



Australian Government  
Australian Sports Commission

weme

'we-me'



All school-age groups (K–12)

Post-school age

### Background

The Walbiri people of central Australia played a stone-bowling game. One player rolled a stone, which was used as a target by the second player.

In the traditional game players alternated turns, with each one aiming at the other's stone.

### Language

The game is named *weme* after a word from the Eastern Arrernte language of central Australia, which refers to 'throwing something at something else and hitting it'.

### Short description

This is a bowling game in which balls are rolled underarm along the ground to knock a ball out of a hoop. This version is designed for younger players.

### Players

- Play with two to four or more players. The game can be played alone, one player against another player, or in pairs/teams of players against another pair/team.

### Playing area

- Use a designated area. Two lines are marked 8–10 metres apart — the distance depending on age and ability of players. In the middle between the two lines draw a circle with a half-metre diameter or use a small hoop.

### Equipment

- Balls or bowls such as bocce balls (plastic bocce balls work well)

### Game play and basic rules

- Place a bocce ball in the circle/hoop with the players 3–5 metres each side of the hoop.

Players take turns to roll a ball and attempt to knock the ball out of the hoop — one to three turns each. Retrieve the balls after each player's turn.

- Play with no scoring in the game. Play for the fun of the activity.

### Variations

- Play a set number of turns (such as 20) for each player.
- Three balls are placed in the circle/hoop and players alternate turns in attempting to knock the balls out of the circle. If one or more balls are knocked out of the marked circle they are replaced before the next player's turn. Keep a score or use as a skills practice activity.
- Mark two parallel lines 8–12 metres apart. Play individually with one player against another. Players have a ball each. One player rolls his or her ball to stop before the other line. If it rolls past the line it is taken again. The player attempts to have his or her ball stop close to the line. The other player then rolls his or her ball to attempt to hit the ball. This player scores a point if he or she hits it. Players move to the other end and swap roles. (This is similar to the traditional version of the game.)
- Play in pairs. One player from each pair is at each end of the playing area. Players from one end have their turns. The player on the same team as the last player to roll his or her ball has a turn first — alternate play in this manner. The players do not swap ends in this game.
- If scoring is used a player scores one point for contacting the ball, two points for knocking the ball out of the circle and three points for contacting the ball and causing the rolled ball to remain in the circle.

### Teaching points

- Balls ready. First person ready. Aim for the ball.
- All know what to do? Ready. Go.
- Roll and retrieve. Next player's turn.
- Keep going.
- Remember; bend down arm towards, palm and fingers up. Opposite arm and leg.
- Keep going. Good. Work to help each other.