







Background

A guessing game played by Aboriginal children in the areas around Newcastle in New South Wales was described. Using the kernel of a wild plum the children drew a picture of a fish or animal. This was concealed in a closed hand and the group sat around and attempted to guess what was represented on it. When the drawing was guessed there was a loud shout of laughter.

Language

The game is called *wingara* ('to think') in the language spoken by the people in the Sydney and surrounding areas.

Short description

A simple guessing game in which players attempt to guess what has been drawn or written on a piece of paper. This game is recommended for younger players.

Players

A group of two to eight players

Playing area

An indoor area such as a classroom is suitable

Equipment

 A pencil and small pieces of paper (a small whiteboard and pen or a Pictionary game set could also be used)

Game play and basic rules

- The players close their eyes or turn away while a
 player draws a picture or writes the name of
 a fish or animal. When the player is finished he or
 she folds up the paper and places it in the palm
 of the hand or otherwise hides it.
- The other players attempt to guess what has been drawn. If a player guesses successfully the paper is unfolded to indicate that he or she was correct.

 The player who guessed correctly has the next turn or players may follow an agreed order.

Variations

- Players draw or write a word from a list or from a defined area such as sport, famous people, minerals, fruits and so on.
- Hints are given if players cannot guess correctly.
- The game may be played by the picture-drawer answering 'Yes' or 'No' to questions by the other players.

Teaching points

- Draw or write on the paper. Other players turn away.
- Ready. First person have a guess.
- Next. Keep going.
- Any hints? Good.
- Well done. Next turn.