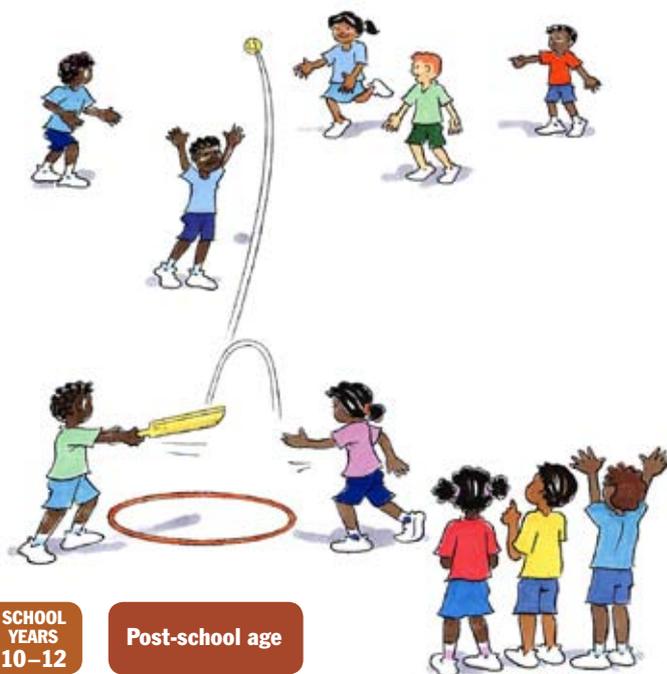


# arrkene irreme

'arr-ken-e irr-e-me'



SCHOOL  
YEARS  
4–6

SCHOOL  
YEARS  
7–9

SCHOOL  
YEARS  
10–12

Post-school age

## Background

The boys of the Aranda and Luridja of central Australia played a hitting game. A small cylindrical stick, sharpened at each end, was laid on the ground. A longer stick was held in one hand. The player hit one end of the stick to make it bounce into the air and as it rose it was hit with considerable force.

## Language

The game is named *arrkene irreme* after a word from the Eastern Arrernte language of central Australia, meaning 'playing' or 'having fun'.

## Short description

A hitting and fielding game in which the batter attempts to hit a ball as far as possible.

## Players

- Two or more players

## Playing area

- A designated area suitable for the activity

## Equipment

- Tennis balls or Kanga cricket balls
- Small hoops and a Kanga cricket bat or tennis racquet are also required

## Game play and basic rules

- The hitter has a Kanga bat or tennis racquet and another player (thrower) stands to one side with a ball. The thrower places his or her hand above a small hoop and does an underarm lob of a ball (tennis or Kanga cricket ball) above head height so that it will land in the hoop.

- After lobbing the ball the thrower steps out of the way and the hitter tries to hit the ball as far as possible. A player gets five attempts to hit the ball as far as he or she can. Hits for distance or along the ground can be used. The thrower and the hitter should be seen as a team working together.
- Teams swap around after five attempts to hit the ball. The fielders attempt to catch the balls and throw them back to the thrower ('ball feeder' for the batter).

### Variations

- A competition in pairs could be held with two players fielding the ball. When the fielders catch or field the ball they attempt to throw the ball back and land it in the hoop to end the turn of the hitter. If this happens the thrower becomes the new hitter and has a turn. Teams either swap over after five attempts or when a throw from a fielder lands in the hoop.
- A player steps on the end of a launch board, which causes the ball to jump into the air. It is then hit with a small bat or Kanga cricket bat. Allow a number of turns. The winner is the player who can hit the ball the longest distance.
- Use a large inflated ball, which is lifted with the foot and hit with the hand.
- Drop a tennis ball on the ground or onto a mini-trampoline and attempt to hit it as far as possible after it bounces.
- Place or throw (lob) a Kanga cricket ball on the end of a bat. Lift or tap the ball into the air and hit it as far as possible. A tennis ball and racquet can also be used. (This activity could be used as part of fielding practice in Kanga cricket.)

### Comment

This is similar to a game called 'tip-cat', which has been played in various places around the world. The version outlined would be suitable as a practice activity for softball or cricket.

### Teaching points

- Ready. Eyes on the ball.
- Throw (or feed) and step back.
- Hit through the ball.
- Call the catch. Watch the ball.
- Field and throw.