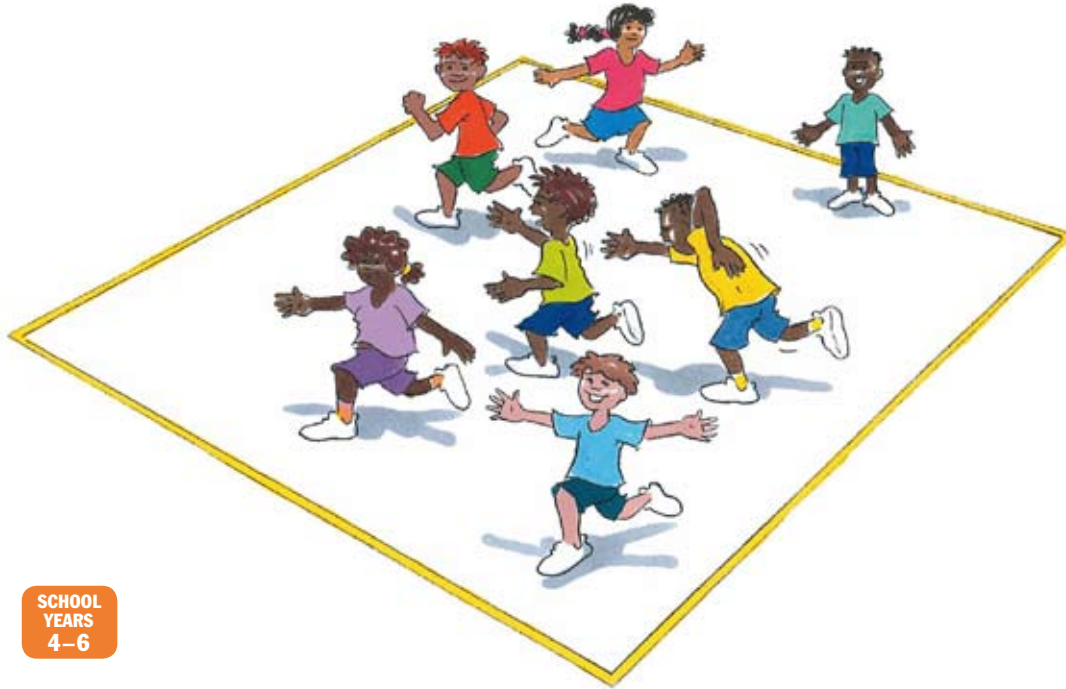




Australian Government
Australian Sports Commission

thapumpan

'tha-pum-pan'



SCHOOL
YEARS
K-3

SCHOOL
YEARS
4-6

Background

The tag game of *thapumpan* (shark) was observed being played by little children at Cape Bedford in north Queensland.

Language

The name of the game was taken from the Wik-Mungkan language of north Queensland.

Short description

A chasing-and-tagging game

Players

- A group of four to eight or more players

Playing area

- A designated area of around 10–15 metres square, depending on the number of players

Game play and basic rules

- A player bends one arm over the top of his or her head like a *thapumpan* (shark) fin — (or may touch with a palm on the back between the shoulders or a hand on the head). The player then bends over and chases the other players in a manner to represent a *thapumpan*'s movements in the water.
- When a player is touched he or she becomes the new *thapumpan* and the game continues.

Variations

- Have a couple of hoops, which are 'islands' for players to rest on for up to 5 seconds — (the game can also be played with a hoop for each player). Players walk or jog around the playing area and every so often a whistle is blown and players are safe if they reach their island before being caught (touched) by the *thapumpan*. Keep playing the game but change the *thapumpan* after a set time.

- Play the game in waist-deep water. The players stand in a circle and the *thapumpun* swims around (underwater or on top of it) and attempts to catch/touch a player below the knees as he or she attempts to jump out of the way.

Teaching points

- Make the shark. The rest spread out.
- Ready. Go.
- Keep away from the shark. Look out.
- Caught. Next.

