



Australian Government
Australian Sports Commission

nandrra-rna

'nan-dr-ra-rna'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

A small number of 'marble' type games (either traditional or introduced) were played in various parts of Australia. Gugada boys, living near Tarcoola in South Australia, used wooden marbles. The marbles placed in the ring were called *kooka* (meat) and the shooting marble was called *kodji* (spear). In the 1940s on Mer Island, a marble game was played in a circle. A ring was traced in the sand and cowrie shells were laid out in it. The players in turn thumb-flicked other small cowrie shells at these.

The marble game outlined below was observed being played by two young men at Santa Teresa in South Australia in 1974. It includes a cooperative element of play common to many Aboriginal games and activities.

Language

The game is named after the Diyari language of South Australia word *nandrra-rna*, which means 'to hit'.

Short description

A marble game in which players attempt to hit marbles out of a small circle of another player.

Players

- Groups of two players play against each other

Playing area

- A designated outdoor or indoor area suitable for the activity

Equipment

- A quantity of large marbles

Game play and basic rules

- The two players sit cross-legged and facing each other about 3 metres apart. In the area between their knees are spread several large marbles. Players take it in turns to attempt to hit the

marbles out of a small circle in front of other player's knees.

- When a turn is successful the hit marbles are given to the successful 'shooter', who places them with the other marbles between his or her legs.

Duration

The game could continue almost indefinitely because as one player's cluster of marbles becomes smaller and harder to hit and the other player's cluster becomes larger in size and easier to hit.

Suggestion

This game could be used as an indoor activity. For younger players tennis balls or similar could be used and small skittles or wooden blocks could be used as a target to hit. In a cooperative game there is no exchange of objects after a successful turn.

Teaching points

- Face each other. Marbles ready.
- First turn. Go.
- Collect the marbles. Roll them over.
- Keep going in turns.