



Australian Government
Australian Sports Commission

jumpinpin

'jump-pin-pin'



SCHOOL
YEARS
4-6

Background

This activity is based on a description to Troy Meston by Uncle Ronny Ahwang of Brisbane, who told of his days fishing off the jetty on Stradbroke Island and how it was similar to a game they played.

This is an adapted game loosely based on the essential components of traditional spear fishing.

Language

The game is named *jumpinpin* after a meeting place for Aboriginal people on Stradbroke Island. It is also the name of a part of an edible root. It is now used as the name of an entrance (bar) at the southern end of Moreton Bay between Stradbroke Island and Moreton Island, near Brisbane.

Short description

This activity is similar to dodge ball and can be played both in and out of the water. It is based on the principles of fishing — hunter and prey.

Players

- Up to 30 players

Playing area

- Prior to commencing play, decide whether this game will be played in the pool or on an oval. If playing in a pool, a 25-metre venue will be adequate. Younger children use the shallower portion of the pool for play.
- If an oval is used, and depending on the group size, an area of 20 metres x 40 metres will be sufficient for a group of 25–30. Scale the playing area size to better suit the number of players.

Equipment

- Use a size 3 gator skin or similar soft balls.
- Select and arrange items of equipment prior to commencing the game and ensure that the equipment reflects the variations and modifications undertaken.

Game play and basic rules

- One player is nominated as the 'fisherman' and the other players spread around the playing area. The fisherman is armed with a soft gator skin

ball or soft sponge ball. On a given signal he or she begins to 'hunt'. The fish are eliminated when they are hit below the shoulders with an underarm throw. The elimination part of the game can be avoided by designating a set number of times (such as ten) 'fish' players need to be hit with the ball — a single player may be hit more than once but not in succession.

- The 'fish' (players) who are eliminated become fishermen to help catch the rest of the fish. The game may be played with one to three balls, depending on the number of players and the size of the area.
- The fishermen may pass the balls to each other and, depending on the age and ability of players, the fishermen may be restricted from moving around when they have a ball in their possession.
- Continue until all the fish are caught. The last fish caught is congratulated. For the next game the first fish caught becomes the new fisherman.
- If the game is played in the water it should be played in the shallow end of the pool, where possible. If a full pool area is used the fisherman must touch (catch) the fish.

Comments

This activity can be played as a competitive or non-competitive game.

Safety

Ensure that the necessary safety precautions are observed and that throws by the fisherman are underarm and make contact below the shoulders. Physical contact is to be avoided.

Variations

- Night fishing: Use a blindfold on one or two fishermen. A player is designated as a retriever of the balls for the fishermen. Count the number of fish caught in a set time. The ball retriever can use signal calls to help the fishermen.
- Fish shelter: Introduce various marked areas (such as a 2-metre square) to provide 'shelter' for the fish. Players are only allowed to stay in a shelter for five seconds at a time and may not

use the same shelter twice in succession. This will force a constant movement of the fish.

- Fish school: All the 'fish' are lined up at one end of the pool or along sidelines of a marked area on the oval. All players must run/swim from one side to the other on a given signal. This signal can be given by a designated player, or the fisherman. In this variation the fisherman is free to roam around in wait for the 'school' of fish as they attempt to move to the other side of the area. Caught fish join with the fisherman and are given a ball each.
- Deep-sea fishing: Fish are numbered off in pairs or designated and named groups of three or four. These pairs/groups sit directly opposite each other on both sidelines of the marked area, or against the sides of the pool. Once the fish have assembled in the appropriate areas the fisherman stands with his or her back to the fish and must remain that way until a number or group name has been called.
- On this call, all the fish with the same number/name must run/swim from their starting point on the sideline/side of pool to the other side of the playing area/pool without getting caught by the fisherman.
- The fisherman remains until a fish is caught. When this occurs the fisherman and the caught fish swap roles and the game begins again.

Teaching points

- Players spread out. Ready everyone. Go.
- Underarm throws. Fish move. Dodge and move.

