



Australian Government
Australian Sports Commission

emu

'e-mu'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

This game is based on a chasing game observed being played by Aboriginal children in the Northern Territory in more recent times.

Language

In the absence of a name this game has been called *emu* in recognition of this large flightless bird found throughout much of Australia.

Short description

This is a chasing and catching (tag) game.

Players

- Any number from 10–30

Playing area

- Depending on the number of players, an area of 40–60 metres long and 20–30 metres wide would be appropriate. For younger or fewer players a much smaller area such as a backyard is suitable.
- Two bases (of about 2 metres square) are marked near each end of the playing area. One is the 'home' of the emu and the other is a home base for players.

Game play and basic rules

- A player who is called *emu* chases the other players around the playing area and when one is caught (touched) he or she becomes the new *emu*. Play continues in this manner.
- Players may go to their home base at any time. They may stay there as long as they wish but if the *emu* goes up to the base and begins to count aloud to five, all the players must leave. If there is a player still at the home base after the count of five, he or she becomes the new *emu*.

- If the *emu* goes to his or her home base the other players must all go up to the player and from about 5 metres away they taunt the *emu* to chase them. The *emu* may leave the base whenever he or she wishes but can only stay in there for up to ten seconds.

Variations

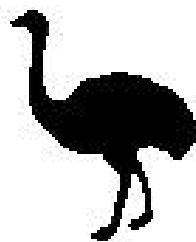
- Use two players as the *emu*.
- Players can wear tags on their waists and one of these has to be removed by the *emu* for a player to be caught.

Safety

Players are expected to play the game with some consideration of other players. Players need to be careful of contacting other players or falling.

Teaching points

- Chaser ready. Spread out.
- Ready. Go.
- Run and dodge. Watch out for other players.
- Go to a base. Five seconds only.
- Keep going. Good.
- Play on.



Emu