

tabloid activities

The activities outlined are examples of how the games can be modified to use in a tabloid. Groups of 4-6 playing over a 2-4 minute time period are recommended. Groups are taken around each activity and the rules are explained. Groups are then assigned an activity to start with. After each rotation, and while the scores are being recorded, one player from each group stays behind to explain the activity for the next group before rejoining their own group. Allow a short practice time.

Student leaders may be used where mixed age/ability groups are involved — these leaders stay at each activity and explain the rules to each group and record the scores.

1. Kalq

Players with a paddle bat each stand in a circle 2-3 metres apart. Players hit (underhand) a unihoc/ball around the circle. Count one for a hit by each player.

Number of hits:

2. Koolchee

Players divide into two groups 10 metres apart. Arrange marker cones a metre apart in the middle. Players in each group take turns to try to roll a tennis ball between the markers.

Number of good rolls:

3. Gorri

Players line up behind each other. A hoop-sized target is marked against a fence or wall 7 metres in front of the group. Players take turns to try to throw a ball 'through' the hoop. Balls must hit inside the hoop to count.

Number of good throws:

4. Kee'an

Players line up behind each other and take turns to throw a foxtail ball - held in the middle of the tail - over a set of cricket stumps and into a storage bin. Retrieve the ball for the next player.

Number of successful throws:

5. Tarnambai

Players line up behind each other. Each player in turn rolls a tennis ball out past a line 5 metres away and runs out to retrieve it. Count the number of times the ball is returned.

Number of returns:

7. Kolap

Players line up behind each other. Each player in turn attempts to throw a bean bag or small soft ball into a small hoop 3-5 metres away. The thrower retrieves the bean bag each time. Count the number of successful throws that land inside the hoop.

Number of good throws:

8. Kai

Players stand in a circle about 2 metres apart. Use a light ball such as a medium-sized gator skin ball. Use the palm of the hand to hit the ball upward toward the next player. Players hit the ball around in a circle (either way). Count the number of players that hit the ball.

Number of hits: