Equipment
- One ball and one skittle or marker cone for each player or pair of players

Game play and basic rules
- Players place a skittle 1–3 metres from a wall. From a line 5–10 metres in front of the wall players roll up to five tennis balls in a turn to rebound off the wall and attempt to knock over the skittle. The fewer the number of balls used to knock over the skittle the better.
- If the skittle is knocked over it is moved 1 metre further away from the wall. If the skittle is missed, the skittle is moved 1 metre closer to the wall. A goal line can be set 5–7 metres from the rebound wall. A goal is scored when a player has successfully been able to progress the skittle, metre by metre, back across the goal line.

Variations
- Students alternate their rolling hand.
- Vary the angle of the rebound to increase the difficulty of the activity.
- Vary the distance of the roll and distance the skittle is away from the wall.

Teaching points
- Line up facing the other team. Tennis balls ready. Skittle set up.
- Bend down and roll along the ground or underarm throw to bounce it off the wall.
- Aim for the skittle. Fingers towards, palms up, opposite arm and leg.
- Collect the balls. Keep going. Next player.
- Well done. Good hit.

Background
This ball-throwing and hitting game was played by the Diyari people from near Lake Eyre in South Australia. The balls were called koolchee.

Language
This mini-game/skill activity is named for the Diyari people who played the game of koolchee.

Short description
The aim of the activity is to roll a ball to rebound off a wall in order to hit a skittle.

Players
- Play as individuals or in pairs

Playing area
- An open space with a rebound wall