



Australian Government  
Australian Sports Commission

# segur etug

'seg-ur e-tug'



SCHOOL  
YEARS  
K-3

SCHOOL  
YEARS  
4-6

## Background

This is a guessing game that originates from Mer Island in the Torres Strait region.

## Short description

A number-guessing game.

## Language

The game is named *segur etug* for the Meryam Mir language (Torres Strait Islands) word for 'play'.

## Players

- Groups of four to ten players

## Playing area

- A designated indoor or outdoor area suitable for the activity

## Equipment

- A number of small objects such as seeds or marbles

## Game play and basic rules

- One player takes a quantity of small objects and places them in a closed hand or cup.
- The other players attempt to guess the number. The player who is correct has the next turn. If no player guesses correctly the player has another turn.

## Variations

- Use numbered markers such as used in some eight-ball games (such as Kelly's Pool). One player chooses a number and the others attempt to guess it. The player who guesses the number (or is the closest) has the next turn. First player to ten wins the game if a competition is conducted.

- Players guess how many small sticks, fragments of bark or clods of earth are in a designated group.
- Conduct a team number-guessing contest in groups of four to six. Players take turns to guess. The first team to 20 is the winner.
- Partner guessing. Each player has a set number of pebbles or beads (such as 15). One player hides between one and five objects in his or her hand. The other player guesses. If the guess is correct he or she receives the objects. If the guess is incorrect the guesser gives one object to the hider. Change over roles and continue. End the game after a set time or if one player has all the objects. Cooperative play is encouraged.

### **Suggestion**

This game is very suitable for younger children.

### **Teaching points**

- Ready. Collect the objects and hide them.
- First person have a guess.
- Next. Keep going.
- Good.
- Well done. Next turn.