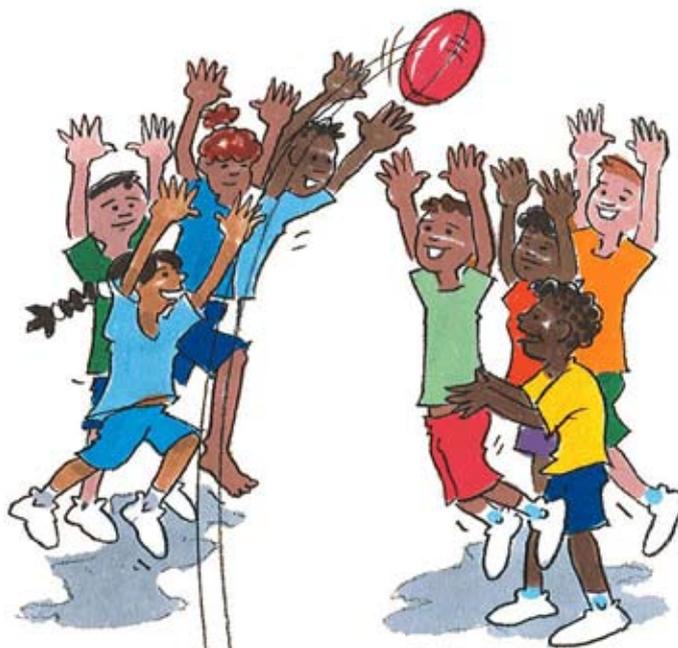




Australian Government
Australian Sports Commission

Wadai

'wad-ai'



SCHOOL
YEARS
4–6

SCHOOL
YEARS
7–9

Background

In the 1890s, children in parts of the Torres Strait were observed playing a ball-catching game in the water called *udai* (*wadai*) or *doamadiai*.

Language

A *wadai* is a red bean from the *Mucuna* and a *doamadiai* is a hard fruit.

Short description

This is a throwing-and-catching game in which players compete for possession of a ball. The versions outlined here use the original water game (*udai*) and adapt it for use on land.

Players

- Players are organised into two groups with two to six players in each. Teams can also be organised within each group.

Playing area

- A designated playing area suitable for the activity

Equipment

- A rugby or other suitable ball as the *wadai*

Game play and basic rules

Two different versions are outlined for this game:

- **Two-on-two *wadai*:** The two groups of players are 10–15 metres apart. One player throws the *wadai* in the middle of the other two players, who stand 1 metre apart. The players attempt to catch the *wadai*. The player catching the *wadai* throws it back to the other group of two. Play continues. Limited physical contact is allowed.
- **Rugby-lineout practice *wadai*:** This is suitable as a walla rugby practice, or a game by itself. Players are organised into teams of three, 5–10 metres apart. Players on the same team line up behind



each other and each team is 1 metre apart and facing towards the thrower. A player throws the *wadai* down the middle of the line between the two teams as in a rugby union lineout. Players may jump individually for the *wadai* or work together to lift and support a player to attempt to catch the ball for their team.

- Depending on the thrower, some calls or moves could be worked out. Limited physical contact is allowed.

Suggestion

This is suitable as a limited-contact competitive activity.

Teaching points

- Next to each other. Groups facing.
 - Go. Throw and catch.
 - Watch the contact. Time your throw.
 - Move to catch.
 - Jump to catch. Work together.
 - Help each other.
 - Keep going. Take turns.
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