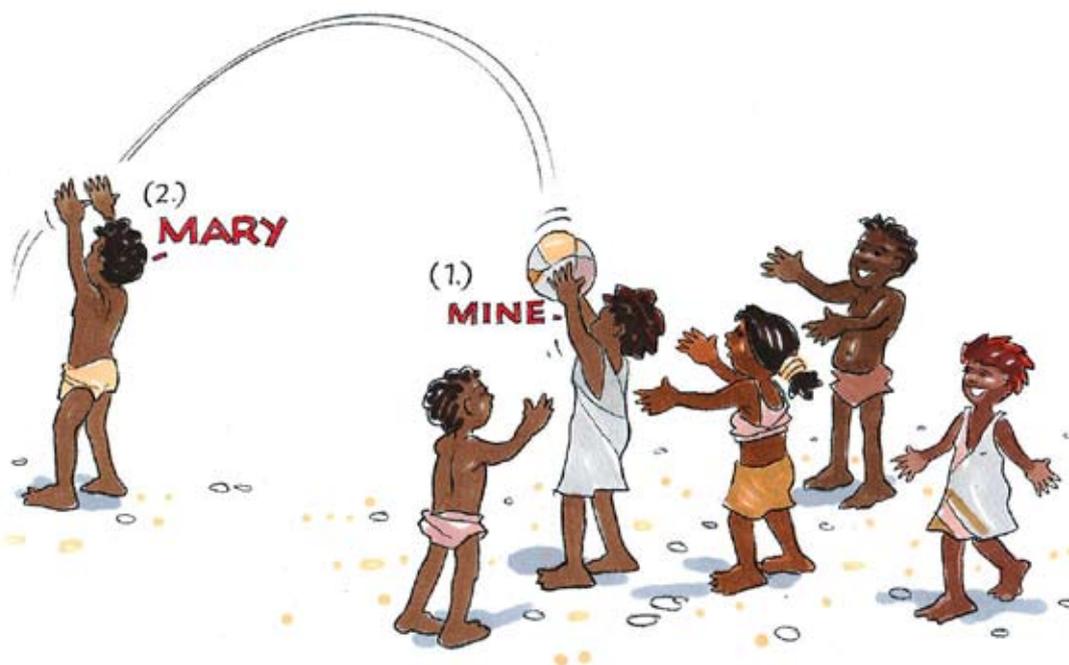




Australian Government
Australian Sports Commission

nanyima

'nan-yi-ma'



SCHOOL
YEARS
K-3

SCHOOL
YEARS
4-6

Background

Catch-ball games were played in many places. The balls used were made of seeds, stones, clay, seaweed, grass, hair-string and stuffed fur. In one game a player tosses a stone (ball) over his or her shoulder to a number of players and attempts to guess who caught the stone.

Language

Nanyima means 'to play about' in the language of Aboriginal people from the northwest district of Victoria.

**Malnangyer, wida umeit warreete, umuk
perperduuk**

*Now let us see who throws out the farthest.
Throw it out.*

(From the language of Aboriginal people from an unidentified part of Victoria.)

Short description

A player throws the ball over his or her head (and behind) to a group of players and then attempts to guess who has the ball. This activity is suitable for younger players.

Players

- Groups of six to eight players

Playing area

- A designated area suitable for the activity

Equipment

- A soft ball

Game play and basic rules

- A player with a ball stands 5–10 metres in front of a group of players and facing away from them. The player then throws the ball high and back over his or her head to the group of players. These players attempt, without physical contact, to catch the ball.
- When a player has caught the ball (or secured it if it drops to the ground), the player who threw the ball must guess who caught it.

Variation

- To help the thrower guess who has caught the ball the catcher might have to say something. The catcher can attempt to disguise his or her voice.

Teaching points

- Player in front with the ball.
- Face away from the group.
- Throw it high back over the head.
- Ready. Go.
- Call for the ball. Watch out for other players.
- Take the catch. Good. Guess who it is?