiral drawn to represent a large snake. The other players place their hands on the hips of the player in front of them and slowly move around the spiral towards *Wanambi*.
- When the line of players reaches a set point about 5 metres away, *Wanambi* jumps up and attempts to catch (touch) the players as they quickly attempt to retreat backward (or turn and run) out of the spiral and back past a marker or line.
- Change over the *Wanambi* and continue playing.

Variations

- When *Wanambi* attempts to touch the players in the line they drop hands and turn and run back to a marker or nominated line.
- The first person caught (touched) becomes the new *Wanambi*.

- Players next to each other in a line walk towards *Wanambi*. On a signal (whistle or call) they drop hands and turn and run back past a marker while *Wanambi* attempts to catch (touch) them.
- The player who was *Wanambi* joins on to the end of the line for the next turn and the players move forward one place.

Comment

Accounts indicate that this game does not have any special ceremonial significance. The activity was played for enjoyment.

Safety

Due care must be taken to avoid accidents through falls or contact with another player. Players should use minimum force when they catch (touch) another player.

Teaching points

- From a line. Hands on hips.
- Make a spiral. Move forward.
- Go. Unwind. Quickly.
- Watch out. Don't get touched.