

walle ngan werrup

'wal-le nan werr-up'



In the Gooniyandi language of the Kimberley area a male kangaroo was called *jamarra*.

Short description

This is an imitation and acting game that is also a form of hide and seek. Younger players pretend to be on a kangaroo or emu hunt.

Players

A group of four or more players

Playing area

 A suitable indoor or outdoor area (a tree area is recommended)

Game play and basic rules

- The game is based on kangaroo and emu hunting.
 One or two players represent a kangaroo (jamarra) or emu and the other players are the hunters.
- The kangaroo is given a short time to 'disappear' into the bush (somewhere in the playing area).
 The other players pretend to hunt the kangaroo.
- When the hunters find the kangaroo they imagine they have 'captured' the kangaroo and return with this player back to the camp.
- The game is then restarted.

Suggestion

This could be used as an acting game for younger children.

Teaching points

- Find a good hiding spot. Make it good.
- · Finders ready. Go.
- · Bring them home.
- Next turn.

SCHOOL YEARS K-3



Background

In the west Kimberley area of Western Australia the young men were fond of playing a version of hide and seek called 'the hunting or bush game' (wallee ngnan weerup).

Language

A few sentences used by the players:

Pindan yangarrama

We will play the bush game.

Joon wanjoolboo You drive him.

Nowloo goon weerup

Hit with club.

Joona joodoo joodoo wongoola

You throw him down there.

Booroo ngan dammajinna I missed him.

Kai! kala! ngan barrin Hurrah! I've got him.