



Australian Government
Australian Sports Commission

kaidu babu

'kai-du ba-bu'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

This is a popular water game that was observed being played at Mabuiag Island in the Torres Strait region, by Margaret Lawrie in the 1960s.

Language

Kaidu baba is the name given by the rest of the group to the player while he or she is swimming underwater. *Waru* means 'turtle', *Kubinu* means 'crowd among', *Kubini* means crowd, *Puzika* means 'is going along with' and *Dangalau* means 'dugong'.

Short description

This is an underwater swimming game. The object of the game is to see who can swim the longest distance underwater.

Players

- Groups of six to 12 players

Playing area

- A swimming pool or other safe water venue

Game play and basic rules

- Players stand in at one end of the pool.
- Players go as far as they can underwater and then stand up where they finish until all the players have had a turn.
- The player who swims the longest distance underwater is considered the winner, or players try for a personal best effort.

Variations

- Players in a group all swim underwater at the same time and judge the swimmer who goes the longest, or swim together in a line and all attempt to surface together at a distance that is set.
- Players dive under water with some objects such as weighted bricks or underwater hockey pucks and build up a pile.

- Players then dive down to collect the objects one at a time or in turns with other members of the group as part of a continuous activity/relay.
- Underwater hockey practice. Have players in groups push an underwater hockey puck as far as they can before surfacing. Allow two to three attempts to push the puck as far as they can.

Comment

This activity can be played using the traditional chant. When each player starts the swim the other players may chant:

**Kaidu baba Kaidu baba Waru kubinu puzika
Dangalau kubinu puzika**

When the player stands up, the chant, which has been repeated throughout the swim, ceases.

Safety

Players must be warned about hyperventilation and the activity should be strictly supervised. Only those players who are capable and confident in water should attempt the activity.

Teaching points

- Spread out in a line. Good.
- Take a breath.
- Ready. Go.
- Good work.
- Take a rest.

