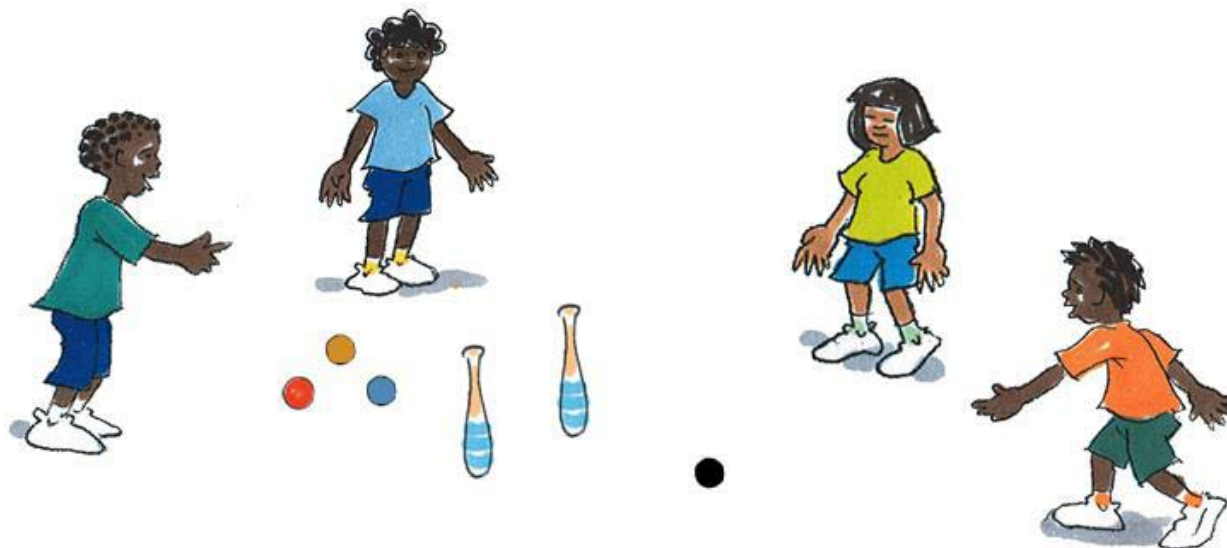




Australian Government
Australian Sports Commission

apwerte

'ap-wer-te'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

Background

Accounts from various parts of Australia outline bowling-type games using rounded stones. A game of rolling stones was played near Warrina in central Australia. Another rolling game was observed being played on a river flat at Goondiwindi in Queensland. Men used to roll the stones as far as they could to show their strength, or roll them towards other stones or between markers to demonstrate their accuracy in bowling.

Language

This activity is named *apwerte*, which means 'stone' in the language of the Eastern Arrerente of central Australia.

Short description

This is a game of bowling accuracy in which players aim to roll a ball between two markers or skittles.

Players

- The game can be played with two players or as a team event involving two or more players in each team.

Playing area

- Mark lines about 10–20 metres apart depending on the age and ability of players. Two stakes (30 centimetres apart) are placed in the centre of the area. If several sets of stakes are to be set up these should be 2–3 metres apart along the centre line.

Equipment

- Use tennis or bocce balls as the rounded stones.
- Cricket stumps or cone markers may be used outdoors. Stakes or markers and Kanga cricket stumps or pins/skittles may be used for courts and indoors.

Game play and basic rules

- Arrange players on opposite lines facing the two skittles.
- Each player takes it in turns to attempt to roll the ball between the skittles/markers.
- Players are positioned each side of the skittles so the ball can be retrieved and used by the next player.

Scoring

One point is scored for each time the ball rolls through the skittles without knocking them down.

Duration

The game continues to a pre-determined score such as 11, 15 or 21 points or for a set number of turns (such as 20).

Variations

- Adjust the width of the markers according to the age and ability of the players and the distance to be rolled.
- Use a number of rounded rocks to roll. The unique characteristics of each rock can create an element of luck as well as skill, especially if played on a slightly uneven surface. (Good for outdoor education activities.)
- Play a game with three rounds. Players get five attempts per round to roll their ball through the pins without knocking them down — 0 points. Method of scoring: knocking down one pin but going between both pins is one point; knocking down two pins but going between them is two points; knocking down one or two pins and failing to go through the pins is three points; and, failure to roll the ball through the pins or hit any pin is four points. The player with the lowest score after five innings is the winner.
- Use medicine balls.

Comments

This activity is suitable for seven to 13-year-olds.

Teaching points

- Spread out. Ready.
- Roll in turns. Who is first?
- Bend down. Fingers towards, palm up.
- Good work. Stop the ball with the sole of your foot.
- Next turn.
- Keep going.