A Bibliography of the Traditional Games of Australian Aboriginal and Torres Strait Islander Peoples

Ken Edwards
with assistance by Tim Edwards
Ken Edwards has studied health and physical education, environmental science and sports history. He has taught health and physical education at both primary and secondary school level and has been a Head of Health and Physical Education at various schools. Ken completed a Ph.D. through UQ and has been an academic at QUT and Bond University and is now an Associate Professor in Sport, Health and Physical Education at USQ (Springfield Campus). Ken has had involvement in many sports as a player, coach and administrator.

Tim Edwards has qualifications in physiotherapy and medicine through UQ and is a Medical Registrar in Brisbane, Queensland. Tim is an accomplished sportsman in various sports. Tim was involved in a great deal of the compilation, recording of entries and organisation of the research information.
Wener ganbony tilletkerrin? What shall we play (at) first
(Language of the Western people of Victoria)
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Cover Illustration and artwork by Aboriginal artist Maxine Zealey (of the Gureng Gureng people).

Traditional Games Series

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This bibliography is dedicated to Australian Aboriginal and Torres Strait Islander peoples in recognition of their ‘ownership’ of traditional games.

Ken Edwards
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The young people amuse themselves with small grass spears, blunted at the end. Young men have a game they call "Bowitgee" (going about). A ball is made of paper bark, firmly tied round with string, and about the size of a tennis ball; there are no definite rules for the game, which simply consists of throwing from one to the other very rapidly, and it is wonderful what a time they will keep it going. A young fellow will often just touch the ball, and make it glance off to the next man. A terrific yell of derision greets the unfortunate one who lets it drop. They show, however, a great deal more zeal and attention to their mimic war, which they carry on with the grass spears. This grass may be from four to eight feet high or more.


Aboriginal and Torres Strait Islander peoples of Australia are recognised as being associated with some of the world's oldest continuing cultures. Over tens of thousands of years the first peoples of Australia adapted to a changing environment. They developed a unique way of life which involved a deep spiritual attachment to the land, a strong sense of community, and an ability to draw upon their traditions and the ability to respond to change.

Games and pastimes of various descriptions have always been an integral part of the cultures of Australian Aboriginal and Torres Strait Islander peoples. Since the time of first European settlement a significant amount of information has been recorded about these.

It is now apparent that there is very little left of the traditional lifestyles and their associated traditional games. However, continuing Aboriginal and Torres Strait Islander cultures reflect a rich heritage of traditional games. The information researched for this work seeks to highlight the traditional games of Australian Aboriginal and Torres Strait Islander peoples from before the arrival of European people and how these have survived and evolved to the present time. In addition, it will outline the development of new forms of traditional games.

The study of traditional games is an important contribution to providing a more complete understanding of Aboriginal and Torres Strait Islander cultures. At a more wider level the information also provides the opportunity to add knowledge, insights and values as part of an Australian sporting identity.

This publication – A Bibliography of the Traditional Games of Australian Aboriginal and Torres Strait Islander Peoples – presents information that has been taken from an extensive review of information on traditional games in Australia.

Ken Edwards
Australia is one of the oldest land masses in the world, the sixth largest country in total area and the biggest island on the planet. Only a small proportion (just 6 per cent) is fertile country and it is one of the driest land areas. The Australian landmass stretches 4000 kilometres from east to west and 3700 kilometres from north to south.

The Commonwealth of Australia covers the continent of Australia (Figure 1) with an area of around 7,659,861 square kilometres and a coastline of 36,700 kilometres in length (or more than 120,000 kilometres if estuaries and all the islands are included). It includes sundry smaller islands (around 1800 in total) such as Fraser Island; the large island of Tasmania (68,332 square kilometres); and, the well over 100 relatively small and mostly uninhabited islands or cays (of which only about 40 are regularly marked on maps) of the Torres Strait Islands region.

The main states and territories of Australia are New South Wales, Victoria, Queensland, South Australia, Western Australia, Tasmania, Northern Territory and the Australian Capital Territory.

The Torres Strait Islands region (Figure 2) covers about 48,000 square kilometres within a 150 kilometre wide area between Cape York in North Queensland and Papua New Guinea. The Commonwealth of Australia also has control over some areas of land that are well offshore including Norfolk Island, Lord Howe Island and Christmas Island as well as designated territory in Antarctica.
The name Australia derives from the Latin word *Australis*, meaning 'of the south'. For centuries, it was legend that there was an unknown great south land – *Terra Australis Incognita*. This description was used in writings about exploration to the region. The name ‘Australia’ gained popular acceptance following the publication in 1814 of Matthew Flinders’ account of his circumnavigation of the continent, *A Voyage to Terra Australis*. Flinders used the name ‘Australia’. Governor Lachlan Macquarie subsequently used it in his official reports and recommended it be adopted. In 1824, the British Admiralty agreed that the continent be officially named ‘Australia’.

The Aboriginal peoples of Australia are considered to represent one of the oldest continuous cultures in the world with estimates for mainland Aboriginal Australians and Tasmanians ranging between 40-60 thousand years or more before present (BP*) time. At the time of European colonisation in 1788 it is generally believed that there were around 250 distinct language groups (making up culturally and linguistically diverse societies) in mainland Australia with around 700 dialects. The cultures were based on oral traditions and were male elder dominated. Aboriginal cultures had strong hunter-gatherer traditions (but not exclusively) and always had great respect and care for the natural environment.

The word Torres comes from the name of the Dutch explorer Luis Vaez de Torres. There are currently 17 inhabited islands in the Torres Strait Island region. The Torres Strait Islands have islands with local and names given to them by colonists. The biogeographical groups of the Torres Strait region are considered to be: the **western islands** including Badu, Moa, and Mabuiag; the **north-western (or top western)** islands (Boigu, Dauan, Saibai); the **eastern islands** (Ugar, Erub, Mer); the **central islands** (Masig, Poruma, Warraber, Aurid, Gebar, Tudu, Iama); and, the **lower western islands** which include Muralag, Ngurupai, Waiben, Nagir and Kiriri. Torres Strait Islander communities are now also present at Bamaga and Seisia on the northern tip of Cape York Peninsula.

Geographical and cultural differences occur between the different areas and individual islands. The 'western' islands are of old volcanic origin; the 'central' islands are mostly atolls and cays; the 'northern' islands consist mainly of silt from rivers in Papua New Guinea; and the 'eastern' islands are the result of more recent volcanic activity. Traditionally, people of the eastern and northern areas lived in permanent villages and cultivated crops while on many of the other islands relied on hunting, fishing and gathering food. Trade was of particular importance to the central islands. In past times there was often rivalry and warfare between some of the islands and with a few groups from Papua New Guinea.

The people of the Torres Strait Islands region are essentially Melanesian people – with varying amounts of genetic and cultural influence from Australian Aboriginal people to the south. Torres Strait Islander people are generally believed to have originally travelled down from coastal and Fly River regions of Papua New Guinea. There has been regular contact between Papuan people and Aboriginal people for at least the last few thousand years. Some authorities have provided evidence of sustained settlement in the Torres Strait area for possibly 2,000-4,000 years BP time.

The total population of the Australian continent at the time of colonisation has variously been estimated at numbering between 250,000 and 750,000 – with some general agreement of a fairly static total of 300,000 to 400,000 people. The largest populations were in coastal and riverine Australia, particularly along the east coast and throughout the Murray-Darling basin. Estimates for the population of Torres Strait Islanders at the same time were of approximately 4000-5000 people. About 5000-7000 people were believed to have lived in Tasmania.

The contact with cultures other than European has long been part of the experience of sections of the Aboriginal and Torres Strait Islander population. For hundreds of years ships had been to various points of the northern coastline. The first generally accepted early 'visitors' to Australia came from islands of Indonesia at least as far back as the sixteenth century. The predominant group were the Macassan fishermen, from the island of Sulawesi, who as seasonal boat visitors came to the north Australian coast mainly to trade and collect marine products such as trepang (sea slugs).
From historical evidence it has been shown that groups of Aboriginal people and Torres Strait Islander people had been in contact with, or had prior knowledge of, Europeans for an extended period of time. In 1606 Dutch Captain Willem Janszoon, sailing in the *Duyfken*, sailed into the western end of the Torres Strait area and made landfall on the western side of Cape York Peninsula in north Australia and charted about 320 kilometres of coastline. This was to be Europe's first recorded contact with *Terra Australis (Terra Australis Incognita)* which was Latin for 'unknown land of the South' an imaginary continent which featured on European maps from the 15th to 18th century.

A few months after Janszoon the Spaniard Luis Vaez de Torres navigated *Almiranta* through the strait – later named for him – from the east. From the early 1600s onwards occasional contacts with explorers and survivors of wrecked trading ships from European ports (mainly Dutch, Portuguese, Spanish and English) occurred with the people of what became known as *Nova Hollandia* (New Holland). In 1642 Dutch explorer Abel Tasman became the first European to sight Van Diemen's Land (Tasmania). In the 1688 William Dampier was recognised as being the first Englishman to have significant contact with the continent – although the first English sighting occurred in 1622 – in what is now part of Western Australia.

The east coast of Australia was not documented as being explored by Europeans until James Cook reached it in 1770. Cook had been sent by the British Government on a voyage of discovery to the South Pacific. He charted the east coast for over four months, landing twice, at Botany Bay just south of modern Sydney, and near what is now Cooktown in north Queensland, where he repaired his ship, the *Endeavour*, which had been damaged on the Great Barrier Reef. On Possession Island in the Torres Strait he claimed this land (New South Wales) for King George III. In 1786 Britain decided to send some of their convicts to New South Wales. Britain, in expanding its colonial empire, was aware of the commercial and strategic advantages of having a base in this part of the world. Historians argue about how much this new colony was just a solution to the problem of a convict overcrowding and how much a strengthening of Britain's empire.

The first Governor was Captain Arthur Phillip who was responsible for bringing the First Fleet of 11 ships. A landing at at Sydney Cove on the 26th January 1788 led to the establishment of permanent European settlement with the penal Colony of New South Wales.

At the time of European intervention the functioning indigenous societies across the continent, Tasmania and in the Torres Strait Island region displayed great level of cultural diversity. Over time settlements were established around the coast and inland usually with little regard for the inhabitants. The act of colonialism and the administration of this policy resulted in significant changes to the cultures of Indigenous Australian people.

The present population of Australia is just under 23 million. Almost 545,000 people have identified themselves as being of Aboriginal or Torres Strait Islander origin which is just 2.3% of the total Australian population. Of the people who identify as Aboriginal or Torres Strait Islander 90% are Aboriginal, 6% are Torres Strait Islander and 4% identify as having both an Aboriginal and a Torres Strait Islander background. There are 6,800 Torres Strait Islanders who live in the area of the Torres Strait, and 42,000 others who live outside of this area, mostly in the north of Queensland, and particularly in the coastal cities of Townsville and Cairns. Almost 60% of Aboriginal and Torres Strait Islander people live in the eastern states of Queensland New South Wales.

Australia is an independent nation and a constitutional monarchy linked to Great Britain. The six self-governing colonies of Australia came together in a federal Commonwealth on the 1st January 1901.

*BP Before present. The 'Present' is defined as 1950.*
The information outlined here is designed to assist in gaining an understanding of the use and appropriateness of terms and definitions found in the literature. It is not designed to be a definitive outline and it is difficult to have common agreement in relation to some of the terms and concepts outlined.

- **Australians**

It is important to note that there is no 'typical' or 'average' Australian person. The terms *mainstream, dominant, European, non-Aboriginal or non-Indigenous* and *white (or whitefella)* have been used to describe the predominant background of the early colonisers of Australia. These words have problems in that the Australian population now consists of people with various backgrounds. *Australians* are all the citizens who live in the nation of Australia and include all of those people who might also associate with some other aspect of their recent or past heritage, such as Irish Australians, Greek Australians, and Indigenous Australians.

The terms *non-Aboriginal or non-Indigenous* have been used to describe a particular group of Australians but some people consider that this use may serve to separate *Indigenous Australians* from the rest of Australian society. It has the further problem of not distinguishing between the various groups of *Indigenous Australians* and between *Indigenous Australians* and other identifiable Australian ‘groups.’ The use of ‘non’ can also give rise to a range of essentially meaningless terms such as non-white, non-European, or non-Queenslander which may give the unhelpful perception of a ‘versus’ viewpoint.

For a time after the discovery of Australia by Europeans the indigenous people of Australia were referred to as *New Hollanders* but the word *Australian* was used as early as 1693 to describe the indigenous inhabitants. The application of this word was later to become more confusing as during the nineteenth century the indigenous population were generally seen as part of a ‘dying’ race which would disappear under the influence of a ‘superior’ race.

- **Europeans**

The terms *British, European* and *Anglo-Saxons* have historically been used instead of *white Australian* or other terms to depict people who came from European cultures (mainly British) as distinct from the *Original Inhabitants* of Australia. The terms reflect the background and many of the attitudes that relate to European-based cultures which were largely, but not completely evident, in the early contact period and for a considerable time later under a ‘White Australia’ policy – and until well after World War Two.

Scholars from various perspectives use terms such as *settlers, colonists, white settlers, white invasion, white contact, white settlement, European colonisation and white intervention* to explain the influence of an essentially British culture on the existing way of life of the *Original Inhabitants* of what is now Australia. Europeans introduced different values and beliefs while disrupting the existing cultures and lifestyles of the indigenous population. However, the various Indigenous cultural groups were not passive bystanders and in many cases were able to partly maintain or modify their cultures and adapt to the dominant influences of European culture. The response is still evident even in current times.

- **Indigenous Australians**

*Indigenous* means 'first' or 'originating in and characterising a particular place’ and in this work refers to the first people to inhabit Australia. As a term *Indigenous* is capitalised when making any reference to the Indigenous population of Australia.

From the 1980s the term *Indigenous Australians* has been used collectively to refer to *Aboriginal Indigenous Australians* (the first inhabitants of the continent of Australia, Tasmania and the Torres Strait Islands). Although lacking in clarity a federal government definition of an *Indigenous* person as *a person who is a member of the Aboriginal race of Australia* was still in use in the early 1990s.
Despite the convenience of using the terms *Indigenous Australian* or *Indigenous Australians* their use is not accepted by all individuals or groups of the people the terms are intended to include. People from the Torres Strait Islands often see these references as an attempt to subvert their separate cultural identity. Many researchers also refer to *Indigenous Australian people* (or *Indigenous Australian peoples* – a term which includes all peoples and cultures) as the *Original Inhabitants or Original Custodians* of the land. Some people go further and refer to them as *traditional owners* and even capitalise it to become *Traditional Owners* (or TO’s). The terms *First Australians* and First Peoples are also used in the literature.

- **Aboriginal and Torres Strait Islander Peoples**

Australia’s Indigenous population is comprised of *Aboriginal Australian peoples* and the *Torres Strait Islander peoples*. The two groups are ethnically and culturally different from one another and cultural (and sometimes ethnic) differences occur within these groups. In the areas where these two groups have interacted there has been a sharing of some cultural aspects. Historically, *Aboriginal peoples* are from mainland Australia and Tasmania while the *Torres Strait Island peoples* come from the islands between the tip of Queensland and Papua New Guinea. The *Torres Strait Island peoples* share many cultural similarities with the peoples of Papua New Guinea and other nearby Pacific islands.

The Federal Government has for some time applied criteria to establish who is an *Aboriginal or Torres Strait Islander* person. This is referred to as the ‘three part test’ and is based on *descent (a genetic link)*, *self-identification*, and *communal recognition*. These criteria can be outlined as:

- of Aboriginal or Torres Strait Islander descent,  
- who identifies as an Aboriginal or Torres Strait Islander, and  
- who is accepted by the Aboriginal or Torres Strait Islander community in which they live or associate. This often includes participation within extended families with levels of responsibility and mutual support.

For many *Aboriginal and Torres Strait Islanders* there is a strong connection to land somewhere, either ‘tribal’ heritage or associated with a family connection to a government or church mission settlement. Whether a person speaks or understands a traditional language or speaks a form, such as Aboriginal English (especially when socialising with other Aboriginal people), is not applicable to determining identity status. The appearance of a person in relation to skin colour and physical appearance is also irrelevant. In some places, such as Tasmania, other factors relevant to proof of identity such as archival records may be used to substantiate or verify connections.

Although the Indigenous population of Australia is seen to include all those who can be racially identified as *Aboriginal and Torres Strait Islanders* it may occasionally also include people who do not have a genetic link but who have strong feelings of identity and some accepted cultural identification (perhaps through ‘adoption’ or marriage) within these groups. For various reasons, mainly historical and for personal race identification concern, some people who meet the ‘requirements’ have chosen not to identify themselves as an *Australian Aboriginal person* or a *Torres Strait Islander person*.

In the past it was usual to refer to people by their percentage or level of Aboriginal and Torres Strait Islander ‘blood’ but this is now seen as irrelevant and it is acceptable to only show a past connection to an Aboriginal or Torres Strait Islander person. There are people who self-identify as having a ‘part’ connection such as a ‘part-Aboriginal’ and accept a white or other racial background as well. Other people refer to themselves as *Australian* but acknowledge a level of Aboriginal and/or Torres Strait Islander heritage. The issue of identification and recognition is one of continuing debate in some areas with concerns being raised about the process of identification as an Aboriginal and/or Torres Strait Islander person being a decision made by ‘white authorities.’ Because of some special funding and aid provided by various levels of government an increasing number of people have sought to self-identify or seek official identification as an Aboriginal and/or Torres Strait Islander and this has further complicated the issue of identity. There are, in fact, some Aboriginal people from the Northern Territory who are on record as suggesting that only those who...
speak the language, dance the dance, and live on their own land are truly Aboriginal: and that those who do not live with knowledge of ‘the ways’ are simply wearing the label, often for self-aggrandisement.¹

Despite being problematic for some the use of the term, Aboriginal and Torres Strait Islander peoples, is generally seen as an acceptable way of referring to the range of people who are Indigenous Australians. The term, Aboriginal peoples, is one that covers a wide range of groups with often vastly different cultural beliefs who inhabit the Australian continent and the large island of Tasmania. The Indigenous peoples from the Torres Strait (Torres Strait Islander peoples) have their own distinctive cultures which can vary between the eighteen different islands they inhabit.

Although the term Aboriginal and Torres Strait Islander peoples is used as an encompassing term and Aboriginal peoples and Torres Strait Islander peoples is also used it should be acknowledged that there are also regional terms that are used to recognise the traditional background and sometimes continued cultural existence of various Indigenous peoples in Australia. When referring to a specific group of Aboriginal and Torres Strait Islander people it is recommended that the most appropriate term be used to describe that group of people. Even so, it needs to be acknowledged that there are times when general words might need to be used and these many unintentionally be offensive to some people. Sometimes there may be no single correct term which will be acceptable to all, or most, people.

Australian Aboriginal and Torres Strait Islander peoples are made up of cultural groups who have associations with different languages and differing cultural beliefs, practices and traditions. The cultural groups often had very different, religious beliefs, experiences, desires and aspirations. Although many of the Aboriginal and Torres Strait Islander cultures evident are often connected in some way they do not form one homogeneous people. All currently identifiable Aboriginal and Torres Strait Islander cultures and communities are a mix of contemporary and traditional values and practices.

When mention is made of Aboriginal and Torres Strait Islander peoples some distinctions need to be made. We have already mentioned Aboriginal peoples and Torres Strait Islander peoples as separate entities. People with this background have a range of physical and cultural differences and live in all areas of Australia, remote and urban. We need to recognise the level of distinction between groups and sub-groups of people who have more traditional lifestyles (occasionally living in communities that are often remote) and those who live in or near country towns, regional cities or in sometimes identifiable racial communities in a capital city. There are also Aboriginal and Torres Strait Islanders who live and work in the community in a manner indistinguishable from the general population and often do not have any specific cultural knowledge or connections (or may be unaware of it). Additionally, we should differentiate between the people living in the different states/regions and recognise people who have a mixture of racial backgrounds – including a combination of Aboriginal and Torres Strait Islander backgrounds. There are also people, as has been noted previously, who do not have an Aboriginal or Torres Strait Islander background but who share relationships with people who do and who seek a connection with it – although these people (which may include adopted researchers and other people) are not recognised as being Aboriginal or Torres Strait Islander. Finally, there are distinctions between professional and general working people within Aboriginal and Torres Strait Islander groups and those people who suffer from levels of social disadvantage such as unemployment, health or other issues and often rely on government assistance.

• Aboriginal peoples

The word aborigine is Latin (ab – from and origine – the beginning) and refers to the ‘original inhabitants’ of a place. General reference to the term aborigine can be misleading. The common use of the word distinguishes the indigenous population of mainland Australia and Tasmania from aborigines elsewhere in the world. Aborigines are the indigenous people of Australia in the sense that they have no other race history except from the continent of Australia and the island of Tasmania.
When *aborigine* is used to refer to a specific group of people it is spelt with a capital 'A' so that it becomes *Aborigine*. The word *Aborigines* is the plural noun of *Aborigine*. The use of the word *Aborigines* appears to have come into general use in Australia in the early 1950s. Historically, terms such as *natives, blacks or blackfellas (blackfellows)* and now unacceptable racist terms such as *Binghi, Jacky-Jacky, abo and half-caste* (and various derivations of this term to denote percentage of ‘colour’ other than a *full-blood*) were once used in the Australian context. Various other terms considered to be very offensive are evident in the literature. Some terms that related to males, females, and children were used in the past but these are to be avoided. It is worth noting that even today some Aboriginal people use the term of *blackfella* and do so without any sense of embarrassment or offence while others find it an unacceptable racist term.

The word *aboriginal* has usually been used as an adjective, as in ‘Aboriginal games,’ or a noun, as in ‘an Aboriginal (person).’ A capital ‘A’ should always be used when using the word *Aboriginal*. The generally accepted abbreviated form is *Ab’l* if this is necessary. Despite the use of *Aboriginal* as an adjective some representative organisations such as the now defunct – since 2005 – ATSIC (Aboriginal and Torres Strait Islander Commission), recommended the use of the word as a noun in the context of describing a person as an *Aboriginal*. The plural of *Aboriginals* may also be used in the required way for a group of people.

With the growth of Aboriginal awareness and a level of activism the terms of *Aboriginal people or Aboriginal peoples* are now preferred by many people. These terms are now generally seen as an acceptable way to express the background and collective identity of individuals who are members of groups who were the *Original Inhabitants* of the continent of Australia and Tasmania. Often the term *Aboriginal Australians* has been used to describe all the *Indigenous peoples* of Australia but this is not the correct description.

Despite the frequent use of the terms *Aborigine* and *Aboriginal*, often interchangeably or for the same purpose, many *Aboriginal people* view both as problematic. Some people find any use of the word *Aboriginal* as offensive. These people believe that *Aboriginal* is not their word as it has been forced on them and carries much negative cultural baggage. As a result various local, regional or ‘nation’ names for a ‘person,’ often based on a reasonably common language groups or dialects, are now often preferred by *Australian Aboriginal peoples* as a means of specific identification.

Historically, some languages of south-east Australia (parts of New South Wales and Victoria) had traditional names for themselves – *Coorie, Goorie, Kory, Kuri, Kooli, Koole* - which meant ‘person’ or ‘people.’ During the 1960s people of the general language and geographic groups mentioned came to be known by the common term *Koori or Koorie* which was used to mean ‘Aboriginal people’ or ‘Aboriginal person.’ The term is confined to most of New South Wales and to Victoria. Even so, the term *Yuin* is used by the people on the south coast of New South Wales to describe themselves as an identifiable group.

**Other language or dialect terms are used in reference to people from other regions. For example:**

- The Tasmanian Aborigines increasingly use the group or language term *Palawa* to represent the original inhabitants.
- The term *Murri or Murrie* is used over most of south and central Queensland and *Bama* in parts of north Queensland.
- The Adnyamathanha people of the northern Flinders Ranges in South Australia prefer *Yura*, which is their word for an Adnyamathanha person.
- The Kaurna, the original inhabitants of the Adelaide area, prefer *Nunga*, the Kaurna word for their people.
- *Nyoongah, Noongar, or Nyungar* is often used around the Perth area.
- *Mulba* is the term used in the Pilbara region of Western Australia.
- *Wongi* people in the Kalgoorlie region of Western Australia.
- *Yamitji* in the Murchison River region of Western Australia.
- *Yolngu* is used in Arnhem Land of Western Australia.
- *Anangu* recognises localised subdivisions such as Pitjantjatjara, Yankunytjatjara, Ngaanyatjara, *Luritja* and Antikirinya in north-west South Australian and Central Australia.
As well as the terms and their usage outlined there are many other local or regional words and derivatives of the terms mentioned above which can also be found. Due to incomplete records and research it is acknowledged that in some cases the language groups and terms to describe people that have been designated by elders and/or scholars for particular areas may not be an accurate or a fully accepted depiction of the actual traditional cultural context. Therefore, it is important that Aboriginal peoples are able to self-identify with a term used.

The use of the term Aboriginality has become more frequently used over the past couple of decades to describe and refer to the cultural or racial identity of Aboriginal Australians. The degree of Aboriginality of a person is usually considered to refer to the state or amount of connection to Aboriginal culture. Like some other terms its interpretation (especially where it has political connotations) may be subject to levels of qualification and disagreement. The Aboriginality (or Torres Strait Islander identity for that matter) of a person is not about the number of Aboriginal ancestors they may have because this can be as few as one to still identify as an Aboriginal Australian.

- Torres Strait Islander peoples

People from the Torres Strait Island region should never referred to as Aboriginal Australians. Torres Strait Islanders peoples (or Torres Strait Island people for a single group) refer to the culturally distinct peoples of the Torres Strait Islands region between the tip of Queensland and Papua New Guinea. Many of these people also have their own heritage and cultural identities which may relate to a particular island, village and perhaps even a family grouping/name.

The people of the Torres Strait Islands region are essentially Melanesian people with varying amounts of genetic and cultural influence from Australian Aboriginal people to the south. They are collectively identified as a distinct cultural group called Torres Strait Islanders but they are often referred to under the wider designation of Indigenous Australians. They are also Australians. Since the mid-nineteenth century onwards the genetic and cultural complexity of the Torres Strait has been influenced by European, Samoan, Malay and Loyalty Islanders.

The term Torres Strait Islander is a practical one to refer to a person who lives in the Torres Strait Island region or has family connections with the area even though they may reside on the Australian mainland. Although the terms Torres Strait Islander (Torres Strait Islanders) or Torres Strait Island people (Torres Strait Island peoples) are preferred when referring to people from this region the Torres Strait Island peoples have usually only used these terms to differentiate themselves from Papua New Guineans and Australian Aboriginal peoples. Islander is sometimes used to describe Torres Strait and South Sea Island people as a general group but Torres Strait Islanders generally view the use of the term as inaccurate and an impolite description and it should not be used.

Reference to a person as being a TSI (for Torres Strait Islander) or TSI people may be viewed as offensive and should be avoided. People who live on what is commonly called Thursday Island (Waiben) might say that they ‘come from TI’ or old TI but this designation has no association other than with people who come from this island.

The use of Torres Strait Islanders is essentially imprecise in that it suggests that there is one unified Torres Strait Islander voice and cultural experience. The use of Torres Strait Islander peoples recognises the various cultural groups that are evident. Torres Strait Islander communities are diverse in various respects rather than homogeneous but there are some features that have influenced all communities in similar ways. Torres Strait Islander people have a strong association with a home island, region, language and culture. Although each island has certain amounts of its own unique traditions all the people of the Torres Strait Island region do share some common, essentially Melanesian, traditions. The cultural practices of Torres Strait Islander peoples have always been subject to change and various outside influences.
The strong association of Torres Strait Islander people to a particular island often sees their identification to this as their 'home island.' A Torres Strait Islander might, for example, be seen as a Murray (Mer) Islander. On the island of Saibai people refer to themselves collectively as Saibaiŋal meaning 'Saibai's people,' or in the singular Saibailayg, meaning 'Saibain person' in the local language of Kala Kawa Ya (KKY).

Although people identify with a ‘home island’ in informal conversations it is usually a person’s surname that indicates a persons' origin or family ties and there is no need to specify the island. In many cases on the 'larger' islands the family name can even indicate where a person lives on that island, whether as part of a particular district, village or family group. On some islands there are some cultural 'tensions' and differences between districts and families. For Torres Strait Islander people their place of 'belonging' and the specific knowledge and cultural practices connected with it have a special significance in that it also reinforces their group and individual identity. The general identification with a particular area and a 'home island' for many people can also mean more than one island or 'special' place due to shared cultural identity through intermarriage.

**Summary**

The term Aboriginal Australians should not be used to identify all Indigenous Australians. The collective grouping term of Aboriginal and Torres Strait Islander peoples is seen as an acceptable way to express the background of those who identify as members of the groups who were Original Inhabitants (or First Australians) of the continent of Australia, Tasmania and the Torres Strait Islands. This is the term that will be usually used in this publication.

The term European is often used instead of white Australian or other terms to depict people who come from cultures other than those of the Aboriginal and Torres Strait Islander peoples. The usage reflects a background, attitudes and influences which has shaped the predominant national cultural focus of Australia as a whole.

The use of terms such as ‘European colonisation,’ ‘white invasion,’ ‘white settlement,’ ‘settler culture’ and ‘white intervention’ will often depend on the particular experiences, background or viewpoint of the person using it.

Aboriginal and Torres Strait Islander cultures have always been a continuing and evolving result of the transmission of knowledge. In some respects it may be meaningless to seek to establish an arbitrary distinction between the traditional and contemporary aspects of Aboriginal and Torres Strait Islander cultures.

Although there is very no written record of traditional cultures prior to colonisation it is recognised that the stories in the oral traditions of Aboriginal and Torres Strait Islander peoples played an important role in the transmission of their culture through the generations. Cultural heritage or cultural expressions through art, music and dance and other rituals and activities also contributed some important information.

- **Aboriginal peoples**

It is now accepted that the Aboriginal peoples of Australia developed complex and refined social structures which were well adapted to the environment they lived in. The various cultures that were evident had some common features but they also led to some quite distinct cultural forms and a range of human patterns of organisation. An accepted way of doing things in one culture may have a different meaning or perspective in another culture.

- **Torres Strait Islander peoples**

Torres Strait Islanders peoples, although grouped as a single identifiable group, have cultures which are distinct from Aboriginal cultures and display a degree of difference between different groups within the Torres Strait Islands. There is not a homogenous Torres Strait Island culture. The customs of one group are not the customs of all.

Torres Strait Island peoples believe that the cultural practices which they call ‘Island Custom’ (Ailan Kastom) distinguish them from other peoples and link them to ancestors who inhabited the islands before the coming of Europeans. Because Torres Strait Islanders were not completely dispossessed of all of their land certain aspects of Ailan Kastom were able to survive and develop. The Torres Strait Islands have always been influenced by interregional interactions between Papua New Guineans, other Torres Strait Islanders and Australian Aboriginals. Later the people were also required to accommodate and adapt to influences from the other groups such as Pacific Islanders and Europeans.

Even today, a great many Torres Strait Islander people remain connected to the cultural heritage or cultural expressions of their homeland by particular attitudes, beliefs, values, customs and practices. For example, people formerly from the Torres Strait Islands or others with traditional connections and who now live on the mainland often have a strong attachment to a place of origin and many seek to maintain their distinctive culture.

- **Language groups**

At the time of white settlement in 1788 there were around 250 distinct languages in Australia and the total number of named varieties, or dialects was in the order of 700. Today comparatively few languages are still in use and all but a small number are in danger of disappearing.

- **Aboriginal**

When referring to the past it is common for the Aboriginal people to refer to themselves in terms of language groups. Although not a perfect definition, the term language group refers to a traditional community of Aboriginal people who came from the same area, had the same language and celebrated the same or similar initiation and other ceremonies. Each dialect of a language was usually known by its own local name. Due to incomplete records it is acknowledged that in some cases the language groups designated for particular areas may not be an accurate or fully accepted depiction. A great many of the Aboriginal languages have disappeared since colonisation. Of the surviving languages many will disappear in the foreseeable future and there are only a relatively small number of languages that have enough speakers for them to continue.
• **Torres Strait Islanders**

Language associated with a particular region or island is an important marker of cultural identity for *Torres Strait Islander peoples* and a means through which identity can be asserted and negotiated. A specific language or dialect signifies membership of a group of people, sometimes down to a village level, and also indicates others or outsiders. **Two local languages** are spoken in Torres Strait. *Kala Lagaw Ya*, an Aboriginal language, is used in the Western, Northern (*Kala Kawaw Ya* dialect) and Central islands (*Kulkalgaw Ya* dialect). On the Eastern islands, *Meriam Mir* is spoken, which is related to Papuan languages.

*Torres Strait Creole* (also has been referred to as *Kriol*, *Broken*, *Bit Thap*, *Blaikam*, and *Yumiplatok*) emerged after the arrival of missionaries and South Sea Islanders in the 1870s and has become a community language alongside English. This is the language commonly used by all Torres Strait Islanders. More than three-quarters of all Torres Strait Islanders living in the Torres Strait are reported to speak a language other than English at home. **Australian English** is also spoken in the region and is used in the education of children.

**Social Structure**

*Aboriginal and Torres Strait Islander peoples* have developed from resilient, complex and diverse societies which developed in response to the particular nature of Australia. The societies (as an organised group of individuals that lived together) shared a common culture and identified themselves as different from others. The various cultures have all been characterised by a close association with the land.

In Aboriginal and Torres Strait Islander cultural groups the connections were large and extended. All members had their own role and responsibilities with a division of labour along gender lines. Over a long time the *Aboriginal Australian peoples* and the *Torres Strait Islander peoples* developed as distinct groups with significant differences socio-culturally, politically and physically.

• **Aboriginal**

Depending on circumstances and the interpretation made language groups (sometimes seen as nations) could consist of *bands* or *hordes*, *clans*, *sub-groups*, *kinship* and *family groups*. The *Aboriginal Australians* who were primarily hunters and gatherers were usually in family type groups of between four and around twenty-five individuals.

Although many anthropologists still use the term *tribe* to explain the social structure of Aboriginal cultures it is not seen as an appropriate or acceptable reflection of the social organisation and associated cultural practices of Aboriginal people at the time of white colonisation. The term *community* has been used in place of *bands* but has itself developed a different meaning and use for many cultural groups.

• **Torres Strait Islanders**

*Torres Strait Islander peoples* have a mixture of language and home influences which resulted in various cultural forms. *Torres Strait Islanders* lived on relatively small islands and often in districts, small villages or family groups on a particular part of their island.

*Torres Strait Islander peoples* generally, but not completely, accept the use of the term *tribe* more readily than Aboriginal Australians in that it represents a different social structure to that found on the Australian continent and in Tasmania.

1. ‘*Ailan Kastom*’ combines strong elements of Christianity and traditional values associated regulated by senior men and organised through totemic clan membership. It was based on kinship and reciprocal obligation.
From time to time references have been made to the fact that Australia has a long past and a short history. In Australia the nature of the record about human habitation often focuses on the differences between the story of the First Australians and that arising from the time of European settlement. However, in recent years there has been a greater awareness of the need to embrace the perspectives of Australian Aboriginal and Torres Strait Islander peoples.

Because of the oral tradition of Aboriginal and Torres Strait Islander societies many scholars have placed the study of pre-European settlement of Australia into the period of time known as 'pre-history.' The idea of pre-history or even historical time does not necessarily reflect the thinking of the First Australians as the Original Inhabitants. Many Aboriginal and Torres Strait Islander people believe the first stories or 'history' was experienced and told by them. This 'history' belongs to them and is still viewed as a continuing experience.

In interpreting history people often use current thinking and values to view and judge the past. However, it needs to be remembered that the past had very different ideas, concepts and cultural contexts. In traditional Australian Aboriginal and Torres Strait Islander cultures, like many other cultures worldwide, history was not necessarily seen as a linear concept where progress or development occurred as we moved into the future. Although there can be a sense of time through seasons or years, from a traditional Australian Aboriginal and Torres Strait Islander perspective, history can be seen to reflect a sense of place, belonging and identifying with unique aspects of a culture where a person has a defined role and purpose.

Historical Periods of Time

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Time Periods

For convenience, and from an acknowledged European perspective, we can make a general look at information obtained about Aboriginal and Torres Strait Islander cultures during three 'time' periods:

- **Traditional period** refers to the time when Aboriginal and Torres Strait Islander groups each developed and transmitted over an extended period of time their own distinct and unique culture and lifestyle practices. In some cases the social and cultural practices may have continued after the time when white settlement occurred in other parts of Australia.

- **Historical contact period** dates from the time when the first European 'settlers' entered the land of a particular group of people. In many cases Aboriginal and Torres Strait Islander people, through social and trading exchanges, were aware of Europeans even before they were actually seen. The response to the European contact caused, with few exceptions, great change in the existing cultures.

- **Contemporary period** reflects the situation where large numbers of Aboriginal and Torres Strait Islander people were moved or settled in areas which was often not their traditional land. This often meant the grouping together of people from different cultures at government settlements or church missions. Not all missions were agents of government policies and in some cases they respected Aboriginal ways of life and the importance of ceremonies and cultural practices. However, this relocation of people usually resulted in further significant change to a sense of being and identity. This dislocation and loss of cultural practices for many Aboriginal and Torres Strait Islander people has led to various adaptations and responses which are evident today. The result has been a wide variety of continuing Aboriginal and Torres Strait Islander cultures or the complete integration of Aboriginal and Torres Strait Islander peoples within the mainstream of society often with a complete loss of their cultural identity.
Phases of Information recording and study

In the 1960s Australian Scientist A.P. Elkin identified four overlapping phases when information about Australian Aboriginals was recorded and studied:

1. **Incidental anthropology:** when explorers such as William Dampier, James Cook and members of the First Fleet recorded their observations of Aboriginal and Torres Strait Islander cultures.

2. **Compiling and collating:** colonists, settlers, magistrates, missionaries and others recorded information in journals and letters.

3. **Fortuitous, individual field projects (from the 1830s):** when a number of anthropologists, linguists and other scientists (pseudo or otherwise), began to carry out field expeditions and visited a large number of Aboriginal groups.

4. **Organised, systematic research (from the 1900s).**


It is worthwhile to consider this designation of different phases in that it highlights the nature of the information that was recorded and how. Even so, no attempt will be made here to explore the phases in detail and the levels of interaction with time periods (traditional, historical and contemporary).

Examples of information recorded

The literature provides by far the richest source of information and includes:

- The mainly incidental observations of the early adventure-explorers and travellers. This includes direct descriptions, observations and interpretations made by various observers with differing values, perceptions, interpretations and philosophical perspectives such as their racial views. Information was obtained either covertly or overtly.

- The memoirs, documents, logs, journals, reports, diaries and reminiscences of settlers and squatters, visitors, writers, missionaries, government officials, escaped convicts, and shipwrecked sailors who had contact with the Aboriginal and Torres Strait Islander people over longer periods of time. This may also include newspaper editorials and articles (including letters to the editor), ‘folklore’ and second-hand (often word of mouth) reporting.

- Edited and annotated collections (both official and private) of information such as in books, archives and records which attempt to synthesise and generalise about the Aborigines. These include government and mission files and records and artefact collections.

- The products of individual research by scientists and qualified researchers, including most of the anthropological and ethnographic texts. This body of knowledge includes the work of some ethnographers who lived as participant observers with a particular group of people for varying amounts of time and recorded and often participated in many of their activities, including various ritual and ‘secret’ events. The information produced includes photographs and drawings and later sound and film recordings. Usually the research had a particular focus and often presented interpretations of the culture of the group.
Overview

Aboriginal and Torres Strait Islander traditions were passed down from generation to generation orally and in cultural practices. The cultures of Aboriginal and Torres Strait Islander peoples were not unchanging or static but have always been influenced by new information and skills through trade routes and by social interaction and other influences.

Information recorded by Europeans after settlement attempted to reflect traditional cultures even though there was a disruption to the way of life of the Original Inhabitants. The way events were recorded often depended on the background and perceptions of the writer. When cultural practices associated with an oral tradition are represented in writing by and for ‘outsiders’ there are issues associated with the reliability, completeness and accuracy of the accounts. A great deal of information about traditional games was also unrecorded for various other reasons, not the least of these being that it was not considered worthy of writing down.

Because of the oral nature of the existing societies there are comparatively very few accounts of traditional games made by Aboriginal and Torres Strait Islander people. The nature of oral traditions means there is a high risk that significant cultural disruption through external interference will cause considerable loss of information and changes to activities.

Traditional games are always at special risk of disappearing completely from disrupted cultures. The sheer size of the Australian continent, the nature of the cultural groups, and a number of other factors would indicate that a great number of possible interesting accounts and variations of traditional games (and their associated cultural associations) had disappeared before they were observed and recorded by European settlers.

As a result of European colonisation many traditional games were terminated and today very little is left of the strictly ‘traditional’ aspect of traditional games of Aboriginal and Torres Strait Islander peoples. Even in some less intensively settled areas of Australia where some degree of traditional lifestyle still exists only a few traditional games have continued to be undertaken in some form.

Traditional games are still relevant and continue in some forms that remain an integral component of Aboriginal and Torres Strait Islander cultural heritage or cultural expressions for many people. Where traditional games have survived in some form any changes to these over time have not been well documented. In many areas Aboriginal and Torres Strait Islander peoples adopted, or were coerced to accept, many of the games and sports of the white settlers. Sometimes these introduced games and sports were modified to include elements from Aboriginal and Torres Strait Islander cultures.

There is no doubt that practices such as the traditional games, integrated as they were with cultural practices and the daily lifestyle of Aboriginal and Torres Strait Islander peoples, made a significant contribution towards social and cultural life and helped form unique individual and group cultural identities.

Approach

In undertaking the task of researching traditional games from available information a primary focus was to refer to activities that were closely related to pre-existing or identified cultures in the various parts of Australia. The cultures with a ‘traditional’ basis are those which were considered to have not been greatly influenced by or completely overtaken by European cultures. This was not an easy task considering the fact that white settlement occurred at different times in various parts of Australia and the recording of ‘traditional’ cultures was influenced by many factors. Not the least of these factors was the influence exerted by European lifestyles on local cultures before contact occurred in a particular area and the effects or result of the transmission of information by Aboriginal groups to one another.
In examining the information on traditional games some consideration was given not only to the background of people recording the information but also to the time period that the accounts were made. Observations made are only a 'snap-shot' of a particular time and place and were usually made by individuals with a particular view of the world. Accounts of Aboriginal and Torres Strait Islander cultures made many years after an area was 'settled' may be less reliable, useful or as relevant as observations made at the time of first contact. However, in some cases (and because of the observations recorded and the nature of the particular culture), these post-contact observations can be very worthwhile.

In the past there have been some limited reviews of information on the traditional games but nothing approaching the scale attempted by this study. The information researched and outlined represents the most comprehensive overview available on the area of traditional games of Australian Aboriginal and Torres Strait Islander peoples. This information should serve to provide valuable insights and understanding in a number of areas and at various levels ranging from the more general to the specific.

Prof. Colin Tatz is a leading academic who has researched and published a good deal on the sporting achievements and contributions of various individuals and teams from the Aboriginal and Torres Strait Islander population since European settlement. To complement his research work this work on traditional games has sought to systematically outline traditional games. Traditional games form part of a living culture for all Australians but particularly for those who identify with, or engage with, Aboriginal and Torres Strait Islander cultures. In completing this study there is an opportunity to combine the information with that available on more modern sports and to help develop a much deeper understanding of Aboriginal and Torres Strait Islander sporting cultures as part of Australia's identity.
Aims

The study aims to:

- present information relevant to gaining knowledge and an understanding of traditional games in the Australian Aboriginal and Torres Strait Islander context.
- provide a comprehensive bibliography of sources of information related to the traditional games of Australian Aboriginal and Torres Strait Islander peoples.

To achieve the aims comprehensive research was undertaken of materials in museums, archives and libraries. Information was also obtained through surveys, interviews, and correspondence to people and various organisations.

The research included a range of information sources such as artefacts (toys and playthings), photographs, films, written reports, manuscripts and books as well as recordings of interviews with Aboriginal and Torres Strait Islander people. The information explored has also included stories, songs, artwork, films and any other evidence or materials considered to be relevant.

Despite the aims of the research the information gained should not be viewed as the full extent or total of all materials. It is recognised that there are many activities that were not observed and/or recorded. The bibliography has been selective for some information but has included aspects that may not necessarily or generally be considered traditional games. For example, some accounts of fighting, corroborees, art, legends and other aspects are included because of the recognition of linkages between certain cultural components.

Limitations

In researching traditional games there was a problem in determining whether many of the descriptions represented traditional games or depicted introduced or modified activities (sometimes assuming an ‘Indigenous’ form or identity) from elsewhere. The disruption and dislocation that affected the cultural groups as a result of European settlement had an influence on existing play and movement expressions.

There are large areas of Australia where there was very little or no available information. Additionally, for many places, information from a particular source at a set period of time in history may not provide representative information of either the past and present cultural groups of the area.

One of the special problems associated with the research occurred when accounts were published in languages such as German, French, Swedish, Danish and other languages and translations were not readily available. A similar difficulty with regards to reviewing relevant information arose when tape recordings and other information from people who use traditional Aboriginal and Torres Strait Islander languages was encountered – and there was often no ready solution when translations and transcriptions were not available.

It was not always possible to find a suitable way to differentiate the particular viewpoints and background of the people responsible for creating the accounts that were researched. The accuracy of many descriptions was a problem and sometimes significantly different descriptions of the same activity were found. Therefore, some information included in this bibliography should be viewed with ‘suspicion.’

Despite some particular issues and concerns related to the quality of information it is believed that the work conducted represents an opportunity to gain insights and make generalisations about the traditional games of Aboriginal and Torres Strait Islander peoples. The information presented also provides the chance to explore the generalisations made by various observers and researchers and hopefully gain an even better understanding about the role and nature of games and sports in Aboriginal and Torres Strait Islander cultures.
**Definition of Traditional Games**

*Traditional* is commonly used to describe activities that are related more to a traditional or long-lasting culture than to a specific event or period of time. The term *traditional games* is now commonly used worldwide to describe aspects of the ‘traditional’ or ‘culturally relevant’ play and movement cultural heritage or cultural expressions of identifiable cultural groups. However, the use of the term as a general concept may misrepresent the differences in the structure, function and meaning of play and movement expressions in and between cultural groups. To overcome any uncertainty all the play and movement expressions found within Aboriginal and Torres Strait Islander cultures are viewed in their widest possible way.

To more precisely reflect the Australian Aboriginal and Torres Strait Islander context an attempt has been made to outline a definition which specifically considers Aboriginal and Torres Strait Islander cultures. The definition presented draws significant elements from the definition of *folklife* outlined by the Committee of Inquiry into *Folklife in Australia* (1987).

The proposed definition for traditional games within the Australian Aboriginal and Torres Strait Islander context is:

Traditional games includes all aspects of traditional and contemporary play and movement expressions that are, or have been, developed, repeated and shared informally and/or formally within Aboriginal and Torres Strait Islander cultures and its identifiable present-day cultural groups or communities, and are generally accepted by Aboriginal and Torres Strait Islander peoples as being a part of, and/or an adequate reflection of their social identity.

Before white settlement in 1788 there was a great variety of traditional games undertaken (as part of play and movement expressions) and integrated into the wider culture of the various groups. The traditional games of Aboriginal and Torres Strait Islander peoples investigated were those found throughout Australia, whether on the Australian continent, the large ‘island’ of Tasmania or the region designated as the Torres Strait Islands. It is accepted that further research may well determine the need not only for a refined definition but the possibility of different definitions to represent the cultural differences that occur between the cultures of Aboriginal Australians peoples and that of Torres Strait Islander peoples.

The proposed definition recognises traditional games as part of the wider cultural heritage or cultural expressions of Aboriginal and Torres Strait Islander peoples and an important part of their identities. Any definition of traditional games in the Aboriginal and Torres Strait Islander context must be recognisable of the unique constructs of *time*, especially because there are few available records of any description from before white intervention. Just as events of the past are often described by Aboriginal and Torres Strait Islander peoples using a place or event-based orientation, so too must traditional games be defined in a task, place or event-orientation, rather than from a specific arbitrary point on a time-line. To this end, traditional games, as a reflection of play and movement cultural heritage or cultural expression, need to be culturally, socially, economically, environmentally, politically and spiritually connected to Aboriginal and Torres Strait Islander peoples. Traditional games need not be associated with Aboriginal and Torres Strait Islander peoples in all of these aspects to be considered ‘traditional’ and any one association warrants being recognised as traditional partly because of the accepted interactions between these aspects.

The definition proposed has resisted the temptation to restrict its terms of reference to traditional games that already existed of had their origin before or during the process of colonisation. The definition seeks to embrace the view that Aboriginal and Torres Strait Islander cultures are ongoing and will always have some transformation.
Examples of Research on Traditional Games

It is difficult to generalise about many of the features of the traditional games of Aboriginal and Torres Strait Islander peoples given the diversity of cultures that were, and still are, evident. The total amount of information on traditional games in Australia is extensive and written accounts date from soon after European colonisation in 1788. Accounts vary from small pieces of information to more detailed descriptions and explanations. Information about some researchers is outlined below:

- **Walter E Roth**
  Roth was the Chief Protector of Aboriginals in Queensland during the early 1900s. In this position he conducted a series of ethnographic studies of Aboriginal groups located in the northern parts of the state, with a particular interest in games and play (Roth 1897). In his report, *Games, Sports and Amusements*, Roth (1902) presented a detailed description and classification of these games played by North Queensland groups.

  The various categories he classified the games under were: Imaginative Games; Realistic Games; Imitative Games; Discriminative Games; Disputative Games; Toys (Propulsive Games); Music (Exultative Games); and, Introduced Games. His report includes 39 plates of drawings and photographs depicting examples of the games, with specific emphasis given to string figure illustrations.

- **Alfred Cort Haddon**
  Alfred Cort Haddon is closely associated with his extensive work in the Torres Strait Islands during 1888-89 and as leader of the Cambridge Anthropological Expedition of 1898-99. In his first visit Haddon intended to focus on marine biology but became interested in the people and their traditions. During 1898-99 he collected a huge amount of material on the cultures of the Torres Strait Islands, mostly on the island or Mer (Murray) with some other work on islands such as Saibai. This work was produced in six reports completed between the years 1902-35. In one of his books (Haddon 1912), *Reports of the Cambridge Anthropological Expedition to Torres Straits: Volume 4, Arts and Crafts*, Haddon included a chapter on ‘Games and Toys’. Although this chapter is specifically on games and toys elsewhere in his reports there are numerous references to traditional games in the legends, religious and other cultural practices. The over 1000 objects and various other materials collected by Haddon and his team are mostly housed in the Museum of Archaeology and Anthropology at the University of Cambridge. Included in the Haddon Collection are a number of toys and playthings.

- **Daisy Bates**
  Largely unpublished accounts of traditional games were part of work undertaken by Daisy Bates. Bates is considered to be a controversial figure. She was a journalist, prominent welfare worker and amateur anthropologist of the late nineteenth and early twentieth centuries. She amassed a personal archive of Aboriginal artefacts and research notes, and wrote extensively about the living conditions and lifestyles of Aboriginal people in South Australia and Western Australia (Bates 1966 [1938]). Her popular writing in newspapers has been criticised for inaccuracies, and so many researchers view much of her work with scepticism. A small but significant component of Bates’ research has outlined games and play. In reviewing her materials, and checking it against other sources, there does seem to be a good deal of supporting evidence for her descriptions. This is, in part, testimony to the informants she relied on.

- **Michael Salter**
  Salter (1967) provided a comprehensive overview of traditional sports and games of the Aboriginal and Torres Strait Islander peoples. Although his thesis relied solely on information that could be accessed in American libraries, it is nonetheless a significant source of information. In his Master of Arts thesis at the University of Alberta on the ‘Games and pastimes of the Australian Aboriginal’,
Salter sought to develop a classification that would include both games and pastimes. This is shown in Figure 5.

Salter divided the culture into the following major components: A. Economic Activities; B. Political Activities; C. Ceremonial Activities; D. Cultural Identification; E. Social Interaction. For each of the games and pastimes identified the predominant characteristic exhibited was determined, and this was categorised according to the following classification: A. Chance; B. Dexterity; C. Enigma; D. Exultation; E. Imitation; F. Pursuit; G. Strategy; H. Vertigo. Salter did not differentiate between Aboriginal and Torres Strait Islander cultures and referred to Aboriginal games and pastimes to cover both. Of 94 games Salter identified and classified, the associations with cultural domains were, as follows: economic pursuits, 29; social interaction, 22; political activity, 13; cultural identification, 13; domestic aspects, 9; ceremonial rituals, 8.

Figure 3: Structure of the model employed to classify Aboriginal Games and Pastimes (Salter, 1967).

- Lyn Love

In an article, ‘A selection of Aboriginal children’s games’, Lyn Love discussed traditional play, noting that children “engaged in activities that stimulated their imagination, developed muscle coordination and strengthened powers of observation” (Love 1983: 4). Without discussing her reasoning Love outlined and explained various ‘categories’ of games: imitative play and make-believe; finger games; memory and guessing games; play with natural materials; play with animals; throwing and catching games; chasing and finding games; games with toys; singing and dancing games; storytelling play; and verbal play. Some of the games and activities listed under the categories included: tracking games; pets; mimic; play ‘house’; dancing; fire games; water games; mud games; tobogganning; toy weapons; throwing - spear; toy canoe; hand games; string games; insect games; hide and seek; skipping; climbing; sand games; duck game; stick game; toys; dolls; ball games; spinning tops; whistles; mock fighting; defending; moving target; boomerang; weet-weet (throwing stick); corroboree. Although her work does seek to provide a framework for understanding Aboriginal games, it provides more of a general interest overview than any detailed investigation.
Margaret Lawrie

Between the 1960s and 1970s, Margaret Lawrie made several visits to the Torres Strait Islands area and recorded many of the stories, language and other aspects of the culture. She collected much information on the traditional games of the people but other than the use of some of these in a book on the Myths and Legends of Torres Strait (Lawrie 1970), this material is still available only as part of extensive manuscript materials in the John Oxley Library at the State Library of Queensland.

In 1988 Lawrie undertook to donate her research notes and other collected information to the John Oxley Library of the State Library of Queensland. After some early organisational efforts by Lawrie this has been organised as The Margaret Lawrie Collection of Torres Strait Islands Material. Included in the materials are films, photographs, drawings, descriptions, language lists, songs and other materials that relate to the games and pastimes of Torres Strait Island peoples. In 2008 the collection of all of Lawrie’s materials was included as part of the UNESCO Australian Memory of the World Register.

Gaiarbau (Gidba) or Willie MacKenzie

Aboriginal Gaiarbau provided information to interviewer Lindsey Winterbotham. Winterbotham was a medical practitioner who, during the 1940s, became interested in studying Aboriginal culture. He interviewed the elderly William (Willie) MacKenzie, otherwise known as Gaiarbau, from the Kilcoy district in southern Queensland. A fully organised outline of a transcript was published much later (Winterbotham 1982 [1957]). Substantial information about traditional games emerges from an Aboriginal man who was involved with the Jinibara people, clearly highlighting the relevance of traditional games within his culture.

Ian Robertson

Ian Robertson (1975) visited various places in Central Australia, mainly with the Pitjantjatjara people, and published Sport and Play in Aboriginal Culture — Then and now. The information presented by Robertson is quite insightful and important because it was the result of funded fieldwork on games and pastimes in a ‘modern’ Aboriginal context and shows evidence of ‘older’ and more recent activities. It is also significant in that it was undertaken by an academic with a physical education and sport background.

Maria Millier (Nampijimba)

Maria Miller (1983) from the United States of America researched the games and pastimes of the Warlpiri people of Central Australia as part of a Master’s thesis on ‘Changes in the games and pastimes of Australian Aborigines’. She recorded 62 games and pastimes of which she determined that 32 were traditional in origin. Miller noted that there had been contact with other cultures, notably Chinese, Malay and Macassan, prior to white settlement. When early European accounts of the Aboriginal lifestyle were written, Miller argues that some of the games thought to have been Indigenous were, in reality, introduced by people of other cultures.

Ohle Wrogemann

In 1989 German post-graduate researcher Ohle Wrogemann published his general overview of many aspects of Australian Indigenous sport, including traditional games, in Bewegungskultur der Australischen Ureinwohner (Aborigines). Wrogemann’s research also involved visits to various places and meetings with people and organisations that had information about Aboriginal sport. Overall, the work produced was an outline of existing literature with some additional comments about Aboriginal sport, including various program initiatives and research.
• **Claudia Haagen**
  The result of a funded project, *Bush Toys: Aboriginal children at play*, by Claudia Haagen (1994) has provided a reasonably extensive description of traditional games taken from various accounts and also outlined individual listings of toys and playthings in Australian museums and collections. She does not mention some traditional games such as wrestling and is selective when considering some other play activities. Despite being a good overview there is little critical analysis made of the material presented.

• **Carol Cooper**
  Insights into collections of toys and playthings in overseas museums can be gleaned from Carol Cooper’s 1989 survey of Aboriginal and Torres Strait Islander cultural heritage or cultural expressions housed overseas. There is clearly more work to be done to identify collections of such items both within and outside Australia.

• **Daniel Davidson**
  The most comprehensive work undertaken on the string figures in Australia is the work of Prof. Daniel Davidson. In 1941 Davidson made a complete record of designs and techniques in Western Australia and the Northern Territory and published a survey of those known in Australia.

• **Frederick McCarthy**
  In work undertaken in 1948 Frederick McCarthy estimated that Aboriginal Australians demonstrated approximately one third of all string figures known in the world.

❖ **Conclusion:**
  Today, few pre-colonial traditional games are played, and the information available about them is limited. Games and sports introduced by Europeans were to some extent an assertion of colonial power. With the exception of boomerang throwing (as a ‘modern’ sport), the legacy of traditional games has had very little impact on present day Australians. Disappointingly, some Australian sports historians would have us believe that traditional games were rather limited in number and variety. However, the true picture is of an extraordinary number and range of the traditional games within past and continuing Aboriginal and Torres Strait Islander cultures.
The study of traditional games offers the opportunity to learn both about the cultural features of a particular group as well as the types of games. The relationship of traditional games to other aspects of social life, its unique cultural value on the one hand, and its interaction on the other, presents a field of research which merits more attention than it has received.

The geographical diversity and size of Australia, the variety of weather conditions and the divergent nature of the societies present led to the development of different types of traditional games. The traditional games observed and recorded since the colonisation of Australia (in 1788) do not necessarily represent the total number that existed or their cultural significance – either over time or in a particular context. Even so, the available descriptions by outside observers, conducted over a lengthy period of time, indicate a rich heritage of games.

The existence of varied Australian Aboriginal and Torres Strait Island cultures indicates that there are differences, as well as some degrees of commonality, within and between the traditional games, general physical activity, and lifestyle interactions of many of the cultural groups. Also, many of the games and activities found in Australia had features in common with cultures from other parts of the world. However, this is more of a reflection of the type of cultures and their level of complexity than any suggestion of cultural links.

Traditional games should be seen to reflect or be motivated by the universal elements of fun or enjoyment and are usually undertaken in a group setting with other individuals, either as part of leisure or ceremonial events. The traditional games undertaken by Aboriginal and Torres Strait Islanders ranged from the seemingly trivial and improvised play activities of children to ‘sporting’ type contests of adults at larger social gatherings.

General areas of traditional games that have been identified from research undertaken include:

- skipping games;
- ball games;
- top spinning;
- dodging games;
- string games;
- tracking games;
- hide and seek games;
- throwing games (including spear and boomerang);
- wrestling games;
- imitation games;
- water games;
- mock fighting games;
- hitting games;
- tag games;
- running games; and
- fire games.

In Aboriginal and Torres Strait Islander cultures there was a widespread predominance of imitation activities though these activities may not be any more dominant than they were in many other world cultures. Also widespread were games which involved the learning of physical skills useful in later life (such as spear making and throwing, tracking skills and swimming).
Please note that some of the descriptions outlined contain language and terms that are no longer considered appropriate to use.

- Australian Aboriginal

(Port Jackson, NSW)
From their earliest infancy the boys are accustomed to throwing the spear, and to the habit of defending themselves from it. They begin by throwing reeds at each other, and are soon very expert.

Collins, David. *An Account of the English Colony in New South Wales: with remarks on the dispositions, customs, manners, etc., of the native inhabitants of that country. To which are added, some particulars of New Zealand; compiled, by permission, from the Mss. of Lieutenant-Governor King* ... Printed for T. Cadell Jun. and W. Davies, in the Strand, London, U.K., 1798: 563.

Boomerang throwing, swimming and a form of netball may have been the extent of the sporting pursuits of the Aborigines ...


I am not aware of natives having any special games or dances, their various corroborees seem to be their only amusements.


The Aboriginals were children to be kept amused with games from which they could learn lessons about the proper way to behave.

[Queensland State Archives]. *Colonial Secretary Correspondence, A290-A920.* Queensland State Archives, Brisbane, Qld., 192-.

The Aborigines were a people of buoyant mood and of carefree outlook when circumstance allowed. They greatly enjoyed games. Ball games were played in eastern Australia with a opossum-skin ball; a type of game resembling hockey was played in western Queensland with sticks and a stone; and tops made of clay or a gourd on a stick were popular in eastern Australia and Lake Eyre. Men everywhere enjoyed spear and boomerang throwing contests. Children played universal games of hide and seek, wrestling and telling stories with string figures. Like children the world over, they learnt by copying their parents. Both boys and girls practised tracking animals and people; the boys enjoyed sham fights, threw small spears and clubs as a bark disc bowled along the ground and hunted small animals; the girls took miniature coolamons and digging sticks and busied themselves alongside their mother's.


In the days of my boyhood, the natives used to talk a bit of English and most of us boys used to talk a little bit of their lingo. We used to go fishing and swimming and sky-larking in the water with the native boys and they used to come shooting with us. They were very good for this as they were clever stalkers.


They had that idyllic life that children could have in the country, with ponies, dogs, rivers in which to swim, Aboriginal children as playmates, and Aborigines to teach them some of the age-old wisdom of their land.

"Murungurry": Binghi was always a great lover of sports. While the young fellows engaged in athletics and acrobatics, the old men played a kind of bowls. Any level bit of ground was the green; the bowls were smooth stones collected from the rocky beds of running streams and prized according to their roundness. The majority were a bit eccentric; they also varied in size and weight; but the old fellows enjoyed their game as long as their favorite bowls were not chipped by hard knocks. I have come upon broken bowls on old camping grounds.

*Murungurry*. 'Aboriginalities'. The Bulletin (Sydney), 10 November 1927: 42.

The elderly men no doubt give the boys advice in the art of throwing the spear and boomerang, but I have never seen them instruct a group of boys. Probably the boys are supposed to acquire the art by practice. This they do from the time they can hold a reed in their hand. As soon as they are able to run strongly they practise the art of self-defence. Dodging and diverting the spear and boomerang with a shield are the two methods of defence, and the boys get skilful at it. To imitate the boomerang they use flat chips of wood, short bits of bark, or at the stations bits of board, or anything that will turn end on end when thrown.

A favourite missile is a thick piece of bark, of the size and shape of a lengthwise section through a football. They play games with these. Sides are taken, and each combatant holds as many pieces of bark as he can, with a spare stock on the ground as well. At the signal arranged they commence throwing at one another as fast as they can with the object of driving the opposing force back. On each side, some are deputed to pick up the missiles thrown by the opposing party. Once I watched a great game in which about thirty young men and boys took part. The battle waged hot and strong, and the excitement equalled that of a game of football. Again and again one side would drive the other right off the ground; later, the reverse would happen. This went on the whole afternoon.

The children and young people are fond of games. Boys' games are more boisterous than those of girls and young women. The girls are naturally gentle in habit, and most are shy and retiring. One rarely meets with a rollicking girl, partly because they are constantly checked by the old women. The boys, on the other hand, are full of fun, and their merry laugh is exhilarating. Only at the puberty stage is real restraint placed upon them; they are then made to camp with the unmarried men. The maidens camp together in charge of a chaperon.


1842

We then struck the Condamine, not more than two day's ride below the Jimbour woolshed.

Early one morning, after leaving the eastern watershed, we had suddenly come upon a tribe of blacks encamped in a small open space in the heart of the scrub. We had not been seen, and, out of curiosity, we approached, still unobserved, near enough to watch their domestic arrangements. Here and there were groups lying about warming themselves after the night's deluge; here gins were drawing in wood, there others blowing up fires; spears were piled together like muskets on a march; laughing, jabbering, they seemed contented enough; but what specially attracted our surprised attention was a group of piccauninies (sic) using miniature bows and arrows. Jemmy was as much astonished as we; we had never had reason to suppose that natives had in anywise
become acquainted with the use of such an implement, even as a child's toy; and often had we spoken thankfully of their ignorance of it as a weapon, in the use of which they would assuredly have become exceptionally expert. On this occasion only did I ever see, for I had never heard of, an instance of its adoption in any shape. Before leaving this camp I secured a specimen, which I took to Cecil Plains. It was but a little harmless affair, made of a myall branch, and equally childish arrows. I took a note a few days afterwards of this occurrence.

The men who were not basking were arranging their kangaroo nets; others were practising with the spear and boomerang at trees.

Russell, Henry Stuart. The Genesis of Queensland: an account of the First Exploring Journeys to and over Darling Downs: the earliest days of their occupation; social life; station seeking; the course of discovery, northward and westward; and a resume of the causes which led to separation from New South Wales, with portrait and fac-similes of maps, log, &c., &c. Turner & Henderson, Sydney, N.S.W., 1888: 339.

It is reported that some visitors to the interior have been conveying the impression to missionary circles that there is little need for them to trouble about the welfare of aboriginal children, for they are quite happy in existing circumstances. This conclusion has been arrived at by seeing the native children at play in the wilds, hearing their hearty laughter, and seeing how thoroughly they enjoy their pastimes. The children under such circumstances should be left alone, according to the logic of these visitors. But this is a superficial view of the situation. It is one of the happy features of childhood to be carefree, and the native parents, like the white ones, do whatever they can to keep everything from them which might mar their happiness.


Life in an Arunta camp is monotonous to a degree, and very uneventful. The men are either lounging about, largely mending old, or making new weapons, only going out in search of larger animals such as kangaroos or emus when hunger prompts.


(Picbaranga tribe - making a camp for the night).

Picaninnies of all ages played about: some chopped the bark off trees; others were climbing saplings, or chasing each other about the camp.


They seemed to enjoy their boisterous child's play, for such it greatly resembled. If custom did not render people in some measure blind to folly, many of the amusements practised in circles of society, considered highly civilized, might perhaps, seem as absurd, and almost as barbarous.


When the meal was finished the children started to play. The boys began the spear and disc game. Already some of them had made a number of short spears from a tecoma vine which was growing on the rocky walls of the gorge, while others had cut a disc of thick green bark, about the size of a dinner plate, from a nearby gum tree. The players then formed themselves into two groups and took up positions about fifteen yards apart on the floor of the gorge. As the disc was rolled backward and forward between them, each group in turn tried to spear the target as it passed. There did not seem to be any spirit of competition, either between the boys themselves or the groups; their enjoyment was gained from the success in spearing the bark disc.


There is another game, in which thirty or more boys stand in a row extending for seventy or eighty yards, and two boys at the ends stand in a line parallel to this, each at a distance of forty yards from it. They have a weapon made of two crossed sticks, each nine inches long, three inches wide, and half an inch thick. One boy takes this weapon and discharges it in the direction of his companion who stands at the other end of the line. It trundles or spins along the ground, like a hoop or wheel.
The other boys who stand in a row have spears or boomerangs, or any weapons they may fancy. With these weapons they try to stop the motion of the sticks. The crossed sticks are supposed to be a wallaby or a kangaroo, and this sport is designed to teach the boys to become skilled hunters of game that is in the act of running. Sport is more keenly exciting when the animal is running, or when the bird is on the wing, than it is at rest on the ground.


The sports of the native children are miniature exhibition of the exercises of men, from and early age they practise the throwing the spear and defending themselves from it; and almost from eight years till they realize the scene they amuse themselves with stealing the females, as their fathers have formerly their mothers, and treating them little better. Those are the sports of the youths; but they are employed in fishing and the chases at an early age.

Children feel themselves capable of receiving an insult, for even if at play a blow or push of greater force than seems requisite is given, they return one of the same kind with an equal spirit of retaliation as the men. The children have a talent for mimicry, in which they take great delight, the air of a soldier, the importance of an officer, the skulking way of lazy convicts.


Like other savage nations, they practice various games and amusements. Sham-fights take place amongst the young men, in which they display remarkable dexterity. The game of ball, and throwing with small blunted spears, called matamoodlu, at a given object, or at one another, are also their common pastimes.

The only animal which they cherish or domesticate is the dog.


These women usually carry besides their children, thus mounted, bags containing all the things which they and the men possess, consisting of nets for the hair or for catching ducks; whetstones; yellow, white, and red ochre; pins for dressing and drying opossum skins, or for net-making; small boomerangs and shovels for the children's amusement; and often many other things, apparently of little use to them.


"Gouger". - In Cape York Peninsula Binghis education as a tracker begins even before he can crawl. At any well-defined track of beast or bird the kids in arms are halted and shown it and the animal that made it.

By the time he can throw his first reed spear he and his companions play can track lizards, birds, frogs and the living things that touch the ground.


Skirting a large claypan from spit to spit so as not to wet my boots, I heard peals of ringing laughter. Casting a glance backwards I saw piccaninnies playing games beside the streams, running round the edges, trapping unwary frogs in their nets, digging onion-like roots of the wild lilies, or catching trustful sleepy lizards enjoying a sunbake. A trio were scrambling up the bauhinias and coolibahs for bird's eggs and young, stowing them carefully between grass and leaves in their little dilly bags. Off they would go again at a "pig trot," an easy loping gait between a run and a canter, an unfatiguing favourite pace of runners who do postal work from group to group.
(Coming of White People).

One of the factors contributing to the dying out of the aborigines as a race is the suppression of the play instinct—an instinct that had its roots in most of their customs and occupations. They are essentially a happy people, with strong dramatic sense and emotional, and a keen sense of the ridiculous in their make-up. The coming of the white man has crushed all these native feelings and has added to the blight the burden of the effort to live. With the coming of the cattle runs the entire economic and social system was disrupted. Food was not so easily procurable; the male blacks were taken and used as stockmen, often leaving the gins and piccaninnies to forage for themselves.

The youngsters playing and chattering round my legs as we joined in their simple, healthy pleasures made my heart ache for the future of these kindly people and faithful friends.


The sports of the children were the daily labors of their parents in miniature. They played at warlike games with spear and boomerang ... 


The children were very fond of swimming and climbing. They were extremely patient, markedly more so than white children. The boys would play all day at throwing nulla-nullas - small ones. Another favourite pastime of the boys was rolling little round pebbles down long sheets of bark, which were folded tubular fashion, with competitions as to whose pebble emerged first.


The children were the objects of affection with the dark-skinned Tasmanian women, though, like everywhere else, boys were preferred to girls. Travellers speak often of the happy hours spent in frolicsome games between mother and little one. Blessed with more leisure than many European females, having less demand upon their time in needlework and household economics, the aboriginal mother gave more oversight to her naked, tumbling piccaninnies. The little one was carried on the shoulders straddling, or upon the hip.

... The fathers, as in civilized countries, paid less heed to the prattlers, being so oppressed with the cares of life; which however, consisted chiefly ... Big boys of from four to five years old might be seen running from play to get at their lacteal allowance. I have seen instances of this in Australia.


The aborigines are splendid at games. I have often told them if they were as expert at business as at amusements they would become a wealthy people. They have become famous in acquiring British games, such as cricket, football, and other athletic exercises, but not to any moral advantage. Their associations with these has led them invariably into bad company, and gradually on to mental and physical prostration, decay and death.

The natural games were practised cautiously and moderately and tended to make them hardy and enduring. They were splendid runners, and they were strong and agile wrestlers: and they had games with throwing a ball and spearing the bark disc as it rolled along, as practice for the young boys. Another game is throwing the "wich-wich," a small piece of round stick pointed at both ends with a little flexible handle attached, about 3 feet long, which they swing along the ground with immense velocity, making ricochets as it travels as far as 150 or 200 yards. Then as skippers, with ropes of grass, they are expert and excessively amusing as they imitate animals, lie down, walk on all fours, and perform other clever antics as the rope passes under them. These and many other forms of amusement made their lives happy in a round of perpetual picnic until the white man came and took possession of their birthright.

In this district the children have nothing in the way of organised games, and for the main part find
their amusement in the imitation of the doings of their elders. The boys arm themselves with the
strongstalks of the long tropical grasses, and, taking sides, engage in strenuous spear fights. The
girls play at cooking, the building of little humpies, and the nursing of babies represented by small
bundles of paper bark. Both sexes join in elaborate mourning ceremonies over a dead bird or
young animal, breaking off their wailing to indulge in heavy bursts of laughter. Life for them, during
their early years, care-free, and undisciplined.

_Webb, Thomas Theodor. The Aborigines of East Arnhem Land, Australia. Methodist Laymen's Missionary
Movement, Melbourne, Vic., 1934: 11._

The children had a number of amusements, such as throwing missiles, and using diminutive
weapons, especially the return boomerang, in mimic warfare. The Wheeh Wheeh was a great
favourite with the children and young men. Frequently a piece of opossum-skin tied with sinews
was used like a football.

_Daily, Chas. 'Reminiscences from 1841 with William Kyle, a Pioneer. (Part 1)'. The Victorian Historical
Magazine, vol. 10, no. 3, 1925: 165._

The children used to scamper about in fine and warm weather as naked as the day they were born,
and play at various games or dance mimic corroborees, but in cold or wet weather they looked
pitiable little objects as they crouched around the fires or huddle together in the huts ...

Both girls and boys used to troop about together in care of the women until they were twelve or
thirteen years of age. They soon learned to catch fish, to cut out the grubs from decayed trees, to
dig for yams, or to hunt for bandicoots, rats, and other small animals. The boys soon used to
imitate their elder male friends and relatives by making toy boomerangs or clubs, or spears, and by
constant practice soon became very skilful in throwing at targets or knocking down birds. They
used to be greatly praised for their cleverness, and rewarded by well fashioned weapons made by
the older men.

_Fawcett, J.W. 'Notes on the Customs and Dialect of the Wonnah-Ruah Tribe'. Science of Man and Journal of
the Royal Anthropological Society of Australia, vol. 1, no. 7 and 8, 1898: 153._

Section II - Games and Amusements.

The Narrinyeri dwell in a country where there has always been a stern necessity to hunt for food.
They have not, like the Polynesians ... Hence, the amusements of the Narrinyeri have always
consisted in practising those arts which were necessary to get a living. They have practised spear
and boomerang throwing in order to gain expertness, so as to get game with more certainty. They
showed great dexterity in the use of the reed speer, or kaile; the shaft of which is a stout reed, and
the point, about a foot long, of hard and heavy wood. It is thrown with a taralye or throwing stick. I
have known a man killed by one of these spears at ninety yards, and the weapon passed through a
thick shield and take a man's eye out. The principal amusement of youths formerly consisted in
practising spear-throwing .

The Narrinyeri have a game at ball. A number of men stand round, and one pitches the ball to
another on the other side of the party, and those near try to catch it. The sport gives occasion to a
great deal of wrestling and activity.

Another game is a sort of wrestling match for the possession of a bunch of feathers.

At night, what the whites call a corrobory, but which is called by the Narrinyeri, ringbalin, is the
favourite amusement.

_Taplin, G. 'The Ngarrindjeri'. In Woods, J. (ed.), The Native Tribes of South Australia. E.S. Wigg & Son,
Adelaide, S.A., 1879._

Children were taught how to climb trees as well as the use and exercise of arms; they learnt to
throw spears by practising on small reeds, etc. to commence with.
A very common game played by both little girls and boys, up to 8 or 10 years of age, consisted in throwing along the ground, with a peculiar turn of the wrist, a more or less ovate-shaped piece of bark, and throwing a 6 ft. reed at it as it spun.


After the boy is aged five or six, he roams the bush with other lads, and his father sees little of him by day.


As they grew older children spent their time learning step by step the things they needed to know. Boys learnt first how to hold a spear and wommera, then later how to throw the spear ...

When children played games, they relied completely on their imagination and their environment. The environment provided them with materials for toys, e.g. string made from tree bark was used for string games, sand was used to make sand pictures and features of the environment used for guessing games. There were also sandhills to slide down, trees to climb, and always the sea to swim in.

Children observed the behaviour and habits of animals and pretended to "be" the animals using actions to simulate. For example, children pretended to be a wallaby eating grass, while other children stalked them and "killed" them with toy spears.

The kind of game reinforced the children's learning, sharpened their powers of observation and allowed them to practice a skill they would need as adults.


The young people amuse themselves with small grass spears, blunted at the end. Young men have a game they call "Bowitgee" (going about). A ball is made of paper bark, firmly tied round with string, and about the size of a tennis ball; there are no definite rules for the game, which simply consists of throwing from one to the other very rapidly, and it is wonderful what a time they will keep it going. A young fellow will often just touch the ball, and make it glance off to the next man. A terrific yell of derision greets the unfortunate one who lets it drop. They show, however, a great deal more zeal and attention to their mimic war, which they carry on with the grass spears. This grass may be from four to eight feet high or more.


(Fraser Island words form Mrs. Olga Miller TPM Caravan Park, Moura).

Their children used to play games with fish-eyes (or pearl substitutes) but as adults and all threw pearls away as useless children preferred fish-eyes because the pearls shone too well and could be easily spotted in the sand when playing at hiding fish-eyes.

Hall, Allen H. Dipple Dialect from Fraser Island (Gari) from the Badyala People <manuscript MS 727, 2 pages>. Mowra word list. Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 1970: 1.


The young girls were indulging in an unusual pastime. Two rows of seven or eight each were standing a couple of chains apart, and, whilst facing one another, were bombarding their opponents with consolidated cakes of cow dung. The missiles were thrown over-arm with considerable skill, even by the smallest girls, due allowance being made for the curvature in flight. It was part of the game to dodge the flying bodies, and, whenever a hit was recorded, a triumphant
cheer would ring from the opposite side. In rushing wildly about the space, the light calico skirts of these playing damsels would fly high in the air, exposing their slender limbs beneath. In their eagerness to hit, and avoid being hit, they repeatedly exclaimed: "Arre minga, arre minga." Some of the more experienced throwers showed their proficiency by using flat slabs of stone in lieu of cakes of dung. A congregation of old gins sat around proudly watching and applauding the girls in the arena. The names of the performers, which were often applauded, were Mindo, Minowe, Turkai, Mutchu, and Sugari. Vide Plate XXXIV., fig. 1.


Other amusements such as making string-figures and tossing them into the air as sky-rockets for the amusement of the children, were common. One particular form of the fire-game was to cut a piece of bark from a gum-tree and notch it at one end to form a disc. This was placed in the fire and when blazing was thrown into the air by striking it sharply against a stout piece of wood held in the other hand. The sudden jolt sent the fiery disc-wheel into the darkness of the night. "Like sun," the people would exclaim as it went on its way. Apparently this was some form of magic, because it was often done on cold nights, under the belief that it made the sun rise quickly.


As their physique develops, they are taught to use the various weapons. They have their own miniature bull ring where they practice, mostly throwing at each other.

The climbing lessons come natural to them. I have seen boys 10 to 12 years climb the tallest and most difficult gum trees and ringbark the top-most branches as proof they had been there. Height has no fear for these people. I have seen boys at play; they would take up a position behind Sugar Gum trees, 30 to 50 yard apart, and then cut out diamond-shaped pieces of bark four to six inches in size and throw them to curl around the tree to hunt their opponent out. The more expert they are, the more fun they have. (by "Bangy")


The amusements of the children were various, but all of a nature to fit them for the part they had to play in life. A boy would have a tiny set of war implements, which he would learn to use very skilfully. I think that aboriginal children, as a rule, are more able to help themselves than European children at the same age. All their time being spent in the open air, they were naturally led to amuse themselves with games which would more quickly develop their physical powers. Hence, they were, at an early age, good spear throwers and clever with the boomerang (wangin) they could also paddle their own canoe at an age when white mothers would be afraid to allow their darlings to go on the water. As they had to get their food in the bush, they practised catching birds and kangaroo rats (mennak). It was amusing to see little children lying under a bush, with a long stick, to which a noose was attached, snaring birds very cleverly.

They would also have sham fights, each would have his shield, and would be able to ward off any missile thrown at him. Thus by the time the boy had reached 13 or 14 years of age, he was pretty expert with war implements, and would be able when called upon to knock down his man as well as the rest.

The female children also had their amusements; but they were something like those of a European girl. She liked a doll; or, at least, something like one, which would answer the same purpose. Her great delight was to imitate her mother by getting herself up like a full-grown woman. She would arrange her rug, so that the receptacle for the baby at back was complete; and, with a grass bed on her back, and an imitation baby in the rug, she would walk about amid the laughter of the women. She would delight to make a little camp, where she and her comrades would amuse themselves at house or camp keeping. Thus she would grow up till she was 13 or 14 years old, when she began to look like a young woman. She had then a yamstick put into her hand by her mother, who also was never without one. This was for purposes of defence. This would be necessary, as she was
living among a people who would obey the laws all the better if they received a good knock down blow to remind them that they must not be troublesome.


"Atherton". In North Queensland the abo. kids play for hours at "cats' cradle", and it is certain that no white man introduced the game to them. There are ball games, to – a hank of fibres and feathers sewn around with emu skin makes their balls. Also there is a sort of tipcat and rough spinning- tops, which suggest that the kids of the world are brothers and sisters under their skin. A picturesque pastime of the abos. is the spinning disc. About a foot in diameter, it is at times laboriously carved from a block of wood, sometimes modelled in stiff clay strengthened with grass and feathers. When in a good humour the tribal artist decorates it with circles of colored ochre so that, as it spins in the sunlight, it resembles a ball of rainbows. The bucks roll it from the top of a gently - sloping hill. Picaninnies and older picaninnies line the hillside. The disc quickly gathers momentum and runs the gauntlet of many spears. Loud is the shout and big the chest of the thrower whose weapon pierces the wheel.


"Dimon". On the mid-eastern rivers Black Brother often engaged in contests with the throwing stick, which is like a small nulla-nulla, but with a long point on the knobby end. Every village had its champion throwers, and when they met there was keen rivalry among the parties. The stick was thrown end- on against a tussock, to make it spin over and above the ground. The tussock marked the hop-off line for the stick, and 10 yards or more behind it was the throwers mark, over which he was not allowed to step. Neither must the stick hit the ground beyond the tussock line until it came to rest. The thrower whose stick spun end over end the greatest distance from the tussock was the winner. Another throwing game was played with disc-shaped pieces of bark or wood, which were thrown to revolve along the ground. Two teams of players stood in opposite rows, about a chain apart, armed with waddies. At a point beyond the head of the rows stood the disc thrower, who trundled the discs swiftly down the centre. As they spun along waddies were hurled at them and the team that gained the most hits won the contest.


"Cuchulain". Thirty years and more ago the young men of the tribes along the Barwon River, west of Goondiwindi (Q.), used to play a form of golf. It was, apparently, regarded as young man's game, the oldest players never being more than about 30, and the majority youths of 19 or a little younger. Ten or 12 would meet before a chosen "pitch", usually a small knob of dried saltbush, a hummoch of springy dead grass or any sort of slight rise with a good spring. In succession the men approached the hummoch at a steady run, not as fast as the pace of an ordinary cricket bowler; each hurled his wooden nulla-nulla with a wide swing of the arm, so that it bounced off the knob and flew into space. A nulla thus thrown would go perhaps 90 ft., and the man whose weapon went the farthest was the winner of the round. It was then his privilege to pick the next site, and thus the game proceeded for miles. Played without umpire, the game was conspicuous for lack of argument and quarrels; indeed, the proceedigs were almost solemn.


Before the return to the camp what is called the "opossum game" was played. A young tree was cut down, and trimmed of its branches so as to form a pole about twenty feet long, and perhaps six inches thick at the lower end. This was placed in a hole dug in the ground, a large bunch of leaves being tied to the upper end. It represented a tree, and was held in position by as many men as could get at it, grasping it with one hand, and holding in the other a bundle of leafy twigs. Up this pole one after the other the Bullawangs climbed, touching, it only with their hands and feet, imitating the actions of opossums, while the men rustled their bunches of leaves and shouted "Huh!" This was supposed to represent an opossum hunt. It is interesting as being the only "animal game" in the Jeraeil, and it seems to be introduced without any reason or connection with the other ceremonies. It is, however, noteworthy that the Kurnai say it is done "to amuse the boys," and this is the reason given by the Murring for the performance of their numerous animal games and dances, which, like this one, take place immediately following the "central mystery." I regard this
"opossum game" as most probably a survival from a time when the Kurnai had a class-system with numerous totems.


One evening after dark the men play the opossum game, dumpul. Several men of different stature ascend a tree with dense foliage within sight of the camp fire. This is done unknown to the novices. By and by the other men say "Let us see if there are any opossums in that tree?" and commence throwing sticks up among the branches. Some of the men in the tree mimic the call of opossums and micturate down upon the ground in imitation of a habit of those animals. The men then descend the tree, one after another, at intervals of a few minutes. A hunter stands at the base of the tree, and as each "opossum" comes down he apparently hits it on the head with a stick and it falls upon the ground. During the performance the audience make remarks upon the size and appearance of each animal "killed"–that it is large, small, fat, and so on. The last "opossum" to descend is the biggest of the lot, and as the hunter knocks it on the head, it falls on its back exposing the genitalia, and all hands call out, "That is an old buck!"


They entertain us and themselves with all sorts of antics, mimicry, and tomfoolery in general, every now and again signifying their appreciation by a sharply articulated "yirr-r-r.r."


The Aborigines love fun and playing games more than anything else. They have a phenomenal mimicking ability and love imitating the movement and sounds of all kinds of animals and can act out a man's specific qualities, airs and graces in a most dramatic way.


By day, apart from food-gathering, hunting and fishing, there were water games in the river - swimming, and floating about in small toy canoes for the children. They could all swim almost as soon as they could walk, and in warm weather would be in and out of the water all day. For the men there were spear-throwing contests, and elaborate skipping games with a folded fish net. They would go on all fours, imitate various animals, hop on one leg and even lie down while the rope was turning.

Then there was throwing the wik-wik, the kangaroo-rat game. This was played with a piece of rounded wood, pointed at both ends, and attached to a long flexible handle. They would swing it along the ground in such a way that the wik-wik ricocheted for up to 200 yards (183 m), hopping like a miniature kangaroo.


The needed recreations for the aboriginals on the mission was not overlooked, and many kinds of innocent sports and games were greatly enjoyed.


Most spectacular events were the corroboree spear-throwing - swiftly averted by shields, riding figure of eight, peeling coconuts with teeth and climbing coconut palms. Most exciting was the woodchopping. Women competed in this - not against the men of course - and it was instructive to see how age and experience defeated youth and strength. When the two young women used the axe it often stuck in the timber and delayed them while the slower but more skilful strokes of the older women never stuck and of course she carried off the prize; shouts and cheers of appreciation greeted her achievement.
A mock boxing match showed what two grey-haired men could do with tumbling and clowning, it was good acting and good fun.  

The experience of twenty-five years has shown that the native temperament is soon depressed by continuous labour, to which they have never been habituated. Their spirits flag; they become ill and restless; they long for change of scene, and thus are tempted to stray back into the Bush. Cricketing, therefore, was introduced with great success, and the Poonindie eleven has been with one exception successful in the matches with their white rivals at Port Lincoln. With the same object the schoolroom is thrown open every evening, when bagatelle, drafts, and other games (cards only excepted) are allowed. More than nine have learned to play the concertina; the flute and violin are also heard among them. Occasionally a few couples amuse themselves with dancing, and that with grace and decorum. A hornpipe danced by two of the men was remarkable for the precision of time. At nine o'clock the room is closed.

It is most pleasing to witness the affectionate relations of the married couples, and their great fondness for their children. The bright, happy playfulness of the latter, and the propriety of their behaviour, is a source of extreme pleasure to those who watch their free and unconstrained good-humour. 

Both girls and boys are locked in their dormitories every night and girls are not allowed to mix with the boys at any time. All their games are played separately and even at walks or picnics the same rule is observed.
Nelson, Norman F. *Record of Visit to Mission Stations 1936 <manuscript UQFL57>*. Fryer Library, The University of Queensland, Brisbane, Qld., 1936.

Annually or at less frequent intervals among these tribes with moiety totem tabus a member of one moiety kills the bird totem of the opposite moiety and publicly desecrates and exposes the body. There then follows a ceremonial mock combat betwee the males of each moiety, in which harmless reed spears are ordinarily used.
Sharpe, Richard Lauriston. 'Tribes and Totemism in North-East Australia'. *Oceania*, vol. 9, no. 3, 1939: 254-275.

**Boxing Day was sports day.**

There were running races, tug-o'-war, races for women balancing tins of water on their heads, and blindfold nulla and spear-throwing contests. In blindfold nulla, the women supplied the nullas and we found the kerosene tin. The contestants were blindfolded, turned round, then sought the tin by circling the nulla on the ground in front of them as they moved forward.

Spear-throwing was the main event. The target was a large cardboard carton with a kangaroo drawn on it. There was no lack of entrants; the men lined up with their long spears and woomeras, discussing their chances and the merits of each other's handicraft and skill. The spears travelled with astonishing force and speed, though accuracy was not always marked. In play, a few threw spears without using woomeras, and the difference between the two methods of throwing was great. Thrown with the hand, spears travelled less than half the distance, with little force behind them.

They were fond, too, of pets, for the place was always alive with parrots, bears, opossums, squirrels, kangaroo rats and bandicoots that had been caught in the bush and tamed to the domesticity of camp life. With these birds and animals, usually well trained, they would amuse themselves for hours, indulging in fits of mirth at the antics and feats of their pets.
The Koonibba and other west coast natives of South Australia had a game, "wit-wit," consisting of causing by a special technique a slender stick with a spindle-shaped end to travel at considerable speed through low undergrowth.

Native children in Central Australia make diminutive spears out of the stems of a tall grass (*Themeda avenacea*) and vied with each other in aiming at a moving disc of bark.

Little girls may use dried Eucalyptus leaves to represent natives lying down at a camping site.

Doubtless many other examples could be collected.


**Plant Materials Used in Childrens Play**

In European every-day life there is a rather sharp distinction between the activities of adults and children - the adults go to work and the children go to school. This was not the case with the desert Aborigines as much of the childrens’ play was connected with every-day adult activities and was often a learning process encouraged by the adults.

The boys used the stems of various grasses as toy spears and bark discs cut from gum trees were rolled along the ground to act as moving targets. A type of boomerang was also cut from the bark of the gum trees and was used with great skill as a toy weapon. About 20 cm long by 6 cm wide it was somewhat club shaped being slightly wider at the distal end. As its flight characteristics were dependent on the natural curvature of the tree trunk, skill was required to cut it from just the right area of the trunk.

The girls played a ‘story game’ with certain leaves, sand was smoothed out to form an arena and the leaves were used to represent people going about their various activities. When the girls reached puberty a similar use of these leaves was involved in love-magic activities. Dolls were made from soft, dense branches, tied together with plant fibres and plant fibres were also sometimes used for the intricate string games played by adults and children alike.

... After the arrival of Europeans into their country, Aboriginal children quickly showed their adaptability. in no time at all they were fashioning ingenious toys out of wire and tin cans or weapons such as the shanghai out of old car tubes.


A length of vine was used as the rope, and one end was tied to a tree. To play it successfully, those playing had to be very active, and to have plenty of practice. There would be four skipping at a time - two pairs - and they had to change places: that is, to pass each other in action. At the same time, each had to carry out the appropriate action which indicated the totem to which he or she belonged. These totems were shown by the markings on each player. As soon as the vine hit you, you and your mate had to retire.


A series of motion pictures was taken illustrating phases of ceremonial and domestic life. This method of record was particularly valuable in studying native string games, called cat's cradles. A remarkable series of games was recorded and over 50 different string figures were preserved.

Davies, E.H. 'Recent Expedition from the University of Adelaide to Central Australia'. *The Telegraph (Brisbane)*, 20 November 1929: 14.
When the children are ill the parents ... make toys for their children.  

Ordinary boomerangs are used for hunting and fighting, and the smaller and light boomerangs are made for amusement and for play.

Painted double twirler boomerangs from the Cairns district. (*Fig 70*).

An unusual form of a cross-boomerang (twirler), used in a dance, comes from the Cairns district of north-eastern Queensland (*Fig. 70*). A stick is fastened in the back of the double boomerang, and when twirled between the hands it will produce an effect of a boomerang spinning in flight.

At night, for amusement, these are thrown into the air with glowing coals fastened to them. The weapons of the Cairns area are painted with the usual aboriginal colours: white, yellow, red and black. The clays are obtainable locally, black is made of crushed charcoal, and the powdered pigments are mixed with fat and water in small vessels or bailer shells. The meaning of designs used for decorating is known: they are the conventionalized emblems of totems, and some represent stars and comets.


The Sport of running races is somewhat similar to the European running. There is no method of training for the competition.


There were no other European youngsters in the camp, so we made friends with the black people, to my great pleasure and benefit. The men would occasionally play a game using a big killing spear, twelve to fifteen feet in length. For this game they form a ring of six or eight warriors, who, armed only with a woomera, would stand about thirty to thirty-five feet apart. The drill is – one man fits a spear to his woomera, and begins the game by throwing the spear with full force straight at the next man. This man, using the woomera, deflects the spear to the next man, if they move their feet it is regarded as a hit. The game is to make the spear circle the ring back to the thrower, if it does not complete the circle, the next man has his turn. It is deadly dangerous, a miss means certain death. I never attempted the game with the warriors, but did play with the young bloods of my age.

They used the full sized spear, blunted with a fist-sized knob of gum. If I missed deflecting the spear with the woomera, I got one hell of a clout, sufficiently hard to knock me flat. It is remarkable just how quickly one learns after being floored a couple of times.

Stack, G. *And It Was Not Easy*. Boolarong Publications, Brisbane, Qld., 1984: 68.

Crossing the flat on returning to the boat, I was much struck by one particular spot on the border of a creek. I came suddenly upon a number of flat stones placed in rows, one upon the other. Though altogether covering about ten yards of ground, there was no appearance of any shape in their arrangement. I am still puzzled, to determine whether they were merely the results of childish amusement, or had performed their part in some magical incantation or religious ceremony of the natives. I am more inclined to think it was the latter, as there was a native grave near, covered with the same kind of flat stones, to the height of about three feet. We had not before observed anything like it, neither did we afterwards.


(2) RIDGED, OR TWO-EDGED FLAKES (KNIVES)

There is also a complete absence in these early records of any references to the smaller unmounted ridged flakes, which have been left in immense numbers, and must have played an important part in the domestic and other needs of these primitive folk. The examples figured as Group C, figs. 23-30, are representatives of the type.
Horne and Aiston, from their acquaintance with the Wonkonguru and other native tribes living on the eastern side of Lake Eyre, have thrown some light on the use of the latter implements. They state: "The smaller knife, also called yutchawnnta, is a thin flake from about four inches long and three-quarters of an inch wide; to some as small as two inches long and little more than a quarter of an inch wide. These are used for any light cutting, as for skinning small animals to make water-bags. When used as fighting knives for the boys, they are held between the fingers; sometimes two or three at a time in the one hand. They are also made for toys for the children. This knife could be called the pocket knife of the blacks" [IX.p.88].

* Mr. G. Aiston, of the South Australian Mounted Police Force, was for many years stationed among the tribes mentioned above; and Dr. G. Horne, in collaboration with Mr. Aiston, also spent some time in the district in contact with the natives. The careful observations made by these authors, and the valuable information they obtained from the blacks concerning their tools and the uses to which they were applied, are of much service.


The natives are excellent swimmers and divers, but I did not take notes nor make any observations on their mode of swimming or diving, nor the length of time they can remain under water, though the latter struck me as being considerable.

Haddon, A.C. 'The Ethnography of the Western Tribes of Torres Straits'. The Journal of the Anthropological Institute of Great Britain and Ireland, vol. 19, no. 3, 1890: 386.

(1850s near Dalby, Queensland – from Harold Hall)

My grandmother the late Mrs. Margret Hall told that when she was a young girl in Dalby she watched the Aboriginal women teaching their little children to swim in the Myall Creek. She said that the women kept throwing their children repeatedly out into the middle of the creek till gradually they learnt themselves to swim.

Hall, H. Information on the Dalby Area Aboriginal People <personal correspondence with Ken Edwards>. Dalby, Qld., June 1990.

(Whitsunday, Queensland)

Those blacks were so much at home in the water they almost had webbed feet and gills.


"Marooching" as a native swimming game in mimicry of the "Moroochidore" or black swan. During competitions were engaged in, varied by seeing who could remain longest under water. The blackboys usually won the test. They were fond of getting us to box with them, but did not like us to make their "murroos" or noses bleed, as it was a custom with the natives in tribal fights and sham-fight of the "bora" or "kipper" making ceremonies that the first blood drawn deciding the contest ...

The blacks inimitable mimics. Round their camp fires at night fun and laughter prevailed.


The natives of the Darling live chiefly on the fish of the river, and are expert swimmers and divers. They can swim and turn with great velocity under water, and they can both see and spear the largest fish, sometimes remaining beneath the surface a considerable time for this purpose.


Singing and dancing are the favourite and almost only amusements of the Aborigines of these parts.

An excursion to Western Port Victoria.

This morning we observed that they practised some little amusements among themselves, and some were playing with a puzzle made of string - "cudgi, cudgick" - made from the fibre of a tree (Sida pulchella) common on the banks of the Yarra. This puzzle was played between two individuals, and required two pairs of hands, in the same manner as the juvenile game of "cat's cradle," common to our own country.

Bunce, Daniel. *Australasiatic Reminiscences of Twenty-Three Years' Wanderings in Tasmania and the Australias: Including travels with Dr. Leichhardt in north or tropical Australia.* J.T. Hendy, Melbourne, Vic., 1857: 75.

(Kurrekappinnya)

Immediately S. of Kurrekapinnya Well a polished track, passing for some distance over the granite slope, has often aroused our curiosity. A human or animal pad to water was the first explanation that suggested itself. But in that case it would hardly have passed over the hill, but more likely around the slope. Then again, the surface was so smooth that it almost reflected one's image, and in places it was striated and it resembled a glaciated pavement. To-day the phenomenon was explained. It is the track of a native toboggan! For a long time we watched little Unnrubinna indulging in the sport, that, it appears, has been long practised, perhaps for centuries, by her people and ancestors. She gathers some rushes at the foot of the hill, scrambles to the top, sits on the rushes and away she slides to the bottom of the slope. This procedure is repeated time after time, the manifested exultation being quite as great as that of her unknown European relatives bobsleighing in Switzerland or the Harz Mountains.


The throwing of spears at a mark is a common amusement. Young people engage in the pastime with toy spears. A number of boys will arrange themselves in a line: one of the party will trundle swiftly along the ground, about ten yards in front of them, a circular piece of thick bark about a foot in diameter, and, as it passes them, each tries to hit it with his toy spear. They amuse themselves also with throwing wands, fern stalks, and rushes at objects, and at each other.

Dawson, James. *Australian Aborigines: The Languages and Customs of Several Tribes of Aborigines in the Western District of Victoria, Australia.* George Robertson, Melbourne, Vic., 1881: 85.

Another subject of contest is spear throwing. First, a selection is made of boys or young men. This time a Dingo boy and a Wombat boy meet in a contest to test their skill in long-distance throwing of their spears. The spears are made of reeds that grow on the banks of the river Murray, or Lake Alexandrina, or Lake Albert. The spear is about six feet long.

The Dingo boy outclasses the Wombat boy in distance-throwing. Now the Wombat boy challenges the Dingo boy at target-throwing. In this the Wombat boy excels, and wins the prize. This may be a newly made shield.


(Ulladulla)

The elder boys, some of whom were as ugly as imps of darkness, whilst others were much the reverse, used to amuse themselves with plaything spears, made of sticks. One of their favourite amusements was to stand on a log, that had fallen across the creek, and throwing pieces into the water above them, spear them as they floated by. They would also throw sticks and boomerangs at each others' legs, he that was thrown at receiving notice that he might jump out of the way, if he could.


Perhaps the most interesting sport these little girls engaged in that day was climbing to the top boughs of a tree, and then singly or in twos and threes, leaping boldly forward, and singing lustily as they plunged far down into the water. Despite the depth of the river, one little girl afterwards.
remarked to me, while scraping the clayey mud from her legs with a mussel shell. "Tummel artaro pudda kaartent!" ("My feet stuck in the mud!")

Lane, Cyril Grant. 'Notes from the North'. *The Queenslander (Brisbane)*, 11 February 1922: 11.

During the winter months they amuse themselves by spinning round balls made of copi (gypsom) on flat pieces of wood.


I also saw them spinning water-worn, round pebbles on the bottoms of inverted "billy-cans," but I saw none of the beautifully balanced tops moulded out of clay and provided with a peg, which the natives in the north-east of South Australia proper (Blanchewater) spin, in competition against one another, on some smooth surface such as a piece of tin. At the locality mentioned I saw one spun by a lubra remain rotating, or as boys would call it "asleep" for four minutes, and even this period I believe can be exceeded.

Though we never saw them actually used in play, I frequently saw in native camps broken examples of the long slender sticks, terminating at one end in a fusiform knob, used for playing a game of competition (Plate v., Figs. 3,3a). In this they are whirled around and thrown with an underhand movement, whereby they are made to shoot along the ground for long distances, travelling with a peculiar serpentine motion.


(Frazer Island)

Mrs Miller spoke about a game using a throwing stick, 24 inches long and with an egg-like swelling culminating in a point at one end. It was a toy for children, turning over and over, to land on its point in the sand or soil.

Hall, Allen H. *Dipple Dialect from Fraser Island (Gari) from the Badyla People <manuscript MS 727, 2 pages>*. Mowra word list. Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 1970: 1.

Wrestling was also stated to have been a favourite game with the young natives. The young men engaged in this pastime placed their hands on each other’s shoulders, and struggled, pushed and pulled until one of them fell. The victor at once returned to his place, often quite exhausted with the contest, which generally lasted some time. 36/93

Kailee throwing up into the air was another game. The kailees were propelled almost perpendicularly into the sky. The thrower whose kailee remained longest in the rotary motion and flew the highest, won the game. In the West Kimberley district [E of Peak Hill], one end of the lanjee (kailee) was set alight and the motion of the weapon fanning the flame, the end burned while the lanjee remained in the air. The highest weapon and the longest in rotary motion won. This game was always played at night. 36/93

Girls have also a game played with a lighted firestick, similar to the European game. A firestick is taken and twirled round and round, the player calling out the names of all the fish she can think of until the light goes out. 36/95, (34/253)


Swimming. The blacks here swim in a far more vertical position than we do: furthermore, instead of "breasting" the water, the right shoulder appears to occupy the most advanced position. The right arm, starting with bent elbows, makes a clean sweep downwards, outwards, and backwards until, at the end of the stroke, the elbow is fully extended. The left arm remains sharply bent throughout its stroke, and limits a far smaller circle, the elbow appearing above the water-surface at each stroke. The legs, not much separated, would appear to work dog-fashion. If I could liken this
manner of swimming to anything of ours, it would be something after the style of the ordinary side-stroke. (42)


The natives amusing themselves in throwing spears at a piece of kelp in resemblance of spearing kangaroo. This game is performed in this way: a piece of kelp is cut round about a foot in diameter, and one man trundles it along the ground and all the rest throw spears at it as it rolls along. They are exceeding dextrous at this sort of amusement. This would form a good picture.


(Brisbane, Qld. Jagara people)

Often the young boys had sham fights, with the men joining them. Sides were taken as in the real thing, and everything was carried out after the same style, but the weapons were harmless enough. Tambil meant 'blunt' - hence the name of the sport, 'Tambil Tambil'. The spears used were fashioned from small oak saplings about five feet long and half-an-inch thick, or from strong reeds (Gahnia aspera) growing in the swamps or waterholes. All of them, however, were chewed in the mouth at one end into a sort of brush, so that when they hit they did not hurt.


(Ernabella, SA.)

Today I went with three children to look for witchery grubs (maku). They dig them out from the roots of certain trees. They tell where to dig by tapping the ground with their digging sticks to find out if it is hollow. If a maku is present they break off the root and pull out the grub. The grub grows to a considerable size and a big one may be about 5 inches long. The children lit a fire and cooked and ate the grubs they had obtained.


From early childhood, both boys and girls played with firesticks, setting alight to shrubs and tufts of grass to drive out lizards and smaller game. Whatever they succeeded in catching, they shared. Building a fire, they cooked the food and ate it.


(Musgrave Ranges, Pitiantjatjara people)

They knew precisely where they would find good specimens of the beautiful, flowering bushes (Tecoma pandorea doratozylon) as well as every stage in the treatment of the slim curving vines which turns them into straight, supple spear shafts ... They quickly gathered a number of long stems from the 'spear' bushes, searched briefly for a suitable sheltered place, lit a fire and, while it was blazing, expertly held the sticks over the heat, bending, turning the wood in their hands, eyeing it to judge its straightness and returning it to the heat. When they had completed the straightening process they stripped the bark from their vines, using strong, white teeth and sharp edged bits of quartz to lay bare the smooth white wood. They really enjoyed their work as they explained each step and the reason for it. The children are never happier than when in the role of the teacher. The spears were finally sharpened to fine points and there was much testing and hefting for balance ...

When asked who had taught them about the 'spear' bush and how to straighten the wood and make the spears, they laughed and said, 'No one'.


Each morning as the sun rose the small boys, armed with short play spears, repaired to a clearing outside the camp for about half an hour's spear practice. There was rarely any supervision of this, and the boys entered the spirit of the thing as earnestly as a mob of urchins play football on a
vacant allotment. They were extremely skilled, and soon learnt to be ready with their spears. Cape York, Qld.


(Yuendumu, NT. Waljbiri people)

This game was recalled by the older male subjects. It involved two teams which were formed by generation moieties [described] ... The number of players was flexible but usually equal. The playing field was any cleared open space, often a creek bed. A ball (*purlja*) was constructed out of hairstring with the inside containing crumbled pith, the stem and leaves of small soft plants and shrubs ... One informant confirmed that the game was played by males who had reached puberty. Another informant remembers some males playing in the single men's camp, a place where only initiated men were permitted. The game involved keeping the ball away from team member to team member. Although the ball was also sometimes thrown, it is not clear whether rules existed governing handling the ball. The opposing team would attempt to intercept any passes in order to gain possession of the ball. Although no mention of scoring was made the final outcome did involve winners and losers. The Warlpiri word *jija-mi* means to be overwhelmed by, lose to, beaten by or succumb to something. The winners often refer to their victory, according to the resident linguist, as 'we ate them'. Most of the informants stressed the aspects of fun and the amount of laughter going on during the game. One man described how the ground would be made soft by so many people playing for many hours, and added that the game was played 'when the fresh grass came', i.e. springtime.


(Bremer Bay, WA. Wi:lman people)

One game resembled hockey. It was played with a short marlock stick with a round burnt root at the end. The ball was also made from a root by being rounded, covered with clay and hardened in the fire. The game was played by sides of no particular number. A player when tired took a rest and was replaced by anyone else who liked to do so. The game seemed to have no particular time limit but continued until all were tired. This game was played in fits, sometimes becoming so popular that it was played every day by everyone for a week.

Hassell, Ethel. 'Notes on the Ethnology of the Wheelman Tribe of Southwestern Australia (selected and edited by D.S. Davidson)'. *Anthropos*, vol. 31, 1936: 679-

Another game was "Purru Purru". It was played with a ball made from kangaroo skin stuffed with grass, and sewn up. "Purru" meant ball. As in the first game, sides were picked, but the women joined in. The ball was thrown up in the air, and caught here and there, each side trying to keep it to themselves or to catch it from the opposite one.


Other amusements such as making string-figures and tossing them into the air as sky-rockets for the amusement of the children, were common. One particular form of the fire-game was to cut a piece of bark from a gum-tree and notch it at one end to form a disc. This was placed in the fire and when blazing was thrown into the air by striking it sharply against a stout piece of wood held in the other hand. The sudden jolt sent the firy[sic] disc-wheel into the darkness of the night. "Like sun," the people would exclaim as it went on its way. Apparently this was some form of magic, because it was often done on cold nights, under the belief that it made the sun rise quickly.


The Marngrook (or ball) is a favorite games with boys and men. A party assemble one makes a ball of opossum skin or what not of a good size. The ball is kicked up and not thrown by the hand as white boys do. The ball is kicked into the air not along the ground. There is a general scramble to catch it in the air. The tall blackfellows stand the best chance. When caught it is again kicked up in the air with great force and ascends as straight up and as high as when thrown by the hand. They
will play at this game for hours and fine exercise it is for adults or youths – the girls play at Marngrook but throw it up as white children (Thomas 1858: n.p.).


(Unidentified elder of the Walpiri people, Yuemendu, in Central Australia)

For a long time we had our own game. We’d throw a ball to each other and the other side would try and grab it. We’d toss it in the air and chase each other around. We would play all day. Today they play white man’s way. But before we used a ball made from human hair. We would tie the hairstring together to make that ball. It was a really good game that belonged to Aboriginal people called “pultja”. We never used to fight or get hurt from that game. We played it just for fun and never fought over it. We looked forward to playing it every day. Just to see who’d win.


In the matter of sports, games, and pastimes, the aborigines have not any great diversity, but such as they have they enjoy to the very utmost; indeed they frequently continue some of their games until fatigue culminates in exhaustion. If they only displayed one half the zeal in procuring and conserving food for consumption during the cold wet months of winter that their various games call forth, there would not be a tithe of the misery in their midst that now prevails, and which is principally due to the many privations of that inclement season. The preparation and conservation of food for hard times should be a duty of the highest moment to them, but such being deemed an irksome task it is consequently distasteful, whereas playing games, however hard they may work in doing so, is merely recreation, and not at all incumbent; play is therefore held in high esteem and enjoyed accordingly.


The boys of the Arunndta and Aluridga tribes construct a small cylindrical stick sharpened at both ends, which they lay on the ground; then, with a longer stick held in the right hand, they strike one end of it, to make it bounce with considerable force. Competitions are held to see who can, by this method, drive the small object farthest. The game is much the same as our familiar ‘tip-cat’.

Central Australia.


(Recreations)

The only game I have recorded is one in which a ball made from bark was used. This ball was thrown between the male and female members of the tribe until finally one side dropped it. The other side was naturally considered the winner.

The life of these aboriginal children is a very happy and care-free one. They are petted and fondled over in an effusive manner by all the older folk ... Most of their waking hours are spent in play and their happy laughter may be heard at almost any hour of the day and far into the night.


There is great excitement over Bubberah, or come-back boomerang throwing.

Every candidate has a little fire, where, after having rubbed his bubberah with charred grass and fat, he warms it, eyes it up and down to see that it is true, then out he comes, weapon in hand. He looks at the winning spot, and with a scientific flourish of his arm sends his bubberah forth on its circular flight; you would think it was going into the Beyond, when it curves round and comes gyrating back to the given spot. Here again the old ones score.

Games, Dances. --124. Dancing, singing, playing with the ball, "Chuboochuboo," sham fighting, racing, swimming and diving, and many other simple games of amusement.

125. "Chuboochuboo" is a wallaby skin, stuffed with grass, and about the size of a football. Men, women, and children play the game by throwing it up in the air and catching it with their hands. The principle of it is to keep it going in the air and not let it fall to the ground; there is great merriment over the game and never any quarrelling. "Kurdiewonkana." This dance men and women only take part in, regular form and position, keeping splendid time to the rattle of the beat of two boomerangs; some of the women keep time by clapping their hands between their thighs; promiscuous sexual intercourse follows after the dance, jealously is forbidden. "Sham fighting." All men take part, throwing their weapons lightly in good part, humorous and never any quarrelling, and on this occasion young men who are to be circumcised are announced after the dance.


Anthropological Expedition to Mann Range Journal

Little boys amused by throwing burning sticks into the trees so that the sparks fell down in bright showers.


Children arrived to sit quietly for a while until their fathers or father’s brothers had meat for them. Soon they were surrounded by dogs as they ate their share throwing pieces of bone and unwanted fragments to their dogs. Cuffing others dogs and playing as they ate the continued to smash up the bones & suck the marrow in them until there was little left for the dogs. Other children, whose parents were not yet arrived played in various ways, swinging on mulga branches, trying to give each other pick a back rides or riding on branches while they waited for food to come to them.


(b) Playing at Mud-Slides is very common in and among the moist salt-pans at the back of Princess Charlotte Bay: men, women, and children, all joining in the fun, and laughing at every mishap. A corresponding amusement is indulged in by the little boys along the mud banks, at the low water, in the neighbourhood of Cardwell, etc. They get a longish piece of bark, rest on it with the left knee and shin, and balance themselves in front by holding on tight with both hands, Pl. I., 4. They obtain the necessary impetus by kicking backwards in the mud with the right leg, and, with this movement rapidly repeated, they can skim along the mud-flats at a comparatively high rate of speed. (As might at first sight have been suggested, I do not consider this particular pastime to be imitative of canoeing).


Small carpet-snakes may be caught, have their teeth rubbed down with a stick and kept in gourds, calabashes etc. They are not fed, but just caged, so to speak, until they die. Young cassowaries are also often caught and fed, and allowed to grow up, pick up what they can, and follow the blacks from camp to camp.


I noticed that many of the river-gums of that area had pieces of bark cut out of them in the form of a circle and on inquiring of Djuwerri he explained they were called Juta[word in italics], a sort of wheel to roll along the ground for children to throw small spears at.

Their last amusement was that of sitting cross-legged round a fire, in a circle, singing and beating time with spears and wirris; suddenly they all stretched out their right arms as if pointing to some unseen object, displayed their teeth, and rolled their eyes in a dreadful manner, and then jumped on their feet with a shout that echoed for miles through the stillness of the night.


SPORTS AND PASTIMES.--Black boys have no amusements save those derived from hunting and practice at throwing spears and boomerangs, sham fights with light reed spears, the "tholong" (point of wood) blunted, to perfect themselves in the art of war, or chase. It can be safely said that the girls have no amusements, their joys, poor creatures, are indeed few, in the interval between the cradle and the grave.

One of the pastimes indulged in by boys is the game of "Currum-currum." A currum is a circle of bark cut from a gum-tree, for choice, about the size of a breakfast plate, which one of the boys bowls for the others to spear at as it passes. It requires some skill to hit with a spear, as it passes at a high rate of speed. The bowler takes his currum about fifteen [sic] yards away, and the boys, with spears of wood, stand in a row, and as the currum passes each has his shot in turn, and the one who hits the object takes the place of the bowler. The bowler cries, "be-u-yah" (Are you ready?) and when all say ready, he calls out, "Currum-ba-lee," and bowls.


They get the large stalk of the fern leaf, which they heat in the fire and then stick in the ground, which makes an explosion like a musket.

Tasmania. George Augustus Robinson 1830.


Torres Strait Islands

(Yam Island. Teacher Mr. F. Richard)

There are nine men here who should go to work, but only four or five go out to work at a time, while the remainder play marbles or other childish games on shore. (instead of fishing).


(1843)

In returning we came on a place where the natives seemed to have been playing at some sort of game. Several flat tabular pieces of stone, about the size of an octave volume, were stuck upright in the sand in a certain order, while others, both flat and round, were lying dispersed about.


4. Games of imitation.

Here as elsewhere children delight in imitating the occupations of their elders, and this mimicry forms a not unimportant part of their education. That this was so in the past is evident from the injunction of lads at initiation in Tutu to abstain in future from playing with play canoes and toy spears. Not only are models of canoes still made for boys to play with (Album, I. pl. 346, No. 9), but I have seen in Mer fully rigged models of luggers and schooners with which the young men amused themselves, and the spirit of emulation was gratified by racing one against another (cf Holmes, p. 283).
Mabuiag children play a catching game called *udai* (*wadai*); the former is the red flat bean of a Mucuna, the latter is a hard fruit that comes from New Guinea. Boys and girls go in pairs into the sea, a boy tries to throw a bean to another boy which his partner attempts to intercept; should she succeed she in her turn throws it to another girl and her partner tries to forestall her. Haddon, A.C. 'Chapter XVII. Games and Toys'. In Haddon, A.C., Quiggin, A. Hingston., Rivers, W.H.R., Ray, S.H., Myers, C.S. and Bruce, R. (eds), *Reports of the Cambridge Anthropological Expedition to Torres Straits: Volume IV. Arts and Crafts*. Cambridge University Press, Cambridge, U.K., 1912: (313)-341.

7. String Figures and Tricks.

String figures, *wome* (W.), *kamut* (E.), allied to our cat's-cradle, are universally played by the children and sometimes by adults, but it seems to be dying out. Usually one person plays it alone, in some cases using the toes as well as the fingers, and often bringing the mouth into requisition. The patterns are very varied, and many are extremely complicated in manipulation although the final result may be simple. They are all intended to be realistic; in some cases the object represented is obvious, in others the imagination must be called into play, by other natives invariably recognise them and different islanders make the same figures. There are a large number of undescribed figures in addition to those described below, among which may be mentioned; one child; two children; a woman micturating; coition; a dog; crow *korkor* (W.); the *pearku* fish; a small fish, *zermoi* (W.), which accompanies sharks; a crayfish, *kaiar* (W.); the larva of the ant-lion, *gobai* (W.); a mouth *gud* (W.); liana or other climber, *ngal ngal* (W.). The names of the various islands are given where we obtained the figures, but doubtless they occur everywhere in the Straits. Haddon, A.C. 'Chapter XVII. Games and Toys'. In Haddon, A.C., Quiggin, A. Hingston., Rivers, W.H.R., Ray, S.H., Myers, C.S. and Bruce, J. (eds), *Reports of the Cambridge Anthropological Expedition to Torres Straits: Volume IV. Arts and Crafts*. Cambridge University Press, Cambridge, U.K., 1912: (313)-341.

As for sports, Edor, Tig, is the main game. Two parties, women versus men, and the rubbing play. Two men would hold a woman and paint or paste her with flour. Three to four women would hold a fellow and do the same.

I remember my cousin and I chased a girl and she got into her house and locked it. It was a grass house. A couple of bumps from us and the door went down. We got her painted. We fixed the door the next day.

Another sport was the fearsome Alag. These Alags are supposed to be devils who went about eating people. That is exactly what the person, or persons, would do when acting as Alags. One could guess what the people would do - run helter skelter.


The children would be lined up on the beach and had races to the water. They also had races on their hands up the main street for 50 yards or so.


Traditional String Figures from Saibai Island, Torres Strait. Performed by Francis Abai born 1932 and Kala Waia, born 1926, from Saibai.

Once a very popular pastime on the Torres Strait Islands string figures (Western Island “wame”; Eastern Islands “kamut”) have become exceedingly rare. During my field work on the islands I still could record on tapes a few little sons and ditties which formerly accompanied the string-figures but the actual performance of “wame” I could only witness on the islands of Saibai and Dauan the latter being to a considerable extent “colonised” from the Saibai shortly before the turn of the century. The string figures on both islands therefore are the same.

Doing mainly musical recording I had stayed on Saibai for some time until I asked people to sing some “wame” songs for my musical collection. Only then a few youngsters started also performing them to show me what the figures looked like. The song of which I had recorded. At Dauan the same thing happened again and there even stimulated a considerable interest which led to the
young folks carrying strings around their necks and discussing and showing each other string-
figures in hours of leisure. Strangely enough, neighbouring Boigu Island had very little to offer in this
field, and it was even difficult to get a couple of “wame” songs there.

On Murray Island, in the eastern group, where traditions generally still are so well remembered, I
could obtain a number of “kamut wed” or string figure songs but even elderly people could not
show the figures anymore. On the rest of the Torres Strait Islands the knowledge of this game is
practically lost.

Laade, K.W. and Maude, H.C. Wame: Traditional String Figures from Saibai Island, Torres Strait (performed

These specimens were obtained by the Rev. S. McFarlane, on Murray Island, in Torres Straits, lat. 9
degrees, 55 degrees S; long. 144 degrees 2'E. Mr. McFarlane has been for many years a
missionary in New Guinea, and has visited and lived among most of the tribes of the islands of
Torres Straits, of the mainland near the Baxter and Fly Rivers, as well as those of the South-eastern
peninsula towards China Straits. He is, therefore, eminently qualified to speak of the habits of the
savages of this part of the world. He tells me that these tops are undoubtedly made and used by
the natives of Murray Island, although tops are not common toys among the Papuans.

As far as I can gather from Mr. McFarlane, these tops are used simply as toys, much as in our own
country, and I did not understand that they were either the means of gambling, nor were they
employed in any other special manner. With regard to their use I can therefore, find little to say.

The making of them, however, must have been a tedious operation, upon which a considerable
amount of time, was expended.

Read, C.H. 'Stone Spinning Tops from Torres Strait, New Guinea'. The Journal of the Anthropological Institute

Hockey, much modified when I'm not present, is producing a crop of cracked shins and battered
heads - very enthusiastic.


At a certain time of the Year this beach would be alive with people who took part in or watched a
game: the Alag Segur.

There is some contention as to the exact nature and intention of the original Alag Sesur as it has
been some time since it was performed ... The Alag Sesur was a ceremony or play which usually
happened about June/July to begin with the time when the wongai (native Plum) would start to
ripen. It was a type of fun play or game which was enacted as a thanksgiving for a good harvest of
food.

Teske, T. and Thaiday, S. Darnley. Island of Torres Strait. Far Northern Schools Development Unit, Thursday
Island, Qld., 1987.

They played numerous games. Jack McLaren in 1923 watched them engaging in diving matches,
underwater races, competitions as to who could remain longest below, swim diving, and having
splashing matches like children do; Ind no doubt such aquatic games were common in the old days
too.

One of their most popular games was a ball game played with the fruit of the kai tree, replaced later
by a palm-leaf ball introduced by the South Sea Islanders. This game was always played to song. If
anyone dropped the ball he was jeered at. They also played hide and seek, stick throwing, bow and
arrow shooting, and tops.

The top-spinning competitions were very serious affairs indeed. Inter-village matches were a feature
and were taken at least as seriously as, say, bowls is in New South Wales. There were different
kinds of tops; one kind was made from the Queensland bean. The game was a game of great skill. Tops were spun by friction from the palm of the hand and often went for twenty-five minutes or more at one go.

Then there were string games, something along the lines of the cat’s cradles of our childhood only much more complicated. They made string figures of fish, spears, birds’ nests, fences, sea snakes, crabs, the setting sun, and many more.


Some of the smaller children started a game to show me. There was a ring traced in the sand and cowrie shells laid out in it, and the kids in turn thumb-flicked other small cowries at these or at each others shells ... A spiral univalve that was very common in various colours and patterns often replaces the cowries, more suitably as being almost perfect spheres: the lust for winning did not seem at all decreased by the fact that losers could collect another score or more of ‘marbles’ in a few minutes from the inexhaustible beach. But rounders dominated, the girls throwing as cleanly and accurately as the boys.


They are very expert in archery ... Their astonishing adroitness can only be attributed to their being accustomed to this exercise from their early youth. Even the boys when very young, amuse themselves, shooting with bows and arrows, suitable for their strength ... The bows are made of split bamboo, and so strong that no man in the ship could bend one of them. The string is a broad slip of cane, fixed to one end of the bow, and fitted with a noose, to go over the other end, when strung. The arrow is a cane about four feet long, into which a pointed piece of hard heavy casuarina wood is firmly fitted, and some of them are barbed.


At the minor feasts, which are usually held to celebrate such events as a birthday, baptism or the blessing of a dinghy, community games are held instead of a dance. The games vary but may include one of the following team sports: volleyball, soccer, football or basketball. The team games of idha, markay (a version of ‘tiggy’) and way are also popular. Stomey pley (‘hide and seek’) is a gender based game, planned in secret by members of one sex and then sprung on the members of the opposite sex. The organisers hide all manner of foodstuffs around the village, ring the village bell and loudly sing the song associated with the game. At that point the members of the opposite sex leave what they are doing and gleefully begin the task of locating the items. The organisers give clues in their song in which places on the island are mentioned. When the others find any items, they emit whoops of delight and playfully taunt the elders with their finds. All the goods are placed in one spot and then used in a small feast, which is usually held the following day.


At various seasons of the year, the Murray Islanders practise their own particular pastimes and recreations. For a couple of months, an exciting pastime is what the natives call Kolap spinning the stone tops that are peculiar to the Eastern Islanders. It is a recreation in which the men take chief part; but the women and girls also join in, not only as keen spectators ... The top itself is of stone, beautifully shaped, about nine inches in diameter usually, although smaller ones may be seen. The upper surface is flat, the underpart convex. A polished wooden aft, or spindle, eighteen inches or so in length, pierces the centre; this is twirled by the operator between the palms of the hands as he sits.

On the upper surface of the kolap is usually a painted representation of the tribe to which the owner belongs. A crocodile indicates that he belongs to the "Kadal" people; the picture of shark shows that he is a "Beizam" man; a turtle is the sign of the "Waru" men, a dog that of the "Ome" people, and so on.
The tops are greatly valued, and are handed down from father to son. Each top is carefully kept in a specially-made basket, which, when not in use, is placed in a safe position within the grass-and-cocnut-leaf house. On the afternoon of a contest, players arrive at the appointed pot from their respective villages, each carrying the basket in which his kolap reposes. A cleared space has been prepared beneath the coco-nut palms, and the contestants seat themselves a half-circle, with spectators behind; or for variation may group in twos. Cigarettes have first to be rolled, of course; and there is much fun and banter between players and lookers-on. Then little pieces of broken balar-shell, or part of an old plate, or something else with a smooth surface, are produced, and, laced on the sandy ground with as much care as a golfer uses when preparing a tee. A few trial runs are made, and then at signal the contest begins. Slowly at first the hands work up a down the spindle, then more rapidly, until presently the top revolving steadily. When full momentum has been gained, the hands are withdrawn, and the tops continue to rotate, while anxious eyes watch their performance. They will keep going for quite a long time—I have timed them to thirty-five minutes.


Childhood is by no means solely a time given to instruction: children, especially the younger ones, typically pass most of the day in play. The size and composition of the play group varies with the local residence patterns, but at least one companion is usually available, and ties of friendship may be forged that last into adulthood. In most areas a wide choice of diversions is available.

Both the sea and the bush offer numerous amusements and, simultaneously, the opportunity to practise hunting, paddling canoes, and other useful skills. Formal and elaborate games, accompanied by rhymes, are often performed, particularly on moonlit nights. During the day children romp and scuffle, dance and sing, and imitate adult activities—playing house or pig-hunt, engaging in a ceremonial exchange, carrying out an elaborate mortuary rite. They may also pretend to be the evil spirits and witches whom they genuinely fear at night. Certain games and toys are particularly common: stilts of half-cocnut shells, leaf whirligigs and puzzles, spinning tops made of a fruit pierced with a stick, swings of bark loops or vines, string figures (cat's cradle), contests in which darts are thrown at a rolling disc and, in a few coastal areas, surfboards. Perhaps because they usually have real babies to play with, little girls rarely own a doll, but girls too young to be trusted with an infant sometimes carry around an object such as a smooth stone or a stick and treat it as a baby.

Some games such a mock combat with miniature weapons and shooting at insects with toy bows, or preparing meals on improvised hearths, definitely train for adulthood. So, in different ways, do riddles and guessing games. The children, while amusing themselves, acquire physical skills and manual dexterity and may exercise their imaginations and develop social awareness.

They are bound to learn standards of interpersonal behaviour: perhaps that the strong can bully the weak, perhaps that co-operation is necessary if the games and enterprises are to be successful and enjoyable. Boys typically continue to pass their days in play until adolescence, roaming in groups, while the growing girl gradually spends more time helping her mother with the work of the household and has less and less opportunity for diversions with her contemporaries.

Although the most reliable and accurate form of information about existing Aboriginal and Torres Strait Islander cultures would come from Aboriginal and Torres Strait Islander people it is recognised that the loss of cultural knowledge severely compromises a complete or accurate depiction. As a result the main sources of information available come from European ethno-historical and ethnographic accounts of the daily life and practices associated with people from the multitude of Aboriginal and Torres Strait Islander cultures.

A significant proportion of what has been recorded by European people was made during a process of acculturation and associated disruption to the existing way of life and a resulting 'demoralisation' of the people. Even though the heavy reliance on observations of Europeans has problems it nevertheless does provide accounts of people at a stage of contact when some groups still sought to follow their traditional way of life as much as possible.

The personal characteristics of the observer and/or recorder of Aboriginal and Torres Strait Islander cultures had an enormous influence on the information produced. The observers and recorders of Aboriginal and Torres Strait Islander cultures included government officials, travellers, settlers, missionaries, writers and anthropologists. Observations were often descriptions and usually with a limited appreciation or understanding of the parts and integrated aspects that constituted the Aboriginal and Torres Strait Islander cultures. Observations that might have been relevant and important to one observer have not been seen the same way by another observer. In some cases traditional games and their place within a culture were ignored or not seen as worthwhile to report. However, it needs to be noted that there are a number of detailed accounts of traditional games which, sometimes in a misguided way, acknowledge their place in culture.

Although it is important to be as objective and value-free as possible a review of the information available has shown that the interpretations that individuals have made about Aboriginal and Torres Strait Islander peoples were often not accurate or complete. It often requires some detailed knowledge and skill to interpret it and therefore any interpretation or reconstruction of past events must be made with a good deal of caution. Information and insights seen as worthwhile at a particular time may change according to more contemporary viewpoints. Most people notice the differences in cultures using as a basis of comparison the current time period and their own cultural values. However, this can influence perceptions and there can be a tendency to devalue what was observed.

There is little Aboriginal and Torres Strait Islander peoples 'voice' in the information reviewed which has led to a need to rely on observations by those 'outside' the cultural groups. More recently some information has become available from the collective and individual oral tradition and memory of Aboriginal and Torres Strait Islander peoples. The accounts of Aboriginal and Torres Strait Islander people, embedded in their own traditions, need to be told by Aboriginal and Torres Strait Islander on their own terms. This can be difficult as much knowledge and most of the traditions have disappeared. Despite these problems the study and interpretation of information and writing by Aboriginal and Torres Strait Islander people presents a means by which they can tell the stories of their people and take possession of their own knowledge.

The way some Aboriginal and Torres Strait Islander Australian people view certain events and practices will be different to that of other Aboriginal and Torres Strait Islander people and overall these may be quite different to the way Europeans or people from other cultures view particular events and issues. Some Aboriginal and Torres Strait Islander people view information about themselves, particularly as it relates to their past, to be exclusively 'owned' by them and should only be recorded and interpreted by them. While this point of view is accepted the approach taken with regards to information on traditional games is that by presenting an overview of all the relevant and available information it may provide the opportunity to more accurately outline and inform or provide insights that may not have been possible otherwise.
Research Procedures for the Bibliography

To research the traditional games of Australian Aboriginal and Torres Strait Islander peoples a comprehensive search was made of a wide variety of sources of information in many parts of Australia as well as overseas locations such as the United Kingdom. Over a period of time selected libraries, archives, museums and historical societies in all states and territories were visited and sometimes re-visited many times. Interviews were conducted with individuals and almost every conceivable source of information was explored.

As any researcher is aware the search for information can often be a tedious process with unfulfilled expectations and associated ‘wasted’ time. Because of incomplete documenting and indexing of many sources a great deal of time was spent working through large manuscript collections and browsing through an almost inexhaustible number of journals and books. However, the thrill of uncovering information, especially from the most unexpected of sources, always provided the necessary motivation to continue the task.

With any interactions as a researcher with a large number of people there were experience some negative attitudes and unhelpful responses from a few individuals, organisations and institutions. In a small number of cases this relationship resulted in being unable to access information. Despite the occasional setbacks the enthusiasm and support by most library and other staff was greatly appreciated.

❖ Research Approach

The research into traditional games was based on the following steps:

1. Research and collection of information (including interview transcription and copying).
2. Collation and recording of information sources with a description and outline of the various types of traditional games.
3. Classifying the accounts, coding the information, and recording individual references in an Endnote program.
4. Compilation of an extensive bibliography with key-worded and coded entries and the preparation and dissemination of the compiled information.

Within the context of this research it is relevant to note that the often sporadic and generally informal nature of traditional games within past, and some continuing, Aboriginal and Torres Strait Islander cultures may have contributed to passing and at times dismissive references to the role of traditional games as a component of culture. Despite a substantial amount of information available about the traditional games of Aboriginal and Torres Strait Islander peoples it has often not been seen as a worthwhile area of research for many anthropologists, scientists and researchers of Aboriginal and Torres Strait Islander cultures. It was surprising to read a large number of studies and reports from the past – and in more recent times – which hardly mention or who largely disregard information on traditional games. The prevailing attitude of these researchers may be the result of their background and interests but it has done a disservice to the pursuit of a more complete understanding of Aboriginal and Torres Strait Islander cultures.

Despite the fact that many researchers who have studied Aboriginal and Torres Strait Islander cultures saw little relevance or importance in exploring the area of traditional games it needs to be recognised that there have been a few quite substantial studies in the area. Further, the total amount of information available is fairly extensive considering that information about traditional games was often included as a small part of much larger number of observations made. These various and generally small accounts often provide an inaccurate picture of traditional games but in some way they often reflect their nature and importance in the culture being studied. Evidence indicates that most of the traditional games that were evident during pre-contact times were influenced by the process of colonisation and all but disappeared and very few survive in the memory or oral traditions of Aboriginal and Torres Strait Islander people.
As a researcher who does not come from an Aboriginal or Torres Strait Islander background it was essential to have the support of individuals and representative and community groups and attempt to meet the expectations of these people by endeavouring to complete a worthwhile piece of work. From the Aboriginal and Torres Strait Islander people who were consulted, involved in, or encountered during the project it was clear that the accuracy and completeness of any information researched was very important to them. To this end considerable effort was made to explore sources that might provide some amount of Aboriginal and Torres Strait Islander ‘voice’ or perspective. The researching of areas such as artefacts, cave paintings and accounts of stories and legends have partly add to the ‘Indigenous’ insights into traditional games. It is relevant to note that in recent years there has been a large increase in the published accounts by Aboriginal and Torres Strait Islander people about their lives and those of their family or community. Many of these accounts proved to be invaluable in cross-checking against other records and adding to a fuller explanation and understanding of traditional games in the various parts of Australia.

It was considered important for Australian and Torres Strait Islander peoples to be involved in the research on the traditional games so efforts were made to encourage and involve various people from these backgrounds. A small number of interested Aboriginal and Torres Strait Islander university students, sometimes acting as research assistants or co-researchers, contributed to several areas of the research.

In undertaking this research very few places or opportunities to obtain information were not investigated but it should be recognised that there are other sources of information to uncover as part of an ongoing process. Overall, there is a great deal of confidence in suggesting that the sheer volume of information obtained provides the opportunity for a sound understanding of the nature and extent of the traditional games of Aboriginal and Torres Strait Islander peoples. The information researched also allows for an opportunity to evaluate the usefulness of the accounts themselves.

Although the major achievement of the project has been an exhaustive review of a large volume of written and other materials insights were also gained into a range of related aspects of Aboriginal and Torres Strait Islander cultures. The research has been mindful of the interconnectedness of the different areas of culture and not viewed the traditional games in isolation to other areas of culture such as music, art, religion and so on.

The research undertaken always sought to be respectful of the perspectives of Aboriginal and Torres Strait Islander peoples. An important consideration was to provide accurate and accessible information for Aboriginal and Torres Strait Islander peoples about their traditional games (as the ‘Traditional Owners’ of these).

**Sources of Information:**

- **Libraries:** The largest collection of information specifically related to Aboriginal and Torres Strait Islander peoples is in the Australian Institute of Aboriginal and Torres Strait Islander Studies (AIATSIS) Library in Canberra and this was a frequent place of research over a number of years. Other libraries visited included the National Library of Australia, the main State government libraries in every state and territory as well as many local council libraries and library collections of many historical societies. Most state and territory university libraries and collections were also visited.

Special permission and requests for access to various materials was often sought. This was not always forthcoming or approval and access took several years to gain. Additionally, some possible sources of information (such as books and manuscripts) were not available due to time embargos or restrictions placed on it by the collector/donor. In a small number of cases special approval was sought from a depositor for access to materials but no response for such requests was received. There were some occasions where evidence about traditional games was found in a particular collection but all attempts to track down further information or the original source were unsuccessful. For example, a couple of the *Journals of the Rev. Threlkeld* from the early years of Australian settlement have been referred to in the bibliography but the location of these materials
has not been discovered even though it is highly likely, based on his other journals, that they contain references to traditional games.

- **Archives:** Selected federal and state government archival collections were visited and/or contacted by email, letter or telephone. Visits and/or inquiries were made to various church archives were made and although many of these collections were uncatalogued and poorly organised some information was gained and opportunities for further investigation were noted.

- **Museums:** State and local museums in all states were visited although access to artefacts and other manuscript materials was not available at all places. On a couple of occasions permission to access information was only provided because there was an accompanying Aboriginal research assistant. Museums of different types will be an area of further research.

Many overseas museums identified as containing Aboriginal and Torres Strait Islander toy and plaything artefacts were contacted by email or letter in an attempt to gain information. In several cases people were very helpful but there was a level of disappointment when no responses were received from most inquiries. A personal visit to museum collections of Haddon’s materials at Cambridge University in England proved to be beneficial in adding to existing information and taking photographs of toy and plaything artefacts. The possibility of future visits to various overseas museums offers the opportunity to gain additional information.

- **Databases and internet:** A comprehensive search was made on the internet of various topics and databases, catalogues, journals and a range of other materials. This method uncovered a surprising amount of information and useful ‘leads’ to sources of information. Although most of the research was conducted at libraries some access to journal and other documents was gained through a variety of internet based databases from a home or work computer. In many cases the use of the internet to access copies of older journal articles overcame the need to physically search journals in libraries and restrictions of copying of these materials which were imposed by many places.

Some particularly valuable information relevant to specific traditional games was gained by accessing various websites. The internet was also useful in finding the addresses of private manuscript collections and local history associations. Many of these people and institutions were contacted and/or visited. Although the response rate to written and email requests was very low there were a few very helpful people and organisations that contributed invaluable information.

- **Historical Societies and Cultural Centres:** A large number of local history associations around Australia were contacted and several were visited. From these visits individuals identified as having private manuscripts and other documents were emailed, written to, or telephoned. Although the response rate for contacting organisations and individuals was low some significant and useful information was gained from a number of their sources.

A couple of the cultural centres that were visited had displays which featured traditional games from the particular area and sometimes this included information not readily available through other sources.

- **Personal communication:** Telephone and face-to-face interviews were with selected individuals. Only a relatively small number of personal interviews were made with Aboriginal or Torres Strait Islander people in settlements and small communities as these proved to be difficult to arrange.

Elders and other community members encountered during the research were often unaware of any traditional games from their culture or if any had a unique identity within their community. Some elders who had lived in government settlements did recall games and pastimes they undertook in their youth and which revealed elements or influences of traditional games. For example, in personal interviews a couple of elders from Cherbourg in Queensland recalled a type of ‘hockey’ game and a throw and catch game with a ball which was played in the 1930s.
Occasionally some interviews provided quite useful information on traditional games. In an interview conducted with Aboriginal elder, Lillybell Colonel (2001), she, as part of the oral tradition of her family, recalled a play song and some of the games played by children as they travelled to the Bunya Mountains nut festival gatherings in south-east Queensland in the 1880s.

Attempts to communicate with selected academics and fieldworkers who had past or recent experience with Aboriginal and Torres Strait Islander peoples in parts of Australia were, with rare exceptions, greeted with a lack of response. Paul Memmott (1997), however, was helpful in providing information related to Mornington Island in Northern Australia. A couple of researchers who were spoken to confessed that during their anthropological research on other areas they had noticed children in engaged in a variety of play activities. They indicated that they saw no need to record, or attach any significance to the play activities that children were undertaking as it was not relevant to their research – one researcher in reflection stated that it might have been ‘useful’ to have recorded some of the activities.

- **Media:** Letters outlining requests for information on traditional games were written to various magazines and newspapers and a few of these were published. Where stories were run there was a small amount of information gained from interested readers and/or useful contacts were suggested and these were followed up.

A number of radio and television interviews were conducted and at times useful information was gained from listeners or viewers as a result. Media coverage often resulted in a number of people and organisations making contact to gain information for their own interest or use and assistance with information was provided where this was possible.

- **Conferences:** During the conduct of the study conference presentations were made on the topic of traditional games in Aboriginal and Torres Strait Islander societies. On occasion people at the sessions of the conference offered information on traditional games, made suggestions for further investigation and provided the names of people who might be able to provide information.

- **Workshops** on traditional games were conducted with various Aboriginal and Torres Strait Island community groups. In some cases these events were conducted as part of funded research projects on implementing traditional games and involved the use of Aboriginal and Torres Strait Islander presenters. Some useful feedback, insights and information were gained from these events.

- **Site visits:** A few personal visits to identified geographical and/or archaeological sites were made. Generally, opportunities to visit remote areas of Australia and the Torres Straits to observe places where traditional games were once played or to observe remaining traditional games and activities was hampered by funding opportunities and the inconvenience of extended approval granting systems. This is an area for further investigation.

Evidence of the continuation of traditional games and pastimes in Central Australia such as a leaf game played by girls remains to be further researched – a telephone conversation with an observer in one location proved to be most instructive with regards to this continuing traditional game.

- **Personal visits** or visits by a research assistant to some Aboriginal or Torres Strait Islander communities revealed ‘contemporary traditional games’ – local games and activities – that have been developed an identity around a particular Aboriginal and Torres Strait Islander culture. For example, in the Aurukun community the game of ‘bat and ball’ combined some traditional elements with more contemporary rules and forms of play. In some other places the existence of ‘new’ games and local ‘Indigenous styles’ of play of more major sports or activities that had been modified to reflect the local culture were observed. Many of these remain to be researched.

A small number of Aboriginal and Torres Strait Islander people from various parts of Australia provided accounts of traditional games played in their communities or that they recalled from their childhood. Most of this information was of fairly recent origin or with a ‘modern sport’ orientation. It
is worth noting that a game played in central parts of Australia has assumed a strong Aboriginal identity. In this game tin cans are fashioned into ‘cars’ or ‘trucks’ and used in a variety of games and contests including as events at school carnivals.

**Areas of Additional Information**

The work currently completed represents part of an ongoing process of compiling and examining information relevant to the nature, role and significance of traditional games in Aboriginal and Torres Strait Islander cultures. Extra information will be added to the bibliography when it is researched.

Despite the extensive nature of the research undertaken to complete the bibliography it is clear that there is much information to be uncovered. For example, further information could be found in the multitude of historical collections, university research notes, theses, local history collections, published and unpublished memoirs, newspaper accounts, photographic and movies collections, government archival records and so on. There is also much information to be gained through field research, including interviews and observations.

**Some possible sources for additional information include:**

- Manuscript materials present in various Commonwealth, State and public libraries, museums, local history collections and family records. **Specific collections which have been researched but could be further reviewed for additional information include:**
  - Tindale Collection and other collections in the Museum of South Australia, Adelaide
  - Berndt Collection at the University of Western Australia, Perth
  - Materials in the Cape York Collection, Hibberd Library, Weipa
  - Mountford-Sheard Collection in the State Library of South Australia, Adelaide
  - Haddon Collection at Cambridge University, England
  - Daisy Bates Collection in the National Library of Australia, Canberra
  - MacFarlane Collection in the AIATSIS, Canberra
  - Laade Collection in the AIATSIS, Canberra
  - G.A. Robinson Collection in the Mitchell Library of the State Library of New South Wales, Sydney
  - Howitt Collection in the Museum of Victoria, Melbourne
  - A.W. Howitt Papers in the State Library of Victoria, Melbourne
  - Thomson Collection in the Museum of Victoria, Melbourne
  - Margaret Lawrie Collection in State Library of Queensland (John Oxley), Brisbane
  - A.P. Elkin Papers, in the University of Sydney Archives, Sydney
  - Elkin Collection in Fisher Library Rare Books at the University of Sydney, Sydney
  - Papers of Frederick D. McCarthy in the Mitchell Library of the State Library of New South Wales, Sydney
  - R.H. Mathews Papers in the National Library of Australia, Canberra
  - Caroline Kelly Collection in the Fryer Library of The University of Queensland, Brisbane
  - Robert Hamilton Mathews Papers in the Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra
  - Sir Baldwin Spencer, Manuscripts in the Pitt Rives Museum at Oxford, England
  - Audio Archive of the Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra
- Archival materials present in various state and church depositories. For example, the Presbyterian Church Records.
- Local history archives, libraries and museums around Australia.
- Individual and private collections (including overseas).
- Museum artefacts and artefacts in local history and private collections.
- Aboriginal and Torres Strait Islander Cultural Centres.
- Foreign language articles (many of these were researched but there are many other articles that could be found in journals and reports).
- Old newspaper stories/articles.
Areas for Future Publications and Further Research

At the same time that information can be collected as part of ongoing research there is a need to review what has been completed and to identify gaps and priorities for future action as well as pursing means of disseminating information.

Areas for possible publications and further research include:

- **Possible production of various written, web or other information such as:**
  - a detailed descriptive book focusing specifically on the *Traditional Games of Australian Aboriginals and Torres Strait Islander Peoples*. The major focus of this work would be to present a descriptive collection of traditional games somewhat along the lines of *Games of the North American Indians* by Stewart Culin (1902-1903).
  - various articles and/or monographs related to individual traditional games, such as wrestling; traditional games from geographical areas such as Tasmania; ceremonial uses of traditional games; and, the geographical distribution of some selected games.
  - an edited book collection of book chapters and articles related to traditional games of Aboriginal and Torres Strait Islander peoples.
  - the establishment of an online museum on the traditional games of Aboriginal and Torres Strait Islander peoples.

- **Support and encourage further research, documentation, recording, and perhaps the development of an archival collection.**

- **Continued research and revision of information about traditional games perhaps to include:**
  - research and seek assistance to translate information from different languages (including Aboriginal and Torres Strait Islander languages).
  - making reproductions of playthings such as the weet-heet so as to explore the skills associated with these.
  - identification and recording of specific sites around Australia relevant to traditional games.
  - continued work to outline, refine and incorporate programs based on traditional games into educational settings and as part of various sporting programs and community group initiatives. (The development of a games book and other resources specifically applicable to the Torres Strait Islander peoples).
  - research into the current sport, games and play preferences of Aboriginal and Torres Strait Islander children.
  - field research – mostly in isolated regions of Australia – to determine the nature and extent of any remaining ‘traditional’ games. This would include researching and recording changes in traditional games and other games while taking into consideration different forms or variations of the same game that have evolved or developed in different areas. The study of traditional games provides the opportunity for participation by Aboriginal and Torres Strait Islander researchers.
General Comments:

The diverse range of information available, the time periods from which records arise, and the unreliability and inaccuracy of some of the information needs to be considered when using some of the information presented.

During the research no other individuals or groups were identified as being currently interested in, or involved, with researching the traditional games of Aboriginal and Torres Strait Islander peoples. As a result there was very limited opportunity for collaboration with regards to the area researched.

The research and compilation of the bibliography not only involved an enormous investment of time but was almost totally self-funded. In addition to travel and accommodation to undertake the project there was often access or admission fees, copying charges and other costs to cover. To meet costs much of the research was coordinated with work-related travel and educational trips, family vacations, conferences, consultancy visits, as well as a couple of small funded research projects in other research areas.

It is apparent that there is a great deal of information still available to be investigated in many areas. The degree to which this will significantly add to or influence the insights already gained from available information is uncertain. However, it is possible that the identification of information for specific areas and groups of people might be a positive activity to undertake in the future as it has the opportunity to positively involve and influence people in various communities in positive ways.

The many years required to compile the information and the time and cost of researching have been offset by the rewards of reading and compiling some fascinating insights into the traditional games of Aboriginal and Torres Strait Islander peoples. It is planned to continue to pursue sources of information and to find ways to share this with others and to use it as a basis of academic and encouraging other endeavours such as the revitalisation of some traditional games.
One approach that was used to aid in organising information for the bibliography was the identification and use of different cultural areas in Australia that the information might be associated with. Though this method was useful it involved a great deal of time as many of the sources of information needed to be intensively reviewed. This was required because inaccuracies in a good deal of the information made it difficult to be specific about the place of origin of recorded observations.

The way that the information in the final bibliography was compiled using the cultural areas of Australia is outlined below.

- **Cultural Areas**

  Meehan and Bona (1986) compiled a *National Inventory of Aboriginal Artefacts* in which they referred to a number of general Cultural Areas in Australia that were used by museums to categorise artefacts. Within the artefact collections of toys and playthings in the various museums many of the play and pastime related activities were ‘classified’ using a coding system derived from the cultural area map.

  The cultural areas, based as they were on general cultural similarities and some consideration of geography, are outlined in Figure 4.

![Figure 4: Cultural Areas](image)

**Figure 4: Cultural Areas:** Area A: Western Australia; Area C: Central Australia; Area D: Darling; Area E: East Coast; Area G: North-West Queensland; Area K: Kimberley; Area N: Northern Australia; Area S: Southern Australia; Area TAS: Tasmania; Area To: Torres Strait; Area W: West Australia; Area Y: Cape York. (Meehan, Betty with Bona, Joan. *National Inventory of Aboriginal Artefacts*. Australian Museum and Australian Institute of Aboriginal Studies, Sydney, N.S.W., 1986.)

It is recognised that the island of Tasmania is a distinct or separate cultural area to mainland Australia mainly due to the geographical separation from the mainland over an extended time period. In making this point there is also an acknowledgement of a variety of Aboriginal groups that once existed there.

The identification of Torres Straits as a single cultural area presents the same problems of viewing cultures within any designated cultural area as being the same. There is a degree of similarity of cultural aspects within the Torres Straits but due to the different backgrounds of the people on the different islands there is a need to identify a specific island where possible. Because it is important to the Torres Strait Islanders to be seen as a separate and unique group with their own cultures a specific bibliography on this area will be prepared to complement this work.
Map of Regions

A later and now more commonly used modification of the cultural areas of Australia was presented by Horton (1994). A Map of Regions was produced by Horton through AIATSIS in Canberra and a version is presented here as Figure 4. The regions identified by Horton reflect a general connection between many drainage boundaries and the location of linguistic boundaries, suggesting a connection between ecological zones and culture areas.

![Map of Regions](image)

Figure 5: Map of Regions: Torres Strait; East Cape Rainforest; Northeast; Riverine; Southeast; Tasmania; Spencer; Eyre; Desert; Southwest; Northwest; Kimberley; Fitzmaurice; North; Arnhem; Gulf; West Cape.


Use of Cultural Areas

Some scholars have argued that the natural divisions caused by major drainage basins underlie the development of ‘regional’ distinctions within language groups. However, this model does not readily apply in all areas of Australia. Just as it is unwise to generalise about a single Aboriginal or Torres Strait Islander culture there is not a strong case to argue that the cultural areas necessarily represent the same or similar cultural practices.

Because many artefacts and other information had been already been identified by museums using the Cultural Areas Map it was decided to continue with this general identification tool. It also proved to be easier to use than the Map of Regions and it avoided the need to attempt to convert information from one system to the other.
Overview of the Bibliography

The bibliography has been designed to be as complete as possible compendium of sources of available information related to traditional games in Australia. In producing this work it is recognised that there will be certain errors and omissions. Despite the number of sources researched there is much ‘undiscovered’ information that could have provided even greater insights and meaning with regards to traditional games in Aboriginal and Torres Strait Islander cultures, both past and continuing.

This bibliography outlined contains over 4,000 entries in various categories. It contains academic and other information which is primarily of relevance to the traditional games of Aboriginal Australian and Torres Strait Islander peoples. Literally tens of thousands of sources of information were reviewed as part of this project. While many of the references outlined are drawn from the AIATSIS Library in Canberra overall the information researched far exceeds that contained in specialised collections such as AIATSIS and contains a good deal of significant and original information. Although the bibliography is comprehensive there are sources of information that have yet to be explored.

Many references contain only minor aspects or passing references to traditional games while other references focus specifically on one or outline a range of traditional games in some detail. At times descriptions are of traditional games that are quite unique to an area or group of people and may not be seen anywhere else.

❖ The nature of references outlined in the bibliography:

This study has created an *identification and recording system* for information on the traditional games of Australian Aboriginal and Torres Strait Islander peoples and has outlined this by way of a comprehensive bibliography. The bibliography presented includes primary and secondary sources. Although many of the references relate to ‘scholarly’ work materials there are ‘fictional’ accounts or reconstructions of events based on observations which are also included. There has been a major focus on information which relates to observations of ‘traditional’ Aboriginal and Torres Strait Islander cultures. The research required a detailed, almost obsessive, review of historical information in books, journals, manuscripts, and newspapers. Despite the ‘historical’ focus to find accounts of traditional games there was also recognition of the ongoing and evolving nature of the traditional games in contemporary Aboriginal and Torres Strait Islander cultures.

In the researching for the bibliography a range of topics were investigated including aspects that may not appear immediately applicable to traditional games. For example, information about fire practices of Aboriginal people was explored and this allowed for a better understanding of fire related traditional games undertaken in some cultural groups.

Some information has been included because it links to or serves to better inform about other entries or may be an example of associated aspects within a culture. For example, the inclusion of some references about porpoises (or dolphins) serves to support legends which speak of porpoises playing or outlines the relationship of porpoises and Aboriginal people in the catching of fish.

Dance in the form of ‘corroboree’ has many forms and degrees of ritual significance and was the most commonly and widely observed and reported *play and movement expressions* amongst Australian *Aboriginal and Torres Strait Islander peoples*. It was fairly certain that there was no distinction made between dance (at least some forms) and many of the other activities, including traditional games, as part of lifestyle within a particular culture. Because of the extensive amount of information available on dance only selected references have been included, usually in cases where corroborees included game related aspects, such as children in ‘play’ dances or imitation dance activities.

Contemporary information on traditional games and play activities have been reviewed and some relevant and representative descriptions of play activities have been included, usually to highlight some particular aspect related to traditional games because it contains Indigenous perspectives or
other information seen as insightful or relevant. Contemporary traditional games can be seen, for example, in an observation made in an isolated Aboriginal community where the young children played a game in imitation of local drug dealers.

In the past few decades there has been a large increase in information generated by Aboriginal and Torres Strait Islander individuals. The reminiscences of life on settlements, in the bush or in country towns and the urban environment provide useful insights into traditional games undertaken. A representative selection has been made of these works to complement the information about the traditional games.

Although there are some references presented in relation to aspects of modern mainstream sports undertaken by Aboriginal and Torres Strait Islander people these have generally only been included as examples of ongoing play and movement expressions or because of special features relevant to traditional games. The bibliography does not attempt to list all the published articles and sporting biographies of Aboriginal and Torres Strait Islander sportspeople. There are some selected examples that contain useful insights into aspects such as race and sport and examples of various spontaneous or ‘invented’ play behaviours from childhood years or other information relevant to traditional games.

The inclusion of many newspaper articles and web sources was consciously undertaken to represent a wider range of information. By adopting this approach some interesting issues could also be highlighted. For example, for some time there has been considerable discussion and interest about the relationship between a traditional Aboriginal ball game called marn-grook (which was played in parts of Victoria) and the origin and early development of Australian football. Although the evidence from scholarly research does not at this stage appear to fully support these claims of a direct link there has been a continuing interest by the media and different groups of people. A cross-section of references on this topic and reflective of the continuing debate has been included in the bibliography.

❖ The bibliography entries include:
  o Books (includes all types including edited books and some fictional accounts)
  o Booklets
  o Book reviews
  o Book sections, chapters
  o Personal journals, letters, memoirs, observation and field notebooks
  o Journal and periodical articles (including some electronic sources)
  o Conference articles
  o Newspaper and magazine articles
  o Library catalogue and index references
  o Catalogues and guides to collections, displays or shows
  o Brochures and leaflets
  o Encyclopedia entries
  o Biographical entries
  o Press releases
  o Published and unpublished conference presentations, reports and proceedings
  o Theses (mostly unpublished)
  o Tertiary student research essays
  o Reports of various types (e.g., educational documents)
  o Court and tribunal decisions and legal documents
  o Parliamentary papers and other records
  o Unpublished articles and materials
  o Research information (includes observations, survey data and results)
  o Personal correspondence and communications (including personal interviews and/or transcripts of interviews or recordings, mail and email correspondence, telephone conversations and interviews)
  o Archival records; national, state, church etc.
o Manuscript materials in public access collections and private ownership
o Photographs, film and broadcast materials (including sound recordings and transcriptions)
o Display information (including text and quotes used in museum, cultural centre etc. displays)
  o Songs
  o Audio-visual materials (including videos, DVD, and resource kits)
  o Artefact collections (and associated information)
  o Internet based information and electronic references (e.g., websites, radio broadcast transcripts and/or sound files, television broadcasts and programs)
  o Artwork and illustrations
  o Films
  o Artefacts (mainly toys and playthings)

Within the bibliography the range of written information collected has been placed under the same heading. It is recognised that this may present some problems but it does avoid swapping between lists to access the work of writers. Although attempts were been made to avoid errors in the referencing but given the magnitude of the task there will certainly be some undetected errors and omissions in the completed work.

In all but a very small number of instances the information included in this bibliography has been personally viewed. Despite extensive researching a small number of sources of information proved elusive and in most cases were not included in the bibliography.
General Comments on the Bibliography

✓ Terminology

It is recognised that many of the written materials in the bibliography include the use of words that are now considered inappropriate. It should also be noted that some of these ‘offensive’ words appear in the title of entries in the bibliography.

Without highlighting these words and terms it should be remembered that as a matter of respect and courtesy they should be avoided or only used in a qualified way. In some cases they should only be used if they appear in quotations or are used by an Aboriginal or Torres Strait Islander person.

✓ Reliability of Information

It is acknowledged that in many entries in the bibliography the points of view or depictions are not reliable or accurate. A good deal of the information reflects the attitudes of a historical period and the experience or background of individuals in a particular context. Any person using references should be aware of selectively using information from them to support a particular point of view.

✓ Cultural sensitivity

A significant proportion of the information presented within the entries refers to people who have died and therefore some Aboriginal and Torres Strait Islander people may find it distressing reading about or looking at films or photographs. Additionally, some of the entries included in the bibliography outline practices and personal information which could be disturbing or could cause anger to some readers. Care should be taken when using all cultural information to acknowledge and respect the Traditional Owners of that knowledge.

During the research feedback and support from various Aboriginal and Torres Strait Islander people and organisations was sought and almost universally provided.

✓ Aboriginal and Torres Strait Islander ‘voice’

The lack of information from people with an Aboriginal and Torres Strait Islander background is recognised. A concerted effort was made to seek an ‘Indigenous voice’ to the information presented by using traditional stories, personal interviews, visits to sites and places and so on. An example of an attempt to include an Aboriginal voice can be seen through the example of a story recorded in Western Australia in which children who used to play swimming and diving games were turned into what we commonly call coromants (or shags). Some sources of information make reference to the lack of Aboriginal and Torres Strait Islander words related to playing in traditional societies whereas a detailed review revealed a large number of words, terms and expressions related to traditional games.

In recent years books by Aboriginal and Torres Strait Islander authors have appeared and these were reviewed for information to provide Aboriginal and Torres Strait Islander perspectives and information on traditional games. It should be noted that there has been a selective overview of an ever increasing number of books (including biographies) of Aboriginal and Torres Strait Islander sportspeople as these occasionally contain information relevant to traditional games.
The bibliography presented is designed to provide a comprehensive outline of sources of available information related to the traditional games of Aboriginal and Torres Strait Islander peoples in Australia.

**Bibliographic Entries**

Some consideration was given to providing a detailed annotated bibliography which would have included some written detail about each entry. However, due to the enormity of this task it was decided to opt only for a comprehensive listing of entries to be supported by a coded system of keywords under designated categories to highlight information.

The entries in the bibliography contain both primary and secondary sources and the information range from passing or brief references to much more detailed descriptions.

All the information collected was entered into an Endnote program. This program was very effective and allowed for the compilation of specialised lists of references based on authors, cultural areas, games and other aspects or combinations of aspects. For example, it is possible to prepare specific bibliographies on some states, cultural areas or on specific people who have written on traditional games such as Walter Roth or Daisy Bates.

**Sections of the Bibliography**

The information reviewed included a large amount of written material, information gained from interviews, films, photos and information about toy and plaything artefacts. The information collected has been organised under various sections:

- **WRITTEN MATERIALS**
- **ARTEFACTS**
- **ARTWORK**
- **FILMS**
- **PHOTOGRAPHS**
- **SOUND**
- **OTHER**

- **WRITTEN MATERIALS**

This section includes books, book sections, manuscripts, reports, booklets, journal articles and other scholarly work such as theses, newspaper and magazine articles. The different types of written materials have not been sub-divided into different areas within the bibliography.

In some cases the full book and book section references are both included. Where there are significant amounts of materials in many sections or chapters of a book then selected sections and/or the full book reference have been included.

- **ARTEFACTS**

Most of the entries in this section are concerned with artefacts which have been identified as toys and playthings. The entries cover a variety of artefacts held by collectors or in museum or other collections.

It is acknowledged that an extensive review and individual listing of many of the toys and playthings in Australian museums and collections was undertaken by Claudia Haagen (1994) in *Bush Toys: Aboriginal children at play* completed as part of a funded project. Her efforts are not replicated in the same detail but it is noted that many of her artefact entries are based on descriptions of collected items mentioned in books.
In addition to available listing of artefacts from Australian museums and various individual and other collections and sources attempts were made to identify and contact overseas museums and collections to seek details on toys and playthings. This provided only a modest amount of information overall but there were some very helpful responses.

Quite a number of the artefacts listed have been personally sighted and in many cases handled and/or photographed. It is certain that there are many other toy and plaything artefacts in various museums, historical society and individual collections that have yet to be recorded.

- **ARTWORK**

Examples of original artwork and relevant artistic depictions were identified and entered either under written materials or as a separate entry (as in the case of individual pieces of artwork within manuscript collections). This is an area that may well be expanded with the addition of more contemporary examples of artwork based on traditional themes.

It should be noted that a couple of examples of cave paintings which might relate to traditional games have been included as a written reference.

- **FILMS**

There are a number of films wholly about traditional games or films that contain parts dealing with traditional games. This section outlines the films that have been identified as being associated with various aspects of traditional games of Aboriginal and Torres Strait Island peoples. Many of the films were viewed and in some cases approval was received to obtain copies for research purposes. It is recognised that there are other films that contain sections depicting games and pastimes to be uncovered. In a small number of cases films have not been personally viewed so there has been some reliance on various sources of information which make reference to the contents of the films.

- **PHOTOGRAPHS**

This section outlines slides and photographs which are related to traditional games. Not all slides and photographs that were researched are recorded individually.

The slides and photographs come from a variety of sources and often are part of much wider collections covering all aspects of lifestyle.

- **SOUND**

The sound recording of interviews which contain some reference to traditional games relies to a large extent on the listings available in the AIATSIS (Canberra) catalogue along with a few other sources.

A large number of recordings made by researchers and retained privately were not available. In other cases there has been a problem with the lack of translations and transcriptions, especially when the recordings are made in the traditional language of the speaker. Some transcripts have been viewed and in other cases contents lists where games and sports are indexed. Copies of some recordings were collected and in many cases details of traditional games were provided from the available transcriptions.

It has not been possible to identify all of the sound recordings in traditional languages and which might refer to traditional games or some other aspects of sport. Some personal interviews were held to obtain information on traditional games but more needs to be done to gain original accounts of traditional games that were once played.

- **OTHER**

For interest sake and comparative purposes a small selection of sources of information from New Zealand and New Guinea were included in the bibliography. These references contain information relevant to the area of traditional games.
**Scope of the Bibliography and Format**

The format for the presentation of this bibliography is largely based on the AGPS style with the place of publication and the year of publication as the final pieces of information. This is the general requirement within History Departments at some Australian universities. There are a couple of minor modifications used in this particular bibliography and which are intended to make for greater consistency and clarity. Although the style many not necessarily be one that many readers are familiar with it does nevertheless allows the opportunity to clearly outline most sources of information.

- **Standard reference entries:**

  The references are listed by author, title, publisher, place and year, page number(s) – if applicable. For example:


  Roth, Walter E. *'Cat's Cradle' - Report to the Commissioner of Police by Walter E. Roth*. 6 June 1898. Queensland Home Secretary's Department, Office of the Northern Protector of Aboriginals, Cooktown, Queensland, 1898.

**Coding System**

Additional information and designations for each reference through a coding system was used to make the entries clearer and potentially more useful. For example,


# mimic; sand games; tracking games; toy weapons; throwing - spear, - club; moving target; mock fighting; defending; throwing stick - [weet-weet]; chasing; mock hunting; fishing; hunting; string games (cat's cradle); play 'house'; oracle game; drawing; leaf games; hand games; * central Australia; <Aranda>; <Dieri>; (Code C).

It is recognised that there will be inaccuracies or inconsistencies in the keyword or coded description for some of the entries partly because of the coder and the interpretation they have of the information. However, this variability is not seen as detracting from the overall purpose and usefulness of the coding system used in the bibliography.

The coding system adopted attempts to identify each entry in relation to traditional games keywords, geographic location, people or group and a cultural area. For example:

- **Traditional Games keywords**

  # mimic; sand games; tracking games; toy weapons; throwing - spear, - club; moving target; mock fighting; defending; throwing stick - [weet-weet]; chasing; mock hunting; fishing; hunting; string games; play 'house'; oracle game; drawing; leaf games; hand games;

In cases where a common name was identified this was placed in brackets, for example;

throwing stick - [weet-weet];
In a number of cases an alternative use of a term or word is designated. For example, entries for string figures may have the additional designation;

\textit{string games (cat's cradle)};

The keywords used for the individual entries are not standardised descriptions and are dependent on the source of information and the interpretation of the information made by the particular coder. In some cases there has been recognition of the "uniqueness" of a particular source of information. Even so, a conscientious attempt has been made to ensure a high degree of consistency. Many of the sources of information did not allow for a complete or accurate indication of games or activities but despite this the final product still provides a fairly accurate guide to games to be found in a particular entry.

\begin{itemize}
\item \textbf{Categorising and cataloguing traditional games.}
\end{itemize}

Examples of some types of traditional games identified include:

\begin{itemize}
\item skipping games;
\item ball games;
\item top spinning;
\item dodging games;
\item string games;
\item tracking games;
\item hide and seek games;
\item throwing games (including spear and boomerang);
\item wrestling games;
\item imitation games;
\item water games;
\item mock fighting games;
\item hitting games;
\item tag games;
\item running games; and
\item fire games.
\end{itemize}

\begin{itemize}
\item \textbf{Geographic location}
\end{itemize}

The intention of this coding aspect was to refer an entry to an identified geographical location where the information was recorded. Often the spelling in the original source has been used but in several references the designated areas have names which make it difficult to identify based on current place names. An entry example:

* central Australia;

\begin{itemize}
\item \textbf{People or Group}
\end{itemize}

Based on information available an attempt has been made (where possible) to identify a particular people or groups. From the historical material there are many references to people from a certain group or "tribe" and the term is often not specific of place and is not related to any other information available. Much of the information reviewed did not indicate a group of people associated with it and it would have been far too time-consuming to work out from the accounts the names of currently accepted group names with any degree of accuracy. An entry example for this area:

<Aranda>; <Dieri>;

\begin{itemize}
\item \textbf{Cultural Areas}
\end{itemize}

Although there were significant differences between cultural groups and individual societies found in Australia there was some degree of commonality in some cultural practices based on geographical or other factors.
When there was sufficient detail in the information available an attempt was made to indicate a cultural area. The designation of cultural areas was based on a system adopted by museums around Australia in the 1980s to assist with organising artefacts in their collections. Although there has been further revision of the work on cultural areas to focus on cultural regions for the purposes of this bibliography the coding presented has been quite useful.

The Australian continent is divided into the following cultural areas:

- **Area A**: Western Australia;
- **Area C**: Central Australia;
- **Area D**: Darling;
- **Area E**: East Coast;
- **Area G**: North-West Queensland;
- **Area K**: Kimberley;
- **Area N**: Northern Australia;
- **Area S**: Southern Australia;
- **Area TAS**: Tasmania;
- **Area To**: Torres Strait;
- **Area W**: West Australia;
- **Area Y**: Cape York.

![Figure 4: Cultural Areas.](image)

As an example of cultural areas the entry of (Code C) refers to information identified as relevant to the general cultural group of Central Australia.

(Code C).

It is conceded that in many cases the designation of a cultural area is sometimes arbitrary due to inaccurate information available. Usually in cases of doubt there will often be an entry of a general area (such as northern Australia), a state (such as New South Wales) or even Australia might be used where there is little else to indicate a general location.

- **Comments on the Coding:**

Some problems with coding were experienced because of imprecise descriptions regarding the source of information and the need for a time-consuming checking for further details (such as placing a station name to a geographical area or a description relevant to the group of people who are now considered to have occupied that land). Where there was a degree of uncertainty about information a more general keyword was used.

There is an opportunity to further investigate the information in the various references to identify details more accurately. As would be expected in such a large project occasional errors or omissions will have occurred in the recording and coding of information but it is hoped that feedback and future revisions may correct most of these. Although it would be possible to be much more thorough with many of the entries it is believed that the record of the information presented provides a valuable outline and record relevant to traditional games of Aboriginal and Torres Strait Islander peoples.

- **Full Book Reference:**
  - A full book reference example:


# hide and seek; dolls; throwing - stone, - mud, - boomerang, - spear; mud games; bone game; thinking games; blindfold game; string games; mimi; skipping; balancing game; spear jumping; walk over the spear; moving target; throwing stick [weet-weet]; mock fighting; wrestling; fire games; leaf games; ball games; basketball; *

New South Wales; Quirindi; (Code E).
Bibliography References

Examples of references within the different sections of the bibliography:

- **WRITTEN MATERIALS**

  # mock fighting; throwing - spear - [matamoodlu], - boomerang; moving targets; ball games; music; singing; dancing; mimic; corroboree; stories; musical instruments; leaf games; whistles; weapons; rattles; * Murray River; Coorong; Adelaide; South Australia; Moreton Bay; Queensland; (Code L); (Code E).

  # canoe; swimming; sand games; singing games; singing; string games; ball games; defending games; kicking game; hand games; hide and seek; snake game; tug-o-war; mock fighting; insect games; running; pet; swinging; spinnning tops; wind toy; leaf plaiting; drawing; mimic; * New Guinea; Torres Strait; (Code To).

  # childhood; string figure; play; games; hide and seek; marble games; death resulting from play; * Western Australia; (Code W).

  # hunting; weapons; spear; art; singing; music; spinning tops; fan game; dolls; hockey; skipping; ball games; bean game; hide and seek; blindfold game; thinking games; throwing - club, - stick; throwing stick; mock fighting; mimic; education; toy canoe; toy weapons; shell games; water games; toys; string games and tricks; * Torres Strait Islands; (Code To).

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  Roth, Walter E. 'Games, Sports and Amusements of the Northern Queensland Aboriginals'. *Australasian Association for the Advancement of Science*, vol. 9, 1902: 484-520.
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  # string games; singing games; sacred; segregation; * Western Australia; (Code A); (Code W).

  # traditional games; Indigenous sport; * Australia.

- **ARTEFACTS**

  # string figures; * Australia.
• **ARTWORK**


# drawing; play; * Torres Strait; (Code To).

• **FILMS**


# leaf game - [tjebudja]; children's games; tree play; swinging in tree; domestic dingoes; leaf spinning; * Mann Ranges; South Australia; (Code L).

• **PHOTOGRAPHS**


# boomerang throwing; string figures; playing; cricket; playing house; * Point McLeay Mission; Warburton; Western Australia; South Australia; (Code S); (Code A).

• **SOUND**

Laade, Wolfgang. *Saibai, Dauan, Mabuiag, Badu, Moa Islands, Prince of Wales Group, Torres Strait. North, West, South Torres Strait* <tape recording and manuscript in AIATSIS, Canberra, A.C.T.>. 1963-65.

# top spinning songs; games; * Saibai; Dauan; Mabuiag; Badu; Moa Islands; Prince of Wales Group; Torres Straits; (Code To).

• **OTHER**

  o **Selected References from New Zealand – for Additional Insights and Comparison Purposes**


# traditional games; * New Zealand; <Maori>.

  o **Selected References from New Guinea – for Additional Insights and Comparison Purposes with Torres Strait**


# ceremonies; clan; spinning tops; singing; ball games; hockey; toys; toy weapons; music toys; tug-o-war; string games; dancing; kites; wind toy; hide and seek; blindfold game; mimic; stories; * Murray Islands; Torres Strait Islands; British New Guinea [Papua New Guinea]; (Code To).
'Aboriginal day and night display at Botany'. The Sydney Morning Herald (Sydney), 10 January 1901.
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- language; fighting; games; * Australia.

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- hunting; throwing skills; * Dalby; Darling Downs; Queensland; (Code E).

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- swimming; * Bondi; Sydney; New South Wales; (Code E).

- throwing - ball; cricket; * Warwick; Queensland; (Code E).

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'[Aboriginals]. Moreton Bay Courier (Brisbane), 19 September 1846.
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'[Aboriginals]. Moreton Bay Courier (Brisbane), 8 October 1853.
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- games; * Australia.

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- games; * Australia.

'[Aborigines]. The Daily Mail (Brisbane), 1 September 1922.
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'[Abstract of Presidential Address at the late Hobart Science Congress] North Queensland Aboriginals: Games, Sports and Amusements. By Dr. Roth, Protector of Aboriginals Queensland'. The Observer (Adelaide), 1 March 1902: 36.
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- throwing; boomerang; hunting; climbing; tracking; * Adelaide; (Code L).

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# sport; * Australia.

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# string games; play; camp games; * Australia; Papua New Guinea.

# games; toys; * Australia.

# artefacts; toys; * Darling River; (Code D).

# games; * Australia.

# games; * Australia.

# games; * Australia.

# physique; children; dance; * Australia.

# throwing; catching; * Brisbane; (Code E).

# string figures; ground etchings of string figures; * Yirrkala; Northern Territory; (Code N).

# traditional games; ball game - [marn-grook]; Australian football; * Victoria; (Code S).

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# traditional games; * Victoria; (Code S).

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# games; * Torres Strait; (Code To).

# playing; swimming; water games; mud games; toys; * Kimberley; Fitzroy River; (Code K).

# sport - boxing, - football; children playing; swimming; diving; modern games; * La Perouse; (Code S).

# play; sport; * Darwin; (Code N).

# games; * Australia.

# games; * Tasmania; (Code TAS).

# corroboree; canoe; warfare; fishing; swimming; throwing - spear; * Maroon; Queensland; (Code E).

# tree climbing; swimming; corroboree; fondness towards children; sense of humour; laughter; story telling; * Queensland; (Code E).

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# education; childhood; training; mimic; favourite games; water play; mud sliding; hide and seek; tracking; diving; animal play; bird nesting; bullroarer; * North Queensland; (Code Y).

# games; sports; amusement; pastimes; canoe; * Cape York; Queensland; (Code Y); (Code E).

# recreations; stick throwing; throw and catch; ball rolling game; corroborees; * Australia.

# childhood; play; bow and arrow; tree play; boomerang throwing; corroboree; * Northern Territory; (Code N).

# string figures; * Australia.

# childhood training; tracking; education; finding game - hunt the eye; capturing animals; boomerang; physical trials; fair play; * North Australia; (Code Y).

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

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# amusements; * New South Wales; (Code E).

# wrestling; stone markings; vocabulary; * Port Augusta; Kunnuny; South Australia; (Code L).

# singing and dancing; * South Australia; (Code L).

# games; playing; * Central Australia; <Aranda>; (Code C).

# indigenous sport; sports carnivals; modern sport; * Australia.

# dancing; ghost game; spinning tops; toy canoe; * Torres Strait; (Code To).

# games; * Australia.

# education; throwing - spear, - boomerang; mock fighting; corroboree; toy weapons; ball games; skipping; swimming; marbles; card games; playabout; running; climbing; pets; wrestling; string games; hunting; fishing; gambling; cricket; * Port Lincoln; South Australia; (Code L).

# traditional games; education; * Australia.

# races; 'Dreamtime' stories; swimming; pet; shell games; climbing; * Port Headland; Western Australia; (Code W).

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# lack of organised sport; sport; running around; mud sliding; play hunting; yarning and talking; integrating recreation into daily life; mock fighting; ball games - catchball - [koi teape]; throwing - spear; moving targets; wrestling; thinking games; water games; socialisation; education; * Queensland; Australia; (Code G).

# mission games; playgrounds; leisure; cricket; football; recreation; * Ramahyuck Mission Station; Victoria; (Code S).

# chasing game - [idor]; * Aurukun; Queensland; (Code Y).

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# throwing stick - [wit-wit]; * Maree; Eyre Basin; Killalpaninna; (Code L); (Code S).

# traditional games; * Australia.

# initiation games; evasion game; boundary game; spear throwing; * Borroloola; Northern Territory; (Code N).

B

# swimming; diving; fighting; corroboree; dancing; mimic; singing; musical instruments; music; * Flinders Island; Tasmania; (Code TAS).

# climbing; jumping; ball games; running; card games; gambling; throwing - boomerang, - throwing stick - [weet-weet]; * Wallaga Lake; New South Wales; (Code S).

# string games; toy canoe; water games; music; photographs; pets; art; * Arnhem Land; Australia; (Code N).

# games; * Australia.

# toy weapons; throwing - spear, - boomerang; moving target; air target; swimming; diving; fishing; * Bathurst; Lake George; (Code D); (Code S).

# watercraft; endurance; * Northern Australia; Arnhem Land; (Code N).

# games; * Torres Strait Islands; (Code To).

# sports; running; throwing - spear, - boomerang; * Yuendumu; Northern Territory; (Code C); (Code N).

# sport; Australian football; indigenous sport; * Australia.
   # swimming; * New South Wales; (Code E).

   # string games; * Australia.

   # string figures; * Australia.

   # string figures; * Australia.

   # toy weapons; throwing - spear, - boomerang, - dart; string games; swimming; * Dunk Island; North Queensland; (Code E).

   # cane toy; throwing - dart, - boomerang, - spear; toy weapons; moving target; string games; sport - cricket; spinning tops; insect games; * Dunk Island; North Queensland; (Code Y).

   # corroboree; woven cane toys; dancing; music; fighting; throwing - boomerang, - spear; defending; * Dunk Island; North Queensland; (Code Y).

   # accuracy; fishing; throwing - spear; hunting; * Dunk Island; North Queensland; (Code Y).

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   # playing; toy weapons; throwing - spear; * Warburton Ranges; Western Australia; (Code W); (Code A).

   # sand patterns and games; children's games; * Papunya; Western Desert; (Code W).

   # modern sport - Australian football; * Northern Territory; (Code N).

   # sport - cricket; feats; throwing; * New Norcia; Western Australia; (Code W).

   # climbing; swimming; spear throwing; * King George Sound; Raffles Bay; Western Australia; (Code W); (Code N).

# game with stones or mud balls; * Brewarrina; New South Wales; (Code E).

# throwing - boomerang; swimming; running; * New South Wales; <Muruwari>; (Code D).

# string games - {cat's cradle}; * Yirrkalla; Northern Territory; (Code N).

# play; beach games; * Gold Coast; Queensland; <Kombumerri>; (Code E).

# children playing; discipline; legends; * North Queensland; <Jirrbal>; (Code Y).

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# throwing - spear; - stone; climbing; fighting; dancing; * Tasmania; (Code TAS).

# games; * Australia.

# throwing - spear; imitation; games; * New South Wales; (Code E).

# throwing - spear; mock fighting; defending; fire game; mimic; * Port Jackson; (Code E).

# corroboree; toy weapons; spinning tops; dolls; string games; teasing; music; water games; swimming; splashing; fishing; throwing - spear; * Milingimbi; Roper River; Northern Australia; Cape York; (Code C); (Code N); (Code Y).

# art; artefacts; * Australia.

# childhood; toy weapons - bows and arrows; * Torres Strait; Papua New Guinea; (Code To).

# throwing - spear; * Lake Macquarie; New South Wales; (Code E).

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# tracking; sand games; story game; stories; * Central Australia; (Code C).

# corroboree; string games; dancing; music; musical instruments; mimic; toy weapons; ball games; throwing stick - [weet-weet]; spinning tops; dolls; education; tracking; throwing - spear, - boomerang; humour; teasing; nick-names; mimic animals; painting; pretend; toys; * Western Australia; Northern Western Australia; Queensland; Central Australia; (Code C); (Code L); (Code K).

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# throwing - spear; mock fighting; defending; mimic; * Sydney; (Code E).


# entertainment; * Central Australia; (Code C).


# entertainment; * Central Australia; (Code C).


# corroboree; climbing; mock fighting; toy weapons; throwing - spear; - club; defending; sand games; running; long jump; ball games; * Bathurst Island; Northern Territory; (Code N).


# tobogganning; mock fighting; tracking games; throwing - spear; mimic; * Central Australia; (Code C).


# dung throwing; * Sunday Island; Northern Territory; (Code N).


# ball games - hand ball; seed game; running; jumping; * Central Australia; (Code C).


# throwing - spear, - boomerang, - club, - dart; moving targets; fire games; music; string games; mimic; tracking games; sand games; mud games; mock fighting; mock hunting; water games; running; jumping; string games; ball game - keep-away game; throwing stick - [weet-weet]; hide and seek; education; toy weapons; toy canoe; corroboree; hunting; fighting; defending; dancing; play 'house'; dolls; spinning tops; skipping; catching; * Queensland; Victoria; Western Australia; Kimberley; Central Australia; <Arunta>; (Code C); (Code N); (Code S); (Code K).
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# childhood; string figure; play; games; hide and seek; marble games; death resulting from play; * Western Australia; (Code W).

# games; * Western Australia; (Code A); (Code C); (Code W).

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# toy weapons; boomerang throwing; spear throwing; mimic; education; clans; singing; * Western Australia; North-west Australia; Kimberley; Arnhem Land; Cape York; (Code K); (Code W); (Code Y).

# education; throwing - spear, - boomerang; toy weapons; shadow game; string games; sand games; mimic; hand games; * Ooldea; Western Australia; (Code C); (Code L).

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# string games; vocabulary; songs; singing; races; running; walking; ball games; catching; throwing - ball; * Roper River; North Australia; (Code N).

# string figures; * Arnhem Land; Northern Territory; (Code N).

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# playing; spear throwing; * Arnhem Land; Northern Territory; (Code N).

# fire; * Arnhem Land; Northern Territory; (Code N).

# string figures; wrestling competitions; dance; fighting; * Australia.

# singing; singing games; teasing games; string games; throwing - spear; * Arnhem Land; Goulburn Islands; Northern Territory; <Burara>; <Gunwinggu>; (Code N).

# string games; * Goulburn Islands; Northern Territory; <Burara>; <Gunwinggu>; (Code N).

# string figure; * Arnhem Land; Northern Territory; (Code N).

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# gambling; card games; sex games; sand games; singing games; songs; * South Australia; Western South Australia; (Code C); (Code L).

# card games - [kuns]; * Northern Territory; Central Australia; (Code C); (Code N).

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# sex games; * Arnhem Land; Northern Territory; (Code N).

# play dancing; * Australia.

# play; music; * Australia.

# singing; mimic; playing; string figures; warfare; * Arnhem Land; Northern Territory; (Code N).

# singing; education; tracking games; toy weapons; throwing - spear; mimic; play 'house'; * Northern Australia; <Gunwinggu>; (Code N).

# toy weapons; mimic; dancing; singing; throwing - spear; tracking games; mock fighting; play 'house'; * Northern Australia; <Gunwinggu>; (Code N).

# mimic; education; corroboree; toy weapons; throwing - spear; running; * Western Australia; (Code A); (Code K); (Code W).

# card games; gambling; * Arnhem Land; Northern Territory; (Code N).

# education; singing; mimic; string figures; play 'house'; sex games; tracking games; water games; clans; toy canoe; * Kimberley; Northern Territory; Cape York; (Code K); (Code N); (Code Y).

# card games; gambling; * Australia.


# games; * Western Australia; (Code A); (Code C); (Code W).


# toys; string games; sand games; drawing; climbing; swimming; mimic; education; * Mornington Island; <Lardil>; (Code G).


# childhood; games; play; * Western Australia; Wyndham; (Code K); (Code W).


# education; childhood; collecting - tadpoles, - stones; fun; playing; pebble to remind of fun times; 'stolen' children while playing; chasing animals; playing - tap water; * Australia.


# string figures; * Arnhem Land; (Code N).


# boomerang; playing; mimic; toy weapons; throwing - spear, - boomerang; mock fighting; mock hunting; toy implements; * Western Australia; Central Australia; Cape York; (Code A); (Code C); (Code Y).


# culturally-appropriate games; childhood; education; games; * Sydney; New South Wales; (Code E).

# boomerang; fire games; art; running; painting; dancing; * Oenpelli; Cairns; North-east Queensland; North Australia; Arnhem Land; (Code N); (Code Y).


# ball games; skipping; running; modern sports; follow the leader; endurance; * Eastern Australia; (Code E).


# ball game - [marn-grook]; Australian football; * Victoria; (Code S).


# childhood; * Australia.


# ball games; Australian football; * Victoria; Coranderrk; (Code S).


# ball games; Australian football; * Victoria; Coranderrk; (Code S).


# ball game - [pando]; * Mildura; Victoria; <Nyeri Nyeri>; (Code S).


# recreation; ball game; * Chaffey Landing; Merbein; Victoria; <Nyeri Nyeri>; (Code S).


# recreation; ball game - [pando]; * Mildura; Victoria; <Nyeri Nyeri>; (Code S).


# ball games; bat games; toy weapons; moving targets; defending; mock fighting; throwing - spear; running; swimming; climbing; mimic; play 'house'; string games - [cat's cradle]; accuracy; strength; wrestling; tug-o-war; spinning tops; dolls; music; singing; dancing; endurance; courage; * Queensland.


# childhood; education; spear fishing; tree climbing; * Mer Island; Torres Strait Islands; (Code To).


# mission games; gambling; sport; * Cherbourg; Queensland; (Code E).


# mission games; sport; * Cherbourg; Queensland; (Code E).


# traditional games; * Australia.


# ball games; throwing - spear, - boomerang; defending; keep-away game; wrestling; mock fighting; moving targets; * Central Australia; Western Australia; <Arunta>; <Wotjopalku>; <Wurrundjerri>; <Kurnai>; (Code C); (Code A); (Code W).
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Bolam, A.G. The Trans-Australian Wonderland. Facs. edn. University of Western Australia Press, Perth, W.A., 1923. # shadowgraphs; amusements; tracking; cross boomerangs; bark; boomerang; mock battles; card games; two-up; * Ooldea; South Australia; (Code L); (Code C).


Bolton, A.T. (ed.) Walkabout's Australia: An Anthology of articles and photographs from Walkabout Magazine. Ure Smith in association with the Australian National Travel Association, Sydney, N.S.W., 1964. # dancing; playabout; mimic; impersonations; * Australia.


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# card games; boomerang; daily life; canoes; * Hunter Valley; New South Wales; (Code E).

# mock fighting; corroboree; * Cardwell; North-east Queensland; (Code E); (Code Y).

# string figures; * Australia.

# play; string figures; * Kakadu; Northern Territory; (Code N).

# vocabulary; toy weapons; throwing stick; boomerang; skipping rope; playing; throwing - stone; * Cape York; Gulf Country; (Code Y).

# education; throwing - spear; * Northern Territory; <Guruma>; (Code C).

# string games; * Northern Territory; (Code N).

# fighting; contests; weapons; throwing - spear; throwing stick; boomerang; pet; * Australia.

# ball games - football; * New Norcia; Western Australia; (Code W).

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# games; running; jumping; throwing; wrestling; throwing stick - [weet-weet]; * Victoria; (Code S).

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Brokensha, Peter. *The Pitjantjatjara and their Crafts.* Australia Council Aboriginal Arts Board, North Sydney, N.S.W., 1975. # knucklebones; marbles; * Central Australia; <Pitjantjatjara>; (Code C).

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# card games; men's games; marriage as a game; modern sports - basketball; * Northern Territory; (Code N).

# play; swimming; tree houses; having fun; childhood; * Mossman Gorge; Queensland; (Code E).

# corroboree; singing; throwing - boomerang; * Dunoon; Queensland; (Code E).

# playing; climbing; corroboree; swimming; * Australia.


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# throwing - boomerang; swimming; netball; boxing; wrestling; running; games; * Australia.

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# hunting; dancing; bathing; cricket; trap-ball; swing; marbles; climbing; * Tasmania; (Code TAS).

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# hunting; dancing; bathing; cricket; trap-ball; swing; marbles; climbing; * Tasmania; (Code TAS).

# diversion; sport; play; * Tasmania; (Code TAS).

# climbing; tracking; * New South Wales; (Code E).

# childhood; play; games; sport - horseracing; * Queensland.

# games; * Australia.

# climbing; physical strength; playing games; * Western Australia; (Code W).

# spear making; swimming; * Roper River; Groote Eylandt; Northern Territory; (Code N).

# childhood; education; games; wrestling; * Victoria; (Code S).

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# string games; ball games; throwing stick - [weet-weet]; corroboree; throwing stick; * Victoria; (Code S).

# tracking games; dancing; singing; games; skills; athletics; * Queensland.

# throwing - spear; shields; boomerang; bark; string games; * Alice Springs; (Code C).

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# corroboree; dancing; singing; music; musical instruments; running; jumping; throwing - spear; mimic; * Central Australia; Northern Territory; Hall's Creek; (Code C); (Code K).

# throwing - spear, - boomerang; mock fighting; moving targets; education; hunting; * Holbrook; New South Wales; (Code D).

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# Indigenous games; traditional games; * Australia.

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# ball game; play; language; * Victoria; (Code S).

for Olympic Studies, The University of New South Wales, Sydney, N.S.W., 2000.  
# sport and race; * Australia.

# wrestling; spear throwing; boomerang throwing; contests; sham fights; Australian football; dingo; tracking; hunting; swimming; fishing; canoes; athletics; football; boxing; competitions; stick game; * South Gippsland; <Kurnai>; <Pitjantjatjara>; (Code C); (Code S).

# leisure; wrestling; throwing - spear; contests; mock fighting; football; spinning discs; bat games; tracking games; hunting; swimming; fishing; canoe; cricket; imported sports; * Sydney; (Code E); (Code S).

# wrestling; spear throwing; boomerang throwing; contests; sham fights; Australian football; dingo; tracking; hunting; swimming; fishing; canoes; athletics; football; boxing; competitions; stick game; * South Gippsland; <Kurnai>; <Pitjantjatjara>; (Code C); (Code S).

# games; * Western Australia; (Code W).

# water games; swimming; toy canoe; ball games; throwing stick - [weet-weet]; skipping; * Murray River; Coranderrk; Victoria; (Code S).

# climbing; * Noosa; Queensland; (Code E).

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# sex games; * Arafura; Arnhem Land; (Code N).

# playthings; sham fights - [nathamoodlu]; spear throwing - [witta]; ball games - [pando]; bullroarer - [kandonarngulba]; wrestling - [Kari-Woppa]; corroboree; * Torrens River region; South Australia; (Code L).

# ball games - [pando]; * Torrens River region; South Australia; (Code L).

# playthings; sham fights - [nathamoodlu]; spear throwing - [witta]; ball games - [pando]; bullroarer - [kandonarngulba]; wrestling - [Kari-Woppa]; corroboree; * Torrens River region; South Australia; (Code L).

# mock fighting; spear throwing - spear, - reed, - dart; ball games - [pando]; keep-away game; water games; swimming; diving; corroboree; toy weapons; defending; wrestling; climbing; * Torrens River region; South Australia; (Code L).

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# vocabulary; playing; * Gulf of Carpenteria; Queensland; (Code G).

# amusements; football; opossum game; kicking; * Western New South Wales; <Wiradjuri>; (Code D).
# gambling; * Western Australia; (Code W).

# childhood; playing; games; gambling; card playing; * Western Australia; Kimberley; (Code K).

# toy canoe; play ‘house’; mock fighting; singing games; ball games; bow and arrow; dancing; skipping; spinning tops; balancing; bucking broncos; running; tug-o-war; water games; swimming; moving target; swinging; hide and seek; string games; jumping; sand games; chasing; wrestling; kites; stilts; walking; feet wrestling; throwing; stick; - spear; * New Guinea; Torres Strait; (Code To).

# dancing; toy canoe; swimming; * New Guinea; Torres Straits; (Code To).

# recreation time; * Northern Queensland; (Code Y).

# mimic; education; throwing - spear; play ‘house’; cricket; toy weapons; mock fighting; moving targets; sand games; tracking games; string games; teasing games; hunting; * Arnhem Land; (Code N).

# games; * Arnhem Land; (Code N).

# dodging objects; athletic ability; physical activity; cricket ball throw; gymnastic ability; * Western Australia.

# corroboree; mimic; entertainment; impersonations; memory; thinking games; * Western Australia; <Bindoon>; (Code W).

# throwing - boomerang - [kylie]; accuracy; * Western Australia; (Code W); (Code A).

# duel; fighting; club; wooden sword; * Adelaide; (Code L).

Chester, Henry M. *Narrative of Expedition to New Guinea, in a series of letters ... Government Press, Brisbane, Qld., 1878.*
# games; * Torres Strait; (Code To).

# walking; stamina; endurance; moving target; throwing - spear; - boomerang; defending; diverting; mock fighting; toy weapons; segregation; society; education; skills; * Northern Territory; Central Australia; (Code C).

# walking; stamina; endurance; moving target; throwing - spear; - boomerang; defending; diverting; mock fighting; toy weapons; segregation; society;
education; skills; * Northern Territory; Central Australia; (Code C).

# throwing; bark; dodging; defending; mimic; mock fighting; * Central Australia; (Code C).

# throwing; spear, - club; mock fighting; defending; toy weapons; moving targets; swimming; emu; keep-away game; wrestling; * Adelaide; (Code L).

# childhood; education - traditional culture; children's games; songs; dances; recreation; mission play; * Beagle Bay; Broome; Western Australia; (Code W).

# ball games; Australian football; spear throwing; games discouraged by whites; education; mimic; moving targets; club; * Victoria; (Code S).

# monkey game; memory; thinking games; card games; education; water games; monkey bars; bicycles; painting; playing 'shops'; pretend; jigsaw puzzles; ball games; * Central Australia; <Balanda>; <Yolngu>; (Code C).

# play; culture; * Cape York; Queensland; (Code Y).

# sandhill play; swimming; mud games; mud sticks; play; * Sturt Creek; Kimberley; North Australia; * <Mulan>; (Code K).

# games; * Victoria; (Code S).

# fishing; swimming; canoes; * Victoria; (Code S).

# wrestling; amusements; corroborees; fireworks; throwing - spear; * Tasmania; Victoria; (Code TAS); (Code S).

# wrestling; toy weapons; throwing - boomerang; - spear; moving target; fighting; mock fighting; diagrams; fireworks; * Tasmania; Tully; Victoria; (Code TAS); (Code S); (Code Y).

# amusements; marbles; * Bunbury; Western Australia; (Code W).

# wrestling; pictures; * Victoria; (Code S).

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# games; mud stick; tracking games; hide and seek; boxing; playing; * South Australia; (Code S).

# play; games; spear throwing; disc game; * Central Australia; (Code C).

# plants for ornaments and decorations - eucalypt nut hair decoration; colour faces; education; childhood; food foraging; plant toys; play spears; spear the disc; catch-ball (palm nuts); * Australia.

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# children's art; culture; * Gulf of Carpentaria; Queensland; (Code G); (Code Y).


# ball games; throwing stick - [weet-weet], - spear; moving targets; toy weapons; skipping; string games; water games; swimming; diving; mimic; mock fighting; mud games; education; * Brisbane; Queensland; (Code E).


# ball games; bowling; hockey; marbles; clay marbles; hide and seek; hopscotch; swinging; water games; diving; climbing; chasing; feather game; hunting; gum for tree climbing; * Dalby; Queensland; (Code E).


# mental alertness; imitation skills; tree climbing; boomerang throwing; * Australia.


# sport; * New South Wales; (Code D).


# indigenous sport; Australian football; * Australia.


# ball game - [marn-grook]; Australian football; * Victoria; (Code S).


# games; stories; music; dancing; corroboree; painting; carving; * Australia.


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# mimic; * Western Australia; (Code W).

# games; * Central Australia; South Australia; (Code C); (Code L).

# games; * Victoria; (Code S).

# traditional games; plant materials; balls; * Australia.

# games; * Australia.

# wheel game; carving; swimming; Dreamtime; sex games; * Torres Strait Islands; (Code To).

# stories; dancing; string games; * Australia.

# throwing - spear; jumping; * Perth; (Code W).

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# traditional games; mock warfare - [prun]; * Australia.

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# card games; * Northern Territory; Arnhem Land; (Code N).


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# marbles; cricket; football; running; swimming; corroboree; * New South Wales; Moama; Cumeragunga; (Code D).


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# skills; education; mock hunting; mock fighting; mock mourning; play 'house'; singing; dancing; mimic; toy implements; toy weapons; tracking games; abducting; sex games; sand games; story game; drawing; stories; playabout; hide and seek; photographs; thinking games; throwing - ball; - spear; - boomerang; - stone; moving target; pet; swinging; tobogganning; mud games; skipping; running; jumping; wind game; water games; swimming; snorkelling; toy canoe; fire games; leaf games; spinning tops; ball games; football; throwing stick - [weet-weet]; bat games; hockey; string games; mimic animals; honey game; hand games; ant-lion game; punishment game; teasing games; ghost game; shadow game; drawing; roaring; thigh shaking; dolls; bucking bronzes; wrestling; wombat game; daring; climbing; * Western Australia; Central Australia; 


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# teasing games; playing; throwing - spear; running; segregation; * Musgrave Ranges; Central Australia; (Code C).


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# corroboree; music; dancing; singing; emu game; wrestling; ball games - football; throwing - spear; - boomerang; - toy; toy weapons; moving target; fire games; stories; musical instruments; vocabulary; amusements; ball players; fighting; dancing; diving; sport; painting; playing; running; wrestling; hunting; hide and seek; water games; swimming; mock hunting; boomerang; spear; * Western Victoria; (Code S).


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# string figure; * Yirrkalla; Northern Territory; (Code N).

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# childhood; fun; play; games; animal play; sport - basketball, - boxing, - Australian football; toys; shanghai; dancing; * Western Australia; Murchison area; <Yamatji>; (Code N); (Code C); (Code W).

# play; language; thigh shaking; dancing; running; throwing - spear; toy weapons; mock fighting; water games; spinning tops; string games; * Cairns; Yarrabah; North Queensland; <Booandik>.; (Code Y).

# play; language; thigh shaking; dancing; running; throwing - spear; toy weapons; mock fighting; water games; spinning tops; string games; * Cairns; Yarrabah; North Queensland; <Booandik>.; (Code Y).

# water play; dance; * Cairns; <Yirrabal>; North Queensland; (Code Y).

# language; prun; weet-weet; cricket; * Australia.

# roller games; children; painting; art; playing; throwing - spear; * Oenpelli; Northern Territory; Arnhem Land; (Code N).

# swimming; * Australia.

# climbing; throwing - spear; hunting; fishing; climbing; * Sydney; (Code S).

# toy canoe; playing; jumping; diving; * Victoria; Northern Territory; Kimberley; (Code S); (Code K).

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# game; * Torres Strait; (Code To).

# vocabulary; toy weapons; spear; hunting; dancing; stories; throwing - spear; playing; joking; string games; story game; teasing; music; musical instruments; singing; * Western Australia; (Code W).

# vocabulary; playing; gambling; card games; * Western Australia; (Code W).

# language; play; * Central Australia; (Code C).

# games; childhood; * Australia.

# education; play; * North Queensland; (Code Y).

# stories; childhood; rollers; swimming; * Cape York; North Queensland; (Code Y).

# toy boat; sailboat races; * Mer Island [Murray Island]; Torres Strait Islands; (Code To).

# porpoises; asleep after corroboree; * King George's Sound; Western Australia; (Code W).

# children; swimming; camouflage; * Western Australia; (Code W).  

# memory skills; memory testing; observation games; * Western Desert; Western Australia; (Code W).

# throwing - boomerang; leaf games; toy weapons; mock fighting; defending; education; hunting; mimic; dancing; football; * Broome; Western Australia; (Code K).

# swimming; canoe races; water games; sailing; * Northern Territory; (Code N).

# indigenous games; * Australia.

# Aboriginals and sports; * Moreton Bay; Queensland; (Code E).

# pictures; childhood; recreation; dance; * Australia.

# games; * Ernabella; Central Australia; (Code C).

# children's games; * Australia.

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# games; * Ernabella; Central Australia; (Code C).
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# tracking; disc game; spear throwing; dodging; fire making competitions; play; Central Australia; South Australia; (Code C); (Code L).

# throwing - spear, - boomerang; - dart; fighting; singing; catching; * Darling River; New South Wales; Ngemba; (Code D).

# throwing - spear, - boomerang; - dart; fighting; singing; catching; * Darling River; New South Wales; Ngemba; (Code D).

# games; throwing - spear, - boomerang; wrestling; ball game; Bourke; New South Wales; (Code D).

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# diving; toy weapons; corroboree; dancing; throwing - boomerang; - spear, - nulla-nulla; club; musical instruments; mock hunting; mock fighting; singing; South-western Queensland; (Code D).

# spear; boomerang; throwing stick; clan; dancing; corroboree; stories; painting; singing; music; musical instruments; Queensland; South Australia; (Code D); (Code L).

# toy weapons; mimic; string; water games; swimming; diving; fishing; boomerang; clan; hunting; corroboree; mimic; tracking games; running; totem games; Diamantina; South-west Queensland; (Code D).

# education; tracking; corroboree; spear throwing; fighting poles; memory game; play; mud game; Queensland; (Code C); (Code E).

# play; childhood; spear throwing; Australia.

# childhood; play; Australia.

# tracking; swimming; diving; water games; long distance swimming; endurance; Western Australia; (Code W).

# clan; music; dancing; musical instruments; swimming; toy weapons; toy implements; Torres Strait Islands; (Code To).

# climbing; dancing; corroboree; pictures; Tasmania; South Australia; (Code TAS).

# strength test; physical activity; running; dance; New South Wales; Tasmania; (Code E); (Code TAS).
# culture; stone game; implements; weapons; diagrams; * Newcastle; New South Wales; (Code E).

# wrestling; arm wrestling; spear throwing; fighting; games; stone throwing; play; * Tasmania; (Code TAS).

# games; * Victoria; (Code S).

# spear dodging; throwing stick - [witch witch]; * Victoria; (Code S).

# string games; * Torres Strait; (Code To).

# teasing; racism and play; * Australia.

# card games; gambling; sport - rounders, - cricket, - football, - baseball; childhood; playing; amusement - raiding orchard; swimming; exploring; adult and children playing together; children gambling for marbles and money; * South-west Queensland; (Code D).

# card games; gambling; sport - rounders, - cricket, - football, - baseball; childhood; playing; amusement - raiding orchard; swimming; exploring; adult and children playing together; children gambling for marbles and money; spirit play man when ill; * South-west Queensland; (Code D).

# recreational time; gambling; card games; * Roma; Queensland; (Code D).

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# warfare; * Maryborough; Queensland; (Code E).

# weapons; model canoe; toys; * Australia.

# weapons; model canoe; toys; * Australia.

# roarer; whistles; music; toy canoe; weapons; implements; hand games; * Hanover Bay; Kimberley; Western Australia; <Worora>; (Code W); (Code K).

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# rounders; marbles; skipping; running races; * Point Pearce; South Australia; (Code S).

# string games; * Yirrkala; Arnhem Land; (Code C); (Code N).

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<td><em>Aboriginal Bark Canoes of the Murray Valley.</em></td>
<td>Edwards, Robert</td>
<td>Published for the South Australian Museum by Rigby Limited, Sydney, N.S.W., 1972.</td>
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<td>canoe skill teaching; education; hunting competition; canoe corroboree; fishing contest; *South Australia; (Code L).</td>
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<td><em>Children of the Torres Strait: stories told at the Gab Titui Cultural Centre, Thursday Island.</em></td>
<td>Edwards, Ron</td>
<td>The Rams Skull Press, Kuranda, Qld., 2005.</td>
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<td><em>Children of the Torres Strait: stories told at the Gab Titui Cultural Centre, Thursday Island.</em></td>
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<td><em>Children of the Torres Strait: stories told at the Gab Titui Cultural Centre, Thursday Island.</em></td>
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<td><em>Arnhem Land in Colour.</em></td>
<td>Edwards, Robert and Guerin, Bruce</td>
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<td>games; education; hunting; string games; pictures; *Arnhem Land; Northern Territory; (Code N).</td>
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<td><em>Songs from Mabuiag.</em></td>
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<td>children's songs; *Mabuiag Island; Torres Strait; (Code To).</td>
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# string figure; * Lake Eyre; (Code L).

# music; play; * Australia.

# games; * Australia.

Elkin, A.P. *The Australian Aborigine*. Angus and Robertson, Sydney, N.S.W., 1974.
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# string figures; play; dolls; play; tops; clay breasts; balls; * Amhem Land; Northern Territory; (Code N).

# tree climbing; * Australia.

# bows and arrows; * Australia.

# pets; * Northern Territory; (Code C).

# string figures; * Bathurst and Melville Island; Northern Territory; (Code N).

# imitation hunting; toy shields; toy boomerang; * Central Australia; <Walbri>; (Code C).

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# music; singing; children's songs; ceremonies; * Central Australia; (Code C).

# music; children's songs; lullaby; * Australia.

# singing; education; dancing; stories; painting; music; mimic; playing; * Australia.

# string games; corroboree; stories; dolls; ball games; dancing; drawing; sand games; hide and seek; moving target; throwing - spear, - boomerang;
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# swimming; diving; throwing - spear; mock fighting; amusements; string figures; mimic; dancing; * Western Australia; Swan River; (Code W).


# implements; tracking; canoe; diving game; diving; swimming; throwing - reed, - spear; mimic; defending; emu feathers; fishing; climbing; dancing; singing; music; toy weapons; mock fighting; education; moving target; string games; ball games - keep-away game; wrestling; corroboree; * Central Australia; Nullabor; South Australia; Western Australia; (Code C).

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# weapons; corroboree; ball games; swimming; diving; thinking games; string games; singing; dancing; education; mock fighting; toy weapons; moving target; throwing - spear; * Tasmania; Victoria; South Australia; (Code C); (Code TAS); (Code S).


# children's games; * Australia.


# children's games; * Australia.


# thinking games; acacia tree flowers play; marble games; rude rhyme; jokes; ball games; skipping; singing; dancing; stories; mimic; play 'house'; education; dolls; mud games; spinning tops; toy canoe; toy weapons; string games; mock fighting; sand games; moving target; throwing - spear, - boomerang; hide and seek; water games; tracking; teasing games; * Australia; Torres Strait; (Code To).

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# endurance; * Central Australia; (Code C).

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# sleeping game; hide and seek; canoe; string games; mimic; doctor game; funeral game; ghost game; play 'house'; dog game; moon game; tracking games; * Arnhem Land; (Code N).

# wrestling; * New South Wales.

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# physique; endurance; * Central Australia; <Luritja>; (Code C).

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# mimic; swimming; throwing - spear; water games; wrestling; singing; * Central Australia; (Code C).

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# education; childhood; * Torres Strait; (Code To).

# ball games - [marn-grook]; Australian football; * Victoria; (Code S).

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# absence of social pretend play; play - developing physical skills, - exploring environment; hunting; food-gathering; * Central Australia; <Anbarra>; (Code C).
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Flick, Isabel and Goodall, Heather. *Isabel Flick: the many lives of an extraordinary Aboriginal woman*. Allen & Unwin, Crows Nest, N.S.W., 2004. # games; swimming; stone skipping; * New South Wales.

Flick, William. *A Dying Race: Authentic Stories of Australian Aboriginals*. Beacon Printery, Ballina, N.S.W., 192-. # climbing; vine; swimming; diving; root/potato; throwing - boomerang; controlled circles; * Lismore; New South Wales; (Code E).

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Florek, Stan. 'The Torres Strait Islands Collection at the Australian Museum'. *Technical Reports of the Australian Museum*. Number 19, 2005: 1-96. # string figure; diving; artefacts; spinning tops; * Torres Strait Islands; (Code To).


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- card games; * Northern Territory; (Code N).


- hide and seek; leaf games; boomerang; fire games; * Belyando River; Queensland; (Code E).


- running; wrestling; throwing - spear; - stone; playing; * Tasman; (Code TAS).


- pets; play; recreation; sport; * Tiwi Island; Northern Territory; (Code N).


- dolls; hopscotch; skipping; marbles; shanghai; clay switch; riding calves; fishing; swimming; sliding; swing; rolling game; fire; water games; card games; rounders; singing; * Yumba; Maranoa; Queensland; (Code D).


- recreation; toys; artefacts; * South Australia; (Code L); (Code S).


- mock fighting; throwing - spear; defending; ball games - keep-away game - [pando]; corroboree; dancing; roarer; diving; swimming; string games; climbing; canoe; * South Australia; (Code C); (Code L).


- tree climbing; mock fights; amusement; toy; play; dancing; * South Australia; (Code C); (Code L).


- children's story; water play; fun; * North Queensland; (Code E).


- hunting; pictures; stories; art; singing; dancing; hide and seek; swinging; mud games; water games; diving; wrestling; play 'house'; mimetic; string games; mock fighting; dolls; spinning tops; ball games; throwing - spear; - boomerang; moving target; education; tracking; marbles; corroboree; spear; weapons; climbing; * Northern Australia; Central Australia; (Code C); (Code N).


- imitation - play 'house'; throwing stick; * Queensland.


- swimming games; * Dalby; Queensland; (Code E).


- games; * Australia.


- spinning tops; * Torres Strait; (Code To).


- amusements; hunting; swimming; throwing - boomerang; - spear; - club; education; climbing; dancing; singing; corroboree; ball games; wrestling; football; moving target; string games; toy weapons; hide and seek; * New South Wales; (Code E).


- amusements; hunting; swimming; throwing - boomerang; - spear; - club; education; climbing; dancing; singing; corroboree; ball games; wrestling; football; moving target; string games; toy weapons; hide and seek; * New South Wales; (Code E).


- games; * Australia.
# ball games; football dance; Aboriginal games; indigenous sport; Australian football; * Tiwi Islands; Northern Territory; (Code N).

# string figure; * Australia.

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# education; mimic; toy weapons; hunting; spear; boomerang; noose; mock fighting; defending; shields; dolls; play 'house'; mimic; implements; canoe; war council; fight demonstration; wrestling; emu feather ball; throwing - boomerang; wombat game; hide and seek; ball games - [dirlk]; throwing stick - [weet-weet]; throwing; catching; stories; night camp; teasing; Gippsland; Victoria; Lower Murray River; Wimmera; Manero; (Code S).

# childhood; play; sport - running; * Mackay; Eastern Australia; Queensland; Australia; (Code E).

# games; swimming; stories; play; childhood; rounders; billy carts; sport - cricket; walk about banging on bits of tin; * Wagga Wagga; New South Wales; (Code L); (Code S).

# fire game; explosion; * Bunya Mountains; Queensland; (Code E).

# boomerang throwing; canoes; * New South Wales; Tasmania; (Code E); (Code TAS).

# tree climbing; ball game; wrestling; throwing - spear; mimic war; hunting; black and whites play; * New South Wales; (Code E).

# dolls; playing; * Australia.

# leaf games; story game; stick game; sand games; * Mt. Liebig; South Australia; (Code L).

# singing; singing games; * South Australia; (Code L).

# legend; boomerang game; * Central Australia; <Dieri>; (Code C).

Fry, Norman. 'Nanna Peckham (remembered by her grandson, Norman Fry)'. In Under the Mango Tree: Oral Histories with Indigenous People from the Top End. NT Writers’ Centre,
# card games; * Northern Territory; (Code C); (Code N).

# legends; feasts; sports - volleyball, - soccer, - football; basketball; rubbing play; hide and seek; * Yam Island; Torres Strait Islands; (Code To).

# cricket; climbing; swimming; marbles; card games; hide and seek; mimic; running; water games; dolls; spinning tops; thinking games; * Victoria; (Code S).

# thinking games; memory; * Central Australia; (Code C).

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# playing games; * Cloncurry; Queensland; (Code G).

Gabey, Jacob. Notebook on the Torres Strait Islanders. Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, Vic., 1949.
# swimming; * Torres Strait Islander Studies; (Code C); (Code N).

# throwing - spear; moving target; singing; dancing; * Torres Strait; (Code To).

# corroboree; games; * Canberra; (Code D); (Code S).

# cricket; animal play - chasing baby turtles; cubby houses; playing in dug trenches; play; draughts; rag doll; fun; tree rope swing; basketball; swimming; * South Australia; (Code S).

# swimming; * Newcastle; New South Wales; (Code E).

# games; music; ball games - football; throwing stick - [weet-weet]; running; hide and seek; swimming; water games; play 'house'; tracking; toy weapons; string games; wrestling; spinning tops; * North Australia; Eastern Australia; (Code N); (Code E).

# tracking; * New South Wales; Narrandera; (Code D).

# swimming; dancing; modern games; modern schooling; skipping; rounders; cricket; marbles; leap frog; running; * Murray River; Cherbourg; (Code E); (Code S).

# clan; marriage; weapons; ceremonies; * Adelaide; <Kaurna>; (Code L).


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# boomerang throwing; * Australia.

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# sport; running; * Mapoon; North Queensland; (Code Y).

# bush toys; * Australia.

# indigenous sport - rugby league; artwork; * Australia.

# leaf games; mimic; adult play; children's games; * Central Australia; (Code C).

# throwing - spear; competition; throwing stick; corroboree; * Central Australia; (Code C).

# games; * Australia.

# camp life; boomerang throwing; stone skipping; making playing balls; * Australia.

# diving; swimming; * Torres Strait; (Code To).

# bark game; stories; * South Australia; (Code L).

# roller games; singing; dancing; corroboree; * Central Australia; (Code C).

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# games; * Australia.

# play fighting; * Northern Territory; (Code N).

# vocabulary; playing; throwing - stone; toy; * Central Australia; <Pitjantjatjara>; (Code C).

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# throwing stick - [weet-weet]; * Australia.

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# games; throwing stick - [weet-weet]; * Australia.

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# vocabulary; playing; laugh; teasing; game; joking; ball games; football; ball; fun; story game; stories; musical instruments; * Northern Territory; Western Australia; South Australia; <Pitjantjatjara>; (Code C).

Godwell, Darren. *Sport and Reconciliation: fair play for all Australians* <booklet>. AGPS for the Council for Aboriginal Reconciliation, Canberra, A.C.T., 1996. # modern sport; reconciliation; * Australia.

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Goodwin, Ken and Lawson, Alan (eds). *The Macmillan Anthology of Australian Literature*. Macmillan, with the assistance of the Australia Council, South Melbourne, Vic., 1990. # poem; tennis; corroboree; laughing games; * Australia.


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# camp life; childhood; string games; amusement; leaf game; pastime - fishing; imitation games - digging; - chopping trees, toys; * Tarlo; Blue Mountains; New South Wales; (Code E).

# physique; boomerang throwing; dodging spears - tournament; battles; imitation - corroborees, - digging; amusement - camp fire story telling; string games; leaf game; fun and merriment; children's play; toy axes; dexterity with weapons; tree climbing; agility and strength; making and throwing light spears; losing temper in play; fishing; swimming and diving; education; * Tarlo; Sydney area; New South Wales; (Code E).

# games; * Australia.

# climbing; * Queensland; <Cambaranga>; (Code E).

# games; sham fights; toy boomerang; ball game; * Western Australia; (Code W).

# games; play; dance; * Melville Island; Northern Territory; (Code N).

# card games; * Western Australia; Carnarvon; (Code A).


# playing; sand games; board games; * Groote Eylandt; Northern Territory; (Code N).

# games; * Gympie; Queensland; (Code E).

# games; * Gympie; Queensland; (Code E).

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# games; * Gympie; Queensland; (Code E).
   # ball games; 'funeral games'; throwing sticks - [weet-weet]; throwing - boomerang; club; string games; story game; * Queensland; (Code E).

   # toy weapons; throwing - spear; accuracy; education; toy implements; throwing stick; * Central Australia; <Piljantjatjara>; (Code A); (Code C).

   # corroboree; work; * Australia.

   # swimming; diving; * Gascoyne River; Western Australia; (Code W).

   # corroboree; singing; dancing; * Musgrave Ranges; Diamantina; North Queensland; Lake Eyre; (Code L); (Code Y); (Code C).

   # mimic; swimming; tree climbing; boomerang; * Bathurst; New South Wales; (Code D); (Code E).

   # throwing - boomerang; jumping; running; swimming; climbing; throwing - [nulla-nulla]; stone rolling game; legends - boomerang; - porpoise play; * Numinbah Valley; Queensland; (Code E).

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   # fighting; hunting; combat; singing; dancing; corroboree; throwing stick; * Western Australia; (Code W).
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# throwing - spear; skill; * Yarrabah; Queensland; (Code Y).

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# marbles; * Mackay; Queensland; (Code E).

# games; * South Australia; (Code L).

# singing; dancing; stories; education; * Australia.

# games; football; dancing; * South Australia; (Code L).

# dance; recreation; * Australia.

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

# play; * Australia.

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# string games - [cat's cradle]; * Australia.

# fire games; swimming; canoe; singing; * Northern Territory; (Code C); (Code N).

# games; * Australia.

# singing; dancing; musical instruments; music; throwing - spear, - boomerang; art; thinking games; moving target; disc; throwing stick; defending; hunting; swimming; mock fighting; men; toy weapons; amusements; boomerang; canoe; diving; * New South Wales; Port Stephens; (Code E).

# mock fighting; toy weapons; running; jumping; swimming; throwing - reed; throwing stick; * New South Wales; (Code S).

Gunton, E.J. 'Aborigines in the Northern Territory of Australia'. Research Service Bibliographies Series, vol. 4, no. 10, 1964. # games; * Northern Territory; (Code C); (Code N).


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Hackett, Cecil J. Another Letter, Vol. 1 <manuscript AA 122>. Hackett Collection. South Australian Museum, Adelaide, S.A., 19--. # carving; drawing; amusements; playing; children; playabout; * South Australia; Central Australia; (Code C); (Code N).

Hackett, Cecil J. Another Letter, Vol. 2 <manuscript AA 122>. Hackett Collection. South Australian Museum, Adelaide, S.A., 19--. # amusement; ant-lions; insect play; * South Australia; Central Australia; (Code C); (Code N).

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Haddon, A.C. 'The Ethnography of the Western Tribes of Torres Straits'. The Journal of the
Anthropological Institute of Great Britain and Ireland, vol. 19, no. 3, 1890: 297-442. # swimming; diving; fighting; bow and arrow; throwing - spear; - club; throwing stick; - [weet-weet]; education; toy weapons; segregation; sand games; toy canoe; hockey; ball games; mock fighting; masks; chasing; wrestling; thinking games; string games; gambling; card games; water games; dancing; * Torres Strait Islands; Cape York; (Code To); (Code Y).

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Haddon, A.C. Series of letters, journals and notes <manuscript>. Cambridge University Library, HP papers. Cambridge, U.K., 1898. # games; * Torres Strait; (Code To).

Haddon, A.C. Torres Strait fieldwork journal, unpublished <manuscript>. Cambridge University Library HP papers, CUMAA Archives. Cambridge, U.K., 1898. # games; * Torres Strait; (Code To).

Haddon, A.C. Head Hunters: Black, White and Brown. Methuen, London, U.K., 1901. # string games; toys; games; leaf games; shell games; music; whistles; spinning tops; singing; toy weapons; throwing - spear; water games; swimming; * Torres Straits; New Guinea; (Code To).


Haddon, A.C. 'Australian Children's Games: [Review of] Games, Sports and Amusements by W.E. Roth'. Nature, vol. 66, 1902 (Aug.): 380-381. # games; * North Queensland; (Code E); (Code G); (Code Y).

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Haddon, A.C. 'Notes On Children's Games in British New Guinea'. Journal of the Royal Anthropological Institute of Great Britain and Ireland, vol. 38, 1908 (July-Dec.): 289-297. # singing; hand games; fan game; * Torres Strait; Papua New Guinea; (Code To).

Haddon, A.C. The Study of Man. John Murray, London, U.K., 1908 [1898]. # string games; spinning tops; roarer; tug-o-war; toy weapons; toy canoe; ball games; singing games; * Torres Strait; (Code To).

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# games; toys; * Torres Strait Islands; (Code To).

# artefacts; toys and playthings; games; * Torres Strait; (Code To).

# toy canoe; * Mapoon; North Queensland; Torres Strait; (Code Y); (Code To).

# hunting; weapons; spear; art; singing; music; spinning tops; fan game; dolls; hockey; skipping; ball games; bean game; hide and seek; blindfold game; thinking games; throwing - club; - stick; throwing stick; mock fighting; mimic; education; toy canoe; toy weapons; shell games; water games; toys; string games; * Torres Strait Islands; (Code To).

# sling shots; fighting; weapons; dancing; playing; hunting; puberty; segregation; toy canoe; toy weapons; bow and arrow; hockey; sand games; moving target; throwing; - spear; diving; stories; hide and seek; throwing stick; * Torres Strait Islands; (Code To).

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# string games - (cat's cradle); * Australia.

# string games; * Australia.

Haddon, K. Some Australian String Figures. Ford and Son, Melbourne, Vic., 1918.
# string figure; * Australia.

Haddon, K. 'Cat's Cradle'. Country Life, 24 August 1929: 269.
# string games - (cat's cradle); * Australia.

# string games; string figures; * Australia.

# string games; * Australia.

# string games; corroboree; * North Queensland; Gulf of Carpentaria; Cape York; (Code Y).

# string games; * Torres Strait Islands; (Code To).

# string games; corroboree; * North Queensland; Gulf of Carpentaria; Cape York; (Code Y).

# childhood; racism in sport; sports - rugby league, - rugby union, - athletics, - cricket; sports and swimming carnivals; childhood; play; gambling - two-up; sandhill play; imitation play - cowboys and indians; tin can rollers; swimming; play fighting; shanghais; toys; pretend play; * Western Queensland; Eastern Australia; (Code E); (Code L).

# bullroarer; physical abilities; socialising; play; * Port Lincoln; South Australia; (Code C); (Code L).

# throwing - stick; - club; fighting; playing; * Flinders Ranges; South Australia; (Code L).
- weapons; fighting; dancing; mock fighting; throwing stick; spear; throwing - spear; * Charlotte Bay; North Queensland; (Code Y).

- sport - cricket; throwing; dancing; * Port Lincoln; South Australia; (Code L).

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- fish eye; pearls; throwing stick; swimming; * Fraser Island; Queensland; (Code E).

- spinning tops; dancing; * Torres Strait Islands; (Code To).

Hall, H. *Information on the Dalby Area Aboriginal People <personal correspondence with Ken Edwards>*. Dalby, Qld. [place of interview], June 1990.
- swimming; * Dalby; Queensland; (Code E).

- vocabulary; corroboree; toy weapons; spear; swimming; running; playing; boomerang; * Western Australia; (Code W).

- stories; throwing - boomerang; singing; sand games; swimming; * South-east Queensland; (Code E).

Hall, Thomas. *A Short History of the Downs Blacks known as the 'Blucher Tribe*. Warwick Newspaper Company, Warwick, Qld., 190-.
- swimming; spear; throwing - [nulla-nulla]; weapons; mock fighting; corroboree; dancing; music; musical instruments; stories; * Brisbane; (Code E).

- spear flying game; corroboree; tracking; * Northern Territory; (Code N).

- tracking skill; games; * Central Australia; Northern Australia; (Code C); (Code N).

- games; running; spear throwing; tree climbing; bushcraft; dance; corroboree; * South Western Australia; (Code W).

- weapons; bow and arrow; toy weapons; * North Queensland; North-west Australia; Torres Strait Islands; Arnhem Land; (Code N); (Code To); (Code Y).

- education; games and pastimes; play; shadow game; education; imitation; string game; pinching game; dolls; toy weapons; throwing stick; ball games; corroboree; hunting games; feast game; bullroarer; * Australia.

- boomerang; hunting; mimic; imitation games; string games - [cat's cradle]; throwing stick - [weet-weet]; club; * Australia.

- absence of social pretend play; play - developing physical skills, - exploring environment; hunting; food-gathering; * Central Australia; <Anbarra>; <Yolngu>; (Code C); (Code N).

- swimming; rounders; toys; billy carts; play; bikes; sliding; night playing; roller games; * Brungle and Tumut Valleys; New South Wales; (Code D); (Code S).
# throwing - spear; - [nulla nulla]; sham fights; * Western Victoria; (Code S).

# games; * North Queensland.

# bow and arrow; wrestling; corroboree; mimic; musical instruments; bird-call; * Cape York; Gulf of Carpentaria; Queensland; New Guinea; Torres Strait Islands; Northern Territory; (Code Y); (Code G); (Code To).

# roarer; ceremonies; * Queensland.

# bow and arrow; wrestling; corroboree; mimic; musical instruments; bird-call; * Cape York; Gulf of Carpentaria; Queensland; New Guinea; Torres Strait Islands; Northern Territory; (Code Y); (Code G); (Code To).

# games; * Queensland.

# games; * Australia.

# throwing - spear; accuracy; corroboree; swimming; fishing; * Murray River; Victoria; (Code S).

# playing; amusements; climbing; fishing; throwing - spear; moving target; running; boxing; * Western Australia; (Code W).

Hammond, Philip. 'Set your own pace'. The Courier-Mail (Brisbane), 1 May 2004: Travel 6.
# toy boat race; * Torres Strait; (Code To).

# ball games; sport - football; * Bathurst Island; Melville Island; Northern Territory; <Tiwi>; (Code N).

# jumping; rope; skipping; * Wellington Valley; New South Wales; (Code E).

# stories; boomerang; * Logan; Queensland; (Code E).

# ball game - (marn-grook); Australian football; * Victoria; (Code S).

# playing; swimming; * Victoria; (Code S).

# vocabulary; string games - [wurra-wurro]; * Boonah; <Yuggarabul>; Queensland; (Code E).

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- corroboree; canoes; pet dingo; swimming; diving; mock battle; ball game; throwing stick; marbles; education; dressing up; black and white playing; agility; stamina; sports; cricket; football; races; * Darling River; South Australia; (Code L); (Code D).


- gambling games - cards, small stones; childhood play; ball game; stick game; * Darwin; North Australia; (Code N).


- traditional games; Aboriginal games carnival; modern sports - Australian football; spear throwing; corroboree; reinventing traditional sport; fun; lack of physical activity; * Australia.


- childhood; education; play; sports - rugby league; * Cherbourg; Queensland; (Code E).


- ball game - [marn-grook]; Australian football; * Victoria; (Code S).


- ball game - [marn-grook]; Australian football; * Victoria; (Code S).


- ball game - [marn-grook]; Australian football; * Victoria; (Code S).


- swimming; diving; education; mud games; mimic; * Australia.

Harney, William Edward. 'Sport and Play Amidst the Aborigines of the Northern Territory'.


- children's games; mock fighting; * Northern Territory; (Code N).


- singing; dancing; playing; legend; * Australia.


- childhood; games; * Australia.


- games; * Northern Territory; (Code C); (Code N).


- sand games; education; singing games; string games; mock fighting; mock hunting; toy weapons; spear; hide and seek; mud games; climbing; stories; boomerang; races; running; photographs; water games; playing; swimming; diving; story game; * Darwin; Northern Territory; (Code N).


- sand games; education; singing games; string games; mock fighting; mock hunting; toy weapons; spear; hide and seek; mud games; climbing; stories; boomerang; races; running; photographs; water games; playing; swimming; diving; story game; * Darwin; Northern Territory; (Code N).


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# canoe; spear; fighting; warfare; * Arnhem Land; Northern Territory; <Tiwi>; (Code N).


# roller games; education; stories; ceremonies; spear making; toy weapons; singing games; moving target; throwing - spear; disc; hunting; observation; tracking; mimic; * Lake Eyre; Groote Eylandt; (Code N); (Code L).


# spear throwing; games; traditional education; education - catching animals, - food gathering, - making weapons, - making rugs and cloaks of marsupial skins, - stone flaking, - carving animals; legends; leisure time; corroboree; memorisation; * Australia.


# playing; swimming; * North Queensland; Papua New Guinea; (Code Y).


# playabout corroboree; * Yuendumu; Northern Territory; <Walbiri>; (Code C).


# string figures; * Nepabunna; South Australia; (Code L).


# string games; * Ernabella; Musgrave Ranges; South Australia; (Code C); (Code L).


# playing; segregation; punishment; fighting; education; string games; stories; wrestling; climbing; string games; * Central Australia; South Australia; (Code C); (Code L).
* # gatherings; plentiful food; sport; discipline; education; individual excelled; leader; canoe races; canoe types; canoe; sailing; climbing; women; pets; birds; taming; marsupials; dingo; swimming; dog paddle; diving; special breathing; cold water; throwing - boomerang, - spear; * Lake Macquarie; Central Coast; Lower Hunter Valley; Port Stephens; New South Wales; (Code E); (Code S).

* # climbing; rope; * Lake Macquarie; New South Wales; (Code E).

* # swimming; canoe; races; surfing; * Swansea; New South Wales; (Code E).

* # throwing - boomerang, - spear; * Australia.

* # string games - (cat's cradle); * Australia.

* # boomerang; hockey; throwing - spear; dancing; games; corroboree; moving target; warfare; * South-eastern Australia; <Wheelman>; (Code A).

* # initiation; training; games; * Western Australia; (Code W).

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# throwing - boomerang, - spear; * New South Wales; (Code D).

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# Australian football; * Australia.

# play; * Torres Strait; (Code To).

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# throwing - boomerang, - spear; moving target; education; canoe; swimming; fishing; water games; running; jumping; climbing; tobogganning; hide and seek; spinning tops; skipping; mock fighting; fights; defending; cricket; * Perth; Western Australia; (Code W).

  # marbles; skipping; hopscotch; hockey; rounders; dolls; card games; * Cherbourg; Queensland; (Code E).

  # childhood; playing games; marbles; cricket; * Cherbourg; Queensland; (Code E).

  # ball game - [marn-grook]; Australian football; * Victoria; (Code S).

  # string games; * Australia.

  # throwing stick; tracking games; sand games; corroboree; moving target; throwing - spear; * South Australia; Western Australia; (Code C); (Code A).

  # spear throwing; corroboree; * New South Wales; (Code E).

  # vocabulary; toy weapons; spear throwing; toys; bow and arrow; knife; * Northern Territory; Central Australia; (Code C).

  # stories; toys; playing in trees; games; music; swimming; diving; water games; throwing - boomerang; - spear; segregation; spear fights and battles; * Tully; North Queensland; (Code E).

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# corroboree; ceremonies; story game; education; hunting; tracking games; education; mimic; toy weapons; defending; stories; sand games; throwing - spear; accuracy; play 'house'; drawing; singing; * Western Australia; Ooldea; Ernabella; <Pitjantjatjara>; (Code C); (Code A).

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# ball games; *marn-grook*; Australian football; * Victoria; (Code S).

# indigenous sport; ball game; *marn-grook*; Australian football; * Australia.

# weapons; swimming; diving; spear; boomerang; throwing stick; throwing - club; - *nulla-nulla*; hunting; * Queensland.

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# games; * New South Wales.

# camp life; play; * North Queensland; (Code G).

# climbing; climbing vine; * New South Wales.

# throwing - spear; - club; water games; swimming; ball games; football; * Torrens River region; Adelaide; South Australia; (Code L).

# toy canoe; canoe races; * Murray (Mer) Island; Torres Strait; (Code To).

# recreation; card games; children's play; education; * Hooker Creek; Northern Territory; (Code N); (Code C).

# games; toys; hockey; ball game; bow and arrow; kites; toy canoe; * Papua; Torres Strait; (Code To).

# ceremonials; clan; spinning tops; singing; ball games; hockey; toys; toy weapons; music toys; tug-o-war; string games; dancing; kites; wind toy; hide and seek; blindfold game; mimic; stories; * Murray Islands; Torres Strait Islands; British New Guinea [Papua New Guinea]; (Code To).

# education; shanghai; corroboree; tradition; culture; ceremonials; hunting; boomerang making; ball games; football; hockey; cricket; card games; * Cherbourg: Barambah; Queensland; (Code E).

# fighting; hunting; hide and seek; * Gympie; Queensland; (Code E).

# tracking games; corroboree; gambling; * Australia.

# warfare; battles; * Sunshine Coast; Queensland; (Code E).

# throwing - boomerang, - woomeras; * Koonibba; South Australia; (Code L).

# skipping; string games; marbles; singing; * Lower Murray River; South Australia; (Code S).

# running; leaping; * South Australia; (Code L).

# ball games; spinning balls; throwing; rolling game - [koolchee]; catching; * South Australia; Eyre Basin; <Wangkanguru>; (Code L).

# string games; * North Queensland; (Code Y).

# inter-tribal tournaments - [prun]; * Tully; North Queensland; (Code Y).

# mock hunting; mock fighting; throwing - spear; toy spear; boomerang; counting; ball games; football; hockey; wrestling; string games; toy weapons; dolls; mimic; moving target; mud games; hand games; roller games; tracking games; clan; corroboree; hide and seek; thinking games; masks; whistles; marbles; knucklebones; * Torres Strait Islands; Arnhem Land; Australia; (Code N); (Code To).

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# throwing - spear; accuracy; tree climbing; * New South Wales; (Code E).

# climbing; wrestling; string games; dolls; toy canoe; throwing - spear; - boomerang; fishing; shell games; swinging; mud games; tobogganning; moving target; tracking games; throwing stick; toy weapons; singing; dancing; pet; mimic; mock fighting; leaf games; fire games; swimming; * Central Australia; (Code C).

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# weapons; boomerang; club; spear; corroboree; warfare; fighting; dancing; music; * Tasmania; (Code TAS).


# games; * Australia.


# games; swimming; * New South Wales; Victoria; (Code S).


# string games; modern games; modern sports; football; * Australia.


# gambling; card games; recreation; * Kimberley; Western Australia; (Code K).


# gambling; card games; recreation; * Kimberley; Western Australia; (Code K).


# dancing; thigh quivering; spear throwing; combat; childhood; play; * New South Wales; (Code E).


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# language; games; * Australia.

# fighting; corroboree; throwing - spear; defending; weapons; * Australia.

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# fighting; warfare; * Cardwell; Queensland; (Code Y).

# climbing; fighting; contests; spear; corroboree; ceremonies; warfare; weapons; singing; pet; * Cairns; Queensland; (Code Y).

# throwing - boomerang; hunting; * Croydon; North Queensland; (Code Y).

# fishing; porpoise; warfare; * Redcliffe; Queensland; (Code E).

# string games; * Central Australia; (Code C).

# education; childhood; play on donkeys; * Central Australia; (Code C).

# fishing using porpoises; taming porpoises; physical skills; swimming; walking endurance; contests - battles; * Moreton Bay; Queensland; New South Wales; (Code E).

# catamarans; * Tasmania; (Code TAS).

# climbing; agility; women; hunting; possum; * Tasmania; (Code TAS).

# toy boomerang; roarer; club; * Australia.

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

# ball games; ball game - [marn grook]; Australian football; play; * Victoria; (Code S).

# ball game; Australian football; * Victoria; (Code S).

# games; climbing; bow and arrow; * Torres Strait Islands; (Code To).

# swimming; * Torres Strait; (Code To).

# toy canoe; * Torres Strait; (Code To).

# swimming; * New South Wales.
# play; education; fun; childhood; * Australia.

# play; games; swimming; * Murrumbidgee; Victoria; (Code D); (Code S).

# swimming; fishing; * Murrumbidgee; Victoria; (Code D); (Code S).

# childhood; recreation; string games; * North Australia.

# playing; singing; swimming; * Forrest River; North Australia; (Code K).

# play; games; education; teasing games; stories; clan; mock fighting; wrestling; sex games; mimic; throwing - spear; play 'house'; toy weapons; segregation; dancing; singing; corroboree; swimming; diving; running; chasing; * Kimberley; North Australia; (Code K).

# corroboree; singing; dancing; * Northern Territory; Central Australia; Kimberley; (Code K); (Code C).

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# games; * Torres Strait; (Code To).

# beach play; legend; string figures; * Fraser Island; Queensland; <Badjela>; (Code E).

# recreation; aimless play; disorganised children's play; dance; play in legends; joking and 'showing off'; gambling; sport - football, - cricket; * Cherbourg; Queensland; (Code E).

# string figures; * Queensland; <Kabi Kabi>; (Code E).

# recreation; children's play; leisure; sport - football, - cricket; * Burnt Bridge; New South Wales; Queensland; (Code E).

# play in legends; * Queensland; (Code E).

# indigenous sport; * Australia.

# sham fights; corroboree; * Tasmania; (Code TAS).

# childhood; swimming; games; play; * Mapleton; Queensland; (Code E).

# games and amusements; mock battles; spear throwing; throwing sticks; ‘nought and crosses’; tracking; canoes; cards; tracking; corroboree; * Northern Australia; (Code C); (Code N).

# games; * Australia.

# play; games; toy weapons; spear throwing; disc game; * Australia.

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Kennedy, Keith. 'The Exhibition'. Mankind, vol. 1, no. 8, 1934.


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Khan, Kate. 'Chapter 6: The Man Who Collected Everything: W.E. Roth'. In Peterson, Nicolas, Allen, Lindy and Hamby, Louise (eds), The Makers and Making of Indigenous Australian Museum Collections. Melbourne University Publishing, Carlton, Vic., 2008: 163-185. # artefacts; toys and games; balls; string figure illustration (from Roth); * North Queensland; (Code Y).

Kickett, Roma. 'Roma Kickett'. In Teagle Kapetas, Jan, Dodd, Ivy, Dalgetty Walley, Valmae, Stafford, Fiona and Walley, Kay (eds), From Our Hearts: an anthology of new Aboriginal writing from southwest Western Australia. Kadadjiny Mia Walyalup Writers, South Fremantle, W.A., 2000: 154-158. # playing; games; doll; beach activities; hopscotch; running; chasing game; pet play; tennis ball game; toys; swimming; * South-West Western Australia; Victoria; <Nyoongar>; (Code W); (Code S).

Kickett-Tucker, Cheryl. 'Urban Nyoongar Children's Sense of Self in Sport'. In Jaggard, Ed and Ryan, Jan (eds), Perspectives on Sport and Society. Vol. 18. Centre for Western Australian History, Department of History, University of Western Australia, Perth, W.A., 1997. # children; sport; * Western Australia; (Code W).

Kickett-Tucker, Cheryl. 'Urban Nyoongar children's sense of self in sport'. Studies in Western Australian History., vol. 18, 1997: [81]-94. # children; sport; * Western Australia; (Code W).


Kickett-Tucker, Cheryl S. 'School Sport Self-Concept of Urban Aboriginal School Children: Teacher Influences'. Paper presented to AARE-NZARE National Conference, Melbourne, Vic., 1999. # sport; school sport; * Western Australia; <Nyoongar>; (Code W).


King, Phillip P. *Narrative of a Survey of the Intertropical and Western Coast of Australia performed between the Years 1818 and 1822.* Murray, London, U.K., 1827.

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# card games - [kuns]; play; cognitive skills; desert life; * Central Australia; (Code C).


Kramer, Ernest E. *Australian Caravan Mission to Bush People and Aboriginals: Journeys in the Far North and Centre of Australia*.

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Laade, Wolfgang. Murray Island Songs. Australian Institute of Aboriginal Studies, Canberra, A.C.T., 1963. # games; songs; * Torres Strait; (Code To).

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Laade, Wolfgang. Report (to AIAS) on field work in the Torres Straits, 1st October-31st December, 1964. AIATSIS, Canberra, A.C.T., 1964. # games; songs; * Mabuiag Island; Torres Strait; (Code To).

Laade, Wolfgang. Report on field work from 6th March to 30th June 1964 <manuscript PMS 961>. Laade Collection. AIATSIS, Canberra, A.C.T., 1965. # games; songs; * Torres Strait; (Code To).

Laade, Wolfgang. Catalogue of Field Tape Recordings, 1963-65. Volumes 1-5 <manuscript: MS 264 and MS 265 (1967)>. Laade Collection. 3. AIATSIS, Canberra, A.C.T., 1966-67. # singing games; spinning tops; seed game; throwing; string games - [wame]; pet; swimming; dancing; stick game; running; mimic; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code To).

Laade, Wolfgang. String figures of Saibai Island, Torres Straits. Rev. ed. <typescript PMS 967>. Laade Collection. Australian Institute of Aboriginal Studies, Canberra, A.C.T., 1967. # string games; singing games; * Torres Strait Islands; (Code To).

Laade, Wolfgang. 'Ethnographic Notes on the Murray Islanders, Torres Straits'. Zeitschrift Fur Ethnologie, bd. 94, dt.1, (Brauschweig), 1969: 41-47. # playing; ball games; * Murray Island; Torres Strait Islands; (Code To).


Laade, Wolfgang (ed.) Oral Traditions and written documents on the history and ethnography of the northern Torres Strait Islands Saibai – Dauan – Boigu. Vol. 1: – Adi-myths, legends, fairy tales. Franz Steiner, Wiesbaden, Germany, 1971. # culture; weapons; implements; clan; masks; playing; water games; swimming; singing; ball games; * Torres Strait Islands; Cape York; New Guinea; Bamaga; (Code To); (Code Y).

Laade, Wolfgang. 'Notes on the clans, economy, trade and traditional law of the Murray Islanders, Torres Straits'. Journal de la Societe des Oceanistes, vol. 29, no. 39, 1973: 151-167. # ball games; water games; * Torres Strait Islands; (Code To).


* string games; singing; dancing; stories; music; musical instruments; musical toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* spear throwing; pets; laughter; childhood; * Tasmania; (Code TAS).


* singing games; spinning tops; seed game; throwing; string games - [wame]; pet; swimming; dancing; stick game; running; mimicking; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* singing games; spinning tops; seed game; throwing; string games - [wame]; pet; swimming; dancing; stick game; running; mimicking; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* singing games; spinning tops; seed game; throwing; string games - [wame]; pet; swimming; dancing; stick game; running; mimicking; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* singing games; spinning tops; seed game; throwing; string games - [wame]; pet; swimming; dancing; stick game; running; mimicking; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* spear throwing; pets; laughter; childhood; * Tasmania; (Code TAS).


* game; running; mimic; bow and arrow; water games; hide and seek; sex games; football; thinking games; singing; dancing; stories; music; musical instruments; music toys; spinning tops; * Cape York; North Queensland; Torres Strait Islands; (Code Y); (Code T).


* canoe; swimming; kites; * Whitsunday Island; Queensland; (Code E).


* food; vocabulary; spear; club; boomerang; * Australia.


* toys; physique; moving target; toy weapons; mock fighting; berries; stone; throwing - spear; defending; * Central Australia; (Code C).


* tracking games; education; * Central Australia; (Code C).
Collection: Mann Range Expedition Supplementary Papers 1933. South 
# moving target; throwing - spear, - stick; disc; toy 
weapons; follow the leader; king of the castle; 
climbing; sand games; bark; * Ernabella; Central 
Australia; (Code C).

Lamshed, Max. "Monty": the biography of C.P. 
Mountford. Rigby Limited, Adelaide, S.A., 
1972. 
# string games; fire games; children's play; fun and 
laughter; photographs and film of play; toy canoe; * 
Central Australia; Northern Territory; South Australia; 
(Code C); (Code N); (Code L).

Lancy, D.F. 'Play in Anthropological Perspective'. In 
Smith, P.K. (ed.), *Play in Animals and 
# typology; game collections; * Australia.

Landtman, Gunnar. 'Cat's Cradles of the Kiwai 
Papuans, British New Guinea'. *Anthropos*, 
vol. 9, no. 1-2, 1914: 221-232. 
# string games; * Papua New Guinea; Torres Strait; 
(Code To).

Landtman, Gunnar. *The Folk-Tales of the Kiwai 
Papuans*. Acta Societatis Scientiarum 
Fennicae; tom. 47. Finnish Society of 
Literature, 1917. 
# stories; play; * Papua New Guinea; Torres Strait; 
(Code To).

Landtman, Gunnar. *The Kiwai Papuans of British 
New Guinea: a nature-born instance of 
Rousseau's ideal community*. Macmillan 
# sand games; drawing; hand games; string games; 
insect games; marbles; toy canoe; swinging; see-
saws; tug-o-war; skipping; * Papua New Guinea; 
Torres Strait; (Code To).

Landtman, Gunnar. *Ethnographic Collection from 
the Kiwai District of British New Guinea. 
Commission of the Antwell Collection*. 
Helsinki, Finland, 1933. 
# games; * Papua New Guinea; Torres Strait; (Code 
To).

Lane, Barbara. 'On String Figures: A Protest [letter 
to editor]'. *American Anthropologist*, vol. 65, 
no. 4, 1963: 911. 
# string figures; * Australia.

Lane, Cyril Grant. 'Notes from the North'. *The 
Queenslander* (Brisbane), 11 February 
1922: 11, 22-23.
[weet-weet]; kick ball; string figures; tracking; story-telling; music; * Victoria; Geelong District; (Code S).


Lane, Louis. BAI:ERR <manuscript GRS1104, Box 4, Item 127>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1993. # games; * Victoria; Geelong District; (Code S).

Lane, Louis. The Life of an Aboriginal Female in a Male Dominated Society. An address to the P.L.C. Old Girls Association on the 18th May 1993 <manuscript GRS1104, Box 3, Item 77>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1993. # games; playing; * Victoria; Geelong District; (Code S).

Lane, Louis. The Natives of Paywit <manuscript GRS1104, Box 3, Item 80>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1993. # education; tracking; guessing game; ball games; toy weapons; spear throwing; playing house; hide and seek; climbing; diving; swimming; games; * Victoria; Geelong District; (Code S).

Lane, Louis. PALLY:ANG, WAA:WAA & BOONJIL. 'A Journey for a Little Girl' <manuscript GRS1104, Box 3, Item 74>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1993. # ball game; dolls; * Victoria; Geelong District; (Code S).

Lane, Louis. Walert the Brushtailed Possum. Text for an address to the Queenscliff Historical Society, July 22nd, 1993 <manuscript GRS1104, Box 3, Item 79>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1993. # children's story; * Victoria; Geelong District; (Code S).

Lane, Louis. To be a Boy in Aboriginal Society. The Last of the Wataurun Territory <manuscript GRS1104, Box 4, Item 121>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1994. # childhood education; playing; * Victoria; Geelong District; (Code S).

Lane, Louis. To be a Child in Aboriginal Society. The Last of the Wataurun Territory <manuscript GRS1104, Box 4, Item 124>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1995. # toy weapons; toys; education; playing; climbing; diving; ball game; boomerang game; string figures - (cat's cradle); playing families; hide and seek; tracking; spear throwing; keep away game; pinching game; clay babies; throwing stick - [weet-weet]; stone throwing; story-telling; music; education; corroboree; * Victoria; Geelong District; (Code S).

Lane, Louis. To be a Girl in Aboriginal Society. Text of an address to the Bellarine Ladies' Probus Club, at Clifton Springs, 15th May, 1995 <manuscript GRS1104, Box 4, Item 113>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1995. # childhood education; playing; singing; swimming; diving; tracking; climbing; string figures; ball game; Australian football; keep away game; tag games; spear throwing; pinching game; leaf game; dolls; stone throwing; * Victoria; Geelong District; (Code S).

Lane, Louis. To Become a Man in Aboriginal Society. Sequel to Article No. 101, 'To be a Boy in Aboriginal Society' <manuscript GRS1104, Box 4, Item 123>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 1995. # throwing stick - [weet-weet]; tracking; * Victoria; Geelong District; (Code S).

Lane, Louis. Collection of Material on Aborigines: Documents relating to local Aboriginal population <manuscript GRS1104>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 2000. # climbing; games; diving; running; hide and seek; ball games; stone throwing; pinching games; tracking; laughing; playing; disc game; story-telling; throwing stick; * Victoria; Geelong District; (Code S).

Lane, Louis. The Last Care – Free Children <manuscript GRS1104, Box 1, Item 28>. Louis Lane Collection, Geelong Historical Society. Geelong, Vic., 2000. # climbing; games; diving; running; hide and seek; ball games; stone throwing; pinching games; tracking; laughing; playing; disc game; story-telling; throwing stick; * Victoria; Geelong District; (Code S).

Lang, John. Botany Bay, True Tales of Early Australia. SETIS Sydney University Press titles. Sydney University Press, Sydney, N.S.W., 2004 [1890]. # killing birds for amusement; singing; tree climbing; * Eastern Australia; (Code E).

Lang, Trevor L. 'The Social Development of Aboriginal Children'. In Selected Papers of the Walgett Conference on Aboriginal Education in New South Wales 1971-75. Macquarie University, Centre for...
Langford, R.F. 'Our Heritage; Langford Ginibi, Ruby. 'Mission Life Memories'.
Langloh-Parker, K. Australian Legendary Tales: folklore of the Noongahburraaks as told to the
piccaninny Melville, Mullen & Slade, Melbourne, Vic., 1897 [1896].

# childhood; * Australia.
# education; games; clan; mimic; * Torres Strait Islands; (Code To).
# playing; childhood; throwing - boomerang; boomerang game; throwing stick - [weet-weet]; singing; music; legends; mock fighting; keep-away game; fire games; roarer; tracking; playing - pet dog; corroboree; playing tricks; making grass playgrounds; imitation; playing with bent over tree; playing in water - splashing; * New South Wales; <Noongahburraaks>; (Code E).
# wrestling; segregation; corroboree; singing; mock fighting; defending; throwing - boomerang; - spear; skipping; fire games; leaf games; moving target; water games; throwing stick - [weet-weet]; ball games; swinging; hide and seek; dancing; weapons; * New South Wales; (Code E).
# stories; legend; playing; boomerang game; throwing - boomerang; hide and seek - [wahgoo]; grass playgrounds; mimic animals; impersonations; pictures; mock fighting; climbing; swimming; water games; vocabulary; * New South Wales; (Code E).
# playing; thinking games; shell games; * Torres Strait Islands; (Code To).
# sport - boxing; childhood; playing with sticks; * Gascoyne; Western Australia; (Code W).
# fire games; flora; play materials; raw materials; toy weapons; moving target; throwing - spear; boomerang; story game; leaf games; dolls; string games; wind game; seed game; spinning tops;
marbles; insect games; sling shots; roller games; * Central Australia; (Code C).

Lawrie, Margaret. Malo songs folder: – Segur Kab <manuscript: TR1791/24>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1976. # games; * Torres Strait; (Code To).

Lawrie, Margaret. Mabuiag Island children's games, songs, chants and stories <typescript: TR1791/63>. The Margaret Lawrie Collection of Torres Strait Island Resources. Item 63. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1976. # games; songs; stories; chants; * Mabuiag Island; Torres Strait; (Code To).

Lawrie, Margaret. Mabuiag calendar, songs, chants, vocabulary, fishtraps <manuscript: TR1791/27>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1976. # artefacts; toys and playthings; * Queensland.

Lawlor, Robert. Voices of the First Day: awakening in the Aboriginal Dreamtime. Inner Traditions International, Rochester, Vermont, U.S.A., 1991. # tracking games; sand games; stories; football; sex games; toy weapons; corroboree; education; clan; * Northern Territory; Tennant Creek; (Code C).

Lawrie, Margaret. Research notes on children's games <research notes: TR1791/384>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1979. # games; string figure; * Torres Strait; (Code To).

Lawrie, Margaret. Children's games, songs and chants <typescript: TR1791/39>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1979. # games; * Torres Strait; (Code To).

Lawrie, Margaret. Notes on children's games and songs <undated manuscript: TR1791/85>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1979. # string figure; * Mer Island; Torres Strait; (Code To).


Lauer, Peter K. (ed.) Cultural and Historical Records of Queensland. Vol. 2, (June). University of Queensland Press, Brisbane, Qld., 1980. # toy spear; canoe; spinning tops; throwing stick; * Queensland; (Code E); (Code Y).

Lau, Robert. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1979. # artefacts; toys and playthings; * Queensland.

Latz, Peter K. Bushfires and Bushtucker: Aboriginal Plant Use in Central Australia. IAD Press, Alice Springs, N.T., 1995. # fire games; flora; play materials; raw materials; toy weapons; moving target; throwing - spear; boomerang; story game; leaf games; dolls; string games; wind game; seed game; spinning tops; marbles; insect games; sling shots; sex teasing; roller games; * Central Australia; (Code C).

Lauer, Robert. Voices of the First Day: awakening in the Aboriginal Dreamtime. Inner Traditions International, Rochester, Vermont, U.S.A., 1991. # tracking games; sand games; stories; football; sex games; toy weapons; corroboree; education; clan; * Northern Territory; Tennant Creek; (Code C).
Lawrie, Margaret. *Notes on children's games and songs; Murray Island and Yam Island* <manuscript: TR1791/70>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1971 (Feb.-May).

# games; * Mer Island: Yam Island; Torres Strait; (Code To).


# games; * Saibai Island; Torres Strait; (Code To).

Lawrie, M. *Tales from Torres Strait*. University of Queensland Press, St. Lucia, Qld., 1972.

# flower games; seed game; play 'house'; story game; ghost game; canoe; pet; swimming: * Torres Strait; (Code To).

Lawrie, Margaret. *Kubin; notes on clans (social organisation), children's games, legends (unpublished stories), Tuit hagi, Nungi adika etc.* <typescript: TR1791/64>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1972 (June).

# string figure; toy aeroplane; hand games; songs; food games; * Kubin Island; Torres Strait; (Code To).

Lawrie, Margaret. *Card Files (4 boxes): Arranged into Western, Eastern and Central Islands, Badu (Mulgrave Island) and Mer (Murray Island) – unlabelled. The cards contain information on vocabulary, games, songs, which in part has been used for inclusion in the end notes of "Myths and Legends of the Torres Strait"* <card files: TR1791/158 boxes 1 and 2>. The Margaret Lawrie Collection of Torres Strait Island Resources. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1973.

# games; string figure; singing; swimming games; * Torres Strait; (Code To).


# games; * Torres Strait; (Code To).

Lawrie, Margaret. *Visit to Murray Island, April, May, 1973: Games* <manuscript: TR1791/23>.


# games; * Torres Strait; (Code To).


# canoe and boat races; wrestling; sports; games; * Torres Strait; (Code To).


# games; * Torres Strait; (Code To).


# artwork; children's games; shooting grass spears - [boerdth]; toy sailboat; toy masks; beach activities; imitation play - [kamu sagal]; artefacts - children's headdress; catching birds for pets; * Torres Strait; (Code To).


# artwork; children's games; beach activities; toy sailboat; toy mask; * Torres Strait; (Code To).

Lawrie, M. (comp. and trans.). *Myths and Legends of Torres Strait*. Queensland University Press, St Lucia, Qld., 1970.

# throwing - spear, - stick; moving target; singing; string games; playing; swimming; sand games; hide and seek; diving; swimming; teasing games; toy weapons; pet; ball games; maps; stories; * Torres Strait Islands; (Code To).


# fighting; * North Queensland; Hope Islands; (Code Y).

# games; * Australia.


Leech, Frederick William. Native Tracking. Frederick Bonney Papers c.1866-1915 including observations and notes on the Aboriginal way of life and language Darling River district N.S.W. <manuscript Z ML MSS.2591>. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1881.


Lennon, Jessie and Madigan, Michele (comp.). I'm the one that know this country!: the story of Jessie Lennon and Coober Pedy. Aboriginal Studies Press, Canberra, A.C.T., 2000.


fighting; * Queensland; Northern Territory; <Kalkadoon>; (Code Y).


Lew Fatt, Terry. 'A sporting life'. In Under the Mango Tree: oral histories with Indigenous people from the Top End. NT Writers' Centre, Havnen, Peg (collected by), and Norrington, Leonie (condensed by). Darwin, N.T., 2001: 66-73. # games; play; sport - basketball, - football; * North Australia; (Code N).

Lewis, C.M. 'Voyage of the Colonial Schooner Isabella: in search of the survivors of the Charles Eaton'. The Nautical Magazine, vol. 6, 1837: 654-663, 753-760, 799-806. # playing; athletic race; * Darnley Island; Torres Straits; (Code To).


Lewis, Megan. Conversations with the Mob. UWA Press, Crawley, W.A., 2008. # indigenous sport; play - on old cars, - with grass, - swings, - shadows on wall; making fun; humour; play food gathering; roll in a tyre; Australian football; card games; gambling; boomerang; softball; * Australia.

Lewis, Shelagh. Australian Aboriginal Material in Manchester Museum. Manchester Museum Publications, Manchester, U.K., 1977. # spear; throwing - boomerang; carving; warfare; sand games; drawing; mimic; toy weapons; toy implements; ball games; throwing stick; - [weet-weet]; dancing; singing; rock art; bark painting; painting; artefacts; whistles; spinning tops; club; toys; boomerang; throwing stick; stone axes; * Australia.


Liebler, D. 'Bericht uber die Station Neuhermannsburg'. Neuendettelsauer Missions-Blatt, vol. 10, 1911: 72-74. # games; * Central Australia; (Code C).

Liebler, O. (coll.). Toys from the collection of O. Liebler <manuscript>. Liebler Collection, Australia-Collection of the Oceania-Department. Linden Museum, Stuttgart, Germany, 1914. # toys; * Hermannsburg; Central Australia; (Code C).

Lindsay, David. 'Brief Notes on the Aborigines Met With by the Elder Expedition of 1891-2'. Transactions of the Royal Geographical Society of Australia: Victoria Branch, vol. 11, 1894: 41-44. # rock art; drawing; * Everard Ranges; Central Australia; (Code C).


Litchfield, Jessie. Far-North Memories; being the account of ten years spent on the diamond drills, and of things that happened in those days. Angus & Robertson, Sydney, N.S.W., 1930. # toy spears; beach games; spear throwing; * Northern Territory; (Code N).

Lloyd, George Thomas. Thirty-three years in Tasmania and Victoria, being the actual experience of the author interspersed with historic jottings, narratives, and counsel to emigrants Houlston and Wright, London, U.K., 1862. # corroboree; tracking skill; * Tasmania; (Code To).

Lockwood, Douglas. Papers <manuscript MS 6575>. National Library of Australia, Canberra, A.C.T., 1942-81. # toy weapons; mock fighting; toy canoe; swimming; hunting; playing; dancing; singing; stories; segregation; mimic; throwing - [nulla-nulla]; boomerang; music; education; fighting; corroboree; canoe; * Northern Territory; Roper River; (Code N).
# toy weapons; mock fighting; toy canoe; swimming; hunting; playing; dancing; singing; stories; segregation; mimic; throwing - [nulla-nulla]; boomerang; music; education; fighting; corroboree; canoe; * Northern Territory; Roper River; (Code N).

# games; * Northern Territory; (Code N).

# card games; hide and seek; hunting and guessing; ball game; boomerang; sham fights; play; * Darwin; <Malak Malak>; <Pintubu>; <Wargûte>; (Code N); (Code C).

# education; hunting; food gathering; fighting; games - rounders; - hopscotch; - fly; - chassey; water games; swimming; playing with frogs; mission play - flirting with boys; - love letters; cultural teaching; playing with mirrors; toy dolls; rollers; roaming around; mule riding; card playing; sport - football; - soccer; pushbikes; schoolyard games seasons - marble; - knucklebone; - skipping; - elastic band; marble playing by all age groups; spectators at fights; * Broome; (Code K).

# games; * Western Australia.

# childhood; * Torres Straits; (Code To).

# swimming; hunting; education; music; dancing; singing; mimic; stories; * Australia.

# tracking; * North-western Australia; <Unambal>; (Code K).

# play activity; play when left in camp; making stone arrangements; * Western Australia; (Code W).

Looker, W. H. *No. 177.-Paroo and Warrego Rivers North of Lat. 27° 30', and Mungalella Creek*. Curr, Edward M. *The Australian Race: Its Origin, Languages, Customs, Place of Landing in Australia, and the Routes by which it spread itself over that Continent*. Volume III. John Ferres, Government Printer, Melbourne, Vic., 1887.
# bullooarer; * Australia; (Code E).

Louth, Sharon. *'Birrbam Gambay: An investigation of the impact of Traditional Indigenous Games on primary school students and their teachers'. Ph.D. (in progress) thesis, University of Southern Queensland (USQ), 201-.
# traditional games research; * Hervey Bay; (Code E).

# play; tracking; swimming - segregated; * Warwick; <Blucher>; (Code E).

Love, James R. *The Aborigines: their present condition as seen in Northern South Australia, the Northern Territory, North-West Australia and Northern Queensland* [manuscript]. State Library of South Australia, Adelaide, S.A., 1914.
# recreation; childhood; corroborees; * Northern Australia; Central Australia; Western Queensland; (Code C); (Code N); (Code K); (Code G).

Love, James R. *'Chapter V. Child Life and Play'. In The Aborigines: their present condition as seen in Northern South Australia, the Northern Territory, North-West Australia and Western Queensland. Arbuckle, Waddell and Faulkner, Melbourne, Vic., 1915: 55-62.
# throwing stick - [weet-weet]; throwing - spear; - boomerang; corroboree; music; swimming; diving; toys; teasing games; pet; musical instruments; singing; * Arnhem Land; Kimberley; Central Australia; Western Queensland; (Code C); (Code N); (Code K); (Code G).

# games; * Kimberley; Western Australia; <Worona>; (Code K).

# marbles; throwing stick - [weet-weet]; throwing - club; - spear; toy weapons; defending; water games; swimming; diving; teasing games; education; shark game; * Central Australia; North Queensland; (Code C); (Code Y).
# childhood; marbles; throwing stick - [weet-weet]; throwing - club; - spear; toy weapons; defending; water games - shark; game; swimming; diving; teasing games; education; * Kimberley; Central Australia; North Queensland; (Code C); (Code Y); (Code K).

# corroboree; stories; mimic; mock fighting; toy canoe; toy weapons; throwing - spear; defending; play 'house'; tracking games; climbing; skipping; drawing; art; * North-western Australia; (Code K).

# stone arrangements; stories; wrestling; vocabulary; * North-western Australia; Glenelg River; Prince Regent River; <Worora>; (Code L); (Code K).

# games; legend; play; * Central Australia; (Code C).

# games; legend; wrestling; * Central Australia; (Code C).

# games; throwing sticks; girl's play; * Central Australia; Killalpaninna; (Code C).

# initiation play; acting; * Central Australia; (Code C).

# playing in whirlwind; story; * Kimberley; Western Australia; <Worona>; (Code K).

# games; play; * Central Australia; Ernabella; (Code C).

# games; chasing butterflies; * Central Australia; Ernabella; (Code C).

# tracking games; pet; mimic; play 'house'; dancing; fire games; water games; mud games; tobogganning; toy weapons; throwing - spear; toy canoe; hand games; string games; insect games; hide and seek; skipping; climbing; sand games; duck game; stick game; toys; dolls; ball games; spinning tops; whistles; mock fighting; defending; moving target; boomerang; throwing - [weet-weet]; corroboree; segregation; * Torres Strait Islands; Queensland; Central Australia; (Code C); (Code To).

# sports - spear throwing; storytelling; * Central Australia; (Code C).

# ceremonies; culture; * Arnhem Land; Northern Territory; <Pitjantjatjara>; (Code N); (Code C).

Lumholtz, Carl S. 'Unter den Australnegern am Herbert River in Nord-Queensland'. 
*Geographische Gesellschaft*, vol. 3, 1887.
# games; * Queensland; (Code Y).

# weapons; fighting; toy weapons; throwing - boomerang; climbing; hunting; sand games; drawing; * Herbert River; North Queensland; (Code Y).

# spear throwing; mimic; tracking; corroboree; * Australia.

# tradition; culture; lifestyle; games; play; leaf games; fire games; bark; shell games; smoke; pets; mud games; mud slides; mimic; mimic animals; string games; play 'house'; mock fighting; contests; wrestling; throwing - boomerang; hide and seek; stories; Dreamtime; music; singing; ceremonies; dancing; art; rock art; sand games; drawing; humour; joke; teasing; mock hunting; * Australia.

# tradition; culture; lifestyle; games; play; leaf games; fire games; bark; shell games; smoke; pets; mud games; mud slides; mimic; mimic animals; string games; play 'house'; mock fighting; contests; wrestling; throwing - boomerang; hide and seek; stories; Dreamtime; music; singing; ceremonies; dancing; art; rock art; sand games; drawing; humour; joke; teasing; mock hunting; * Australia.

# tradition; culture; lifestyle; games; play; leaf games; fire games; bark; shell games; smoke; pets; mud games; mud slides; mimic; mimic animals; string games; play 'house'; mock fighting; contests; wrestling; throwing - boomerang; hide and seek; stories; Dreamtime; music; singing; ceremonies; dancing; art; rock art; sand games; drawing; humour; joke; teasing; mock hunting; * Australia.

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# play; singing; spear fishing skill; * Western Australia; (Code W).


# traditional games; * Australia.

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# football game dance; tennis dance; mimic dances; game songs; * Torres Strait; (Code To).

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# spinning tops; * Torres Strait; (Code To).


# playthings; amusements; canoe; * New South Wales; (Code E).


# vocabulary; emu feathers; * Australia.


# black and white play; building shelters - [wurlies]; football; running; games; * Australia.

MacFarlane, G. Smoke, Sand and Sail: at home with the happy people. [n.p], AIATSIS, Canberra, A.C.T., 19--.

# games; * Torres Strait; (Code To).

MacFarlane, Philip H. [Papers re: Torres Strait]. MacFarlane Collection. AIATSIS, Canberra, A.C.T., 19--.

# games; * Torres Strait; (Code To).


# games; sexual activity; * Torres Strait; (Code To).

# games; hockey; * Torres Strait; (Code To).

MacFarlane, Philip H. 'Children of the Torres Strait'.
# games; * Torres Strait; (Code To).

MacFarlane, W.H. Games, String figures, Top spinning. MacFarlane Collection. AIATSIS, Canberra, A.C.T., 19-.
# games; * Torres Strait; (Code To).

MacFarlane, William H. Meidu: Sleeping Maiden. A Legend of the Torres Strait. Ama
MacFarlane (Short Story for Girls. About 1600 words) <manuscript MS 2616, Box 2, Item 18>. Collected papers, diaries and journals, 1917-1956. AIATSIS, Canberra, A.C.T., 192-.
# beach playing; swimming; * Torres Strait; (Code To).

MacFarlane, William H. Torres Strait. W.H.
# beach playing; swimming; * Torres Strait; (Code To).

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# play dance; * Torres Strait; (Code To).

# games; * Torres Strait; (Code To).

# games; * Torres Strait; (Code To).

# sail boat racing; swimming; * Darnley Island; Torres Strait; (Code To).

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# playing; * Torres Strait; (Code To).

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# string figures; * Mer Island; Torres Strait; (Code To).

MacFarlane, William H. Torres Strait. W.H.
# playing; * Mer Island; Torres Strait; (Code To).

# spinning tops; gambling; music; singing; * Torres Strait Islands; (Code To).

# spinning tops; gambling; toy canoe; music; singing; * Torres Strait Islands; (Code To).

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# swimming; diving; amusements; spear throwing; games; * Queensland; Mitchell River Mission; Cowal Creek; Torres Strait; (Code To); (Code Y).

# photographs; * Musgrave Ranges; Central Australia; (Pitjantjatjara); (Code C).

MacGillivray, John. Narrative of the voyage of the H.M.S. Rattlesnake, commanded by the late Captain Owen Stanley, R.N., F.R.S. &c. during the years 1846-1850. Including discoveries and surveys in New Guinea, the Louisiade Archipelago, etc. to which is added the account of Mr. E. B. Kennedy's expedition for the exploration of the Cape
# weapons; warfare; fighting; spear; throwing stick; defending; * Australia.

# ball game; Australian football; * Australia.

# fighting; warfare; dancing; wrestling; * Brisbane; Moreton Bay; Queensland; (Code E).

# throwing - spear; * Bathurst; New South Wales; (Code E).

# physique; spear throwing skill; tracking; * Australia.

# climbing; rock art; diagrams; * Central Australia; (Code C).

# pet; * Torres Strait Islands; (Code To).

# mock fighting; spear throwing; running; education; canoes; * Aurukun; Cape York; (Code Y).

# sport - cricket, - football; singing; hunting; fishing; water games; corroboree; culture; * Cherbourg; Queensland; (Code E).

# play; childhood; swimming; play; sport; * Aurukun; Cape York; North Queensland; (Code Y).

# wrestling; * New South Wales; (Code E).

# ceremonies; throwing stick - [weet-weet]; corroboree; weapons; throwing - spear; - boomerang; - [nulla-nulla]; * Murray River; Victoria; (Code S).

# ceremonies; stone arrangements; * North Australia.

# recreation; gambling with cards; corroboree; * Beswick; Northern Territory; (Code N).

# games; * Australia.

# stone arrangements; imitation stockyard; * Finke; Central Australia; (Code C).

# tracking games; education; skills; * Australia.

# tracking skill; education; * Australia.

# toys; toy weapons; toy boomerang; throwing - boomerang; initiation ceremonies; climbing; parenting; * Central Australia; (Code C).

# ball game - [marn-grook]; Australian football; indigenous sport; cricket; * Australia.

Malseed, Nancy. 'Growing up in the early 1900s'. The Australian Children's Folklore Newsletter, no. 12, 1987 (June): 6-8. 
# whipcracking; Aboriginal football team; * Victoria; (Code S).

# indigenous sport; * Australia.

# traditional games; * Australia.

# amusement; * New South Wales.

Mann, John F. 'Notes on the Aborigines of Australia, part 1'. The Sydney Mail (Sydney), 15 September 1883. 
# swimming; throwing - boomerang; - spear; diving; singing; stories; teasing games; climbing; fire games; warfare; fighting; * Australia.

# swimming; throwing - boomerang; - spear; diving; singing; stories; teasing games; climbing; fire games; warfare; fighting; * Australia.

# throwing - spear; mock fighting; bark; swimming; feather game; * Adelaide; (Code L).

# warfare; fighting; * Arnhem Land; Northern Territory; <Umbokubu>; (Code N).

# spear throwing; mock battles; fighting; * Arnhem Land; Northern Territory; <Umbokubu>; (Code N).

# traditional games; introduced games; socialisation; sleeping game - 'spirits'; hide and seek; tracking; beach games - family game; water play; children's games - hitting, - grabbing and holding; string games; imitation game - healing, - funeral, - 'spirit'; making animal tracks; pets; sand and shell model turtle; * North-eastern Arnhem Land; Northern Territory; (Code N).

Marcet, E. Australie: un voyage a travers le bush [Australia: A Journey through the bush]. Fick, Geneva, Switzerland, 1868.

# pets; boomerang throwing; throwing stick - [weet-weet]; games; * Australia.


# ball games; Australian football; * Northern Territory; (Code N).


# sport; games; * Northern Territory; (Code C); (Code N).


# corroboree; swimming; * Barambah; Queensland; (Code E).


# football; Australian football; * Central Australia; (Code C).


# vocabulary; tell a story; * Northern Territory; (Code N).


# music and play; * Tennant Creek; Northern Territory; (Code N).


# music and play; games; * Northern Territory; (Code C); (Code N).


# children's songs; play; * Australia.


# childhood; games; * Northern Territory; Arnhem Land; (Code N).


# play; * Australia.


# warfare; swimming; diving; canoe; * Torres Strait Islands; (Code To).


# fishing; non-competitive play; dancing; throwing - spear; swimming; diving; mock fighting; dancing; toy weapons; defending; sand games; * Northern Territory; Arnhem Land; (Code N).


# toy weapons; spear; carving; toys; * Australia.


# games; skipping; swinging; fun; tracking; * Australia.


# games; * Australia.

Marshall, Vanda. We Helped to Blaze the Track. Vanda Marshall, Townsville, Qld., 1980.

# corroboree; weapons; dancing; * Arnhem Land; (Code N).
# amusements in ceremonies; * Nullarbor Plain; Southern Australia; <Mirning>; (Code S); (Code A).

# modern sport; recreation; * Australia.

# climbing; whistles; corroboree; stories; throwing - spear; defending; hunting; sand games; * South-east Australia; (Code S).

# mimic; skills; education; tracking; hunting; climbing; swimming; throwing - spear; - boomerang; wrestling; ball games; basket making; bag making; play 'house'; mimic mothers; dolls; dancing; singing; * Australia.

Massola, Aldo. The Aborigines of South-Eastern Australia: as they were. Heinemann, Melbourne, Vic., 1971.
# boomerang; wrestling; dolls; toy weapons; throwing stick - [weet-weet]; string games; mock fighting; hide and seek; moving target; throwing - spear; running; jumping; swimming; tracking games; ball games; play 'house'; segregation; defending; pictures; warfare; corroboree; clan; sand games; drawing; * South-east Australia; Murray River; (Code D); (Code S).

# tree climbing; boomerang game; * Australia; (Code E).

# physical abilities; physique; * Australia.

# vocabulary; play; spear; string; * Queensland.

# vocabulary; play; * Queensland; Burnett River; <Gurang Gurang>; (Code E).

# vocabulary; playing; jumping; running; * Queensland; <Wakka Wakka>; (Code E).

# clan; musical instruments; whistles; dancing; corroboree; singing; music; mimic; * Central Australia; Victoria; (Code C); (Code S).

# throwing - boomerang, - saucer, - dart; warfare; toy weapons; mock fighting; defending; education; stories; throwing stick - [weet-weet]; shell games; jumping; hunting; fighting; * New South Wales; Northern Territory; (Code C); (Code D).

# singing; throwing - stone, - boomerang, - spear; education; hunting; weapons; accuracy; contests; swimming; ball games; teasing; wrestling; * New South Wales; <Muruwari>; (Code D).

# childhood; playing; dancing; * Australia.

# initiation games; bullroarer; playing; * New South Wales; <Kamilari>; (Code D).
# drawing; sand games; * South Australia; Beltana; Northern Territory; Herbert River; Queensland; (Code C); (Code L); (Code G).

# dancing games; * New South Wales; Kamilaroi; <Wiradthuri>; (Code D).

# initiation ceremonies; clan; roarer; rock art; painting; drawing; * Cape York; Northern Territory; (Code N); (Code Y).

# games; * Victoria.

# vocabulary; translations; opossum game - [dumpul]; * New South Wales.

# opossum game; vocabulary; playing; dancing; * North-east Victoria; Central Victoria; Murray River; (Code S).

# roarer; weapons; initiation ceremonies; ceremonies; spear; hunting; * Queensland; New South Wales; <Murawarri>; (Code E).

Mathews, Robert Hamilton. 'Beiträge zur Ethnographie der Australier [Ethnological Notes on Australian Aborigines]'.

# games; corroboree; spear the disc; * Australia.

# juggling; hand games; throwing - spear; defending; mock fighting; * Queensland.

# games; play; * Coranderrk; Victoria; (Code S).

# races; running; throwing; ball games; cricket; bat games; skipping; * Coranderrk; Victoria; (Code S).

# ball games; running; wrestling; moving target; throwing stick - [weet-weet]; throwing - spear; skipping; mimic; cricket; football; * Upper Murray River; Victoria; (Code L); (Code S).

# hunting; fishing; games; dancing; throwing - boomerang; - spear; corroboree; catching; mock fighting; football; * Australia.

# playing; singing; dancing; corroboree; ceremonies - [Bora]; * Gundablouie; New South Wales; (Code D); (Code E).

# playing; singing; dancing; corroboree; ceremonies - [Bora]; * Gundablouie; New South Wales; (Code D); (Code E).

Mattingley, Christobel and Hampton, Ken (eds). Survival in Our Own Land: Aboriginal Experiences in South Australia since 1836.

# culture; stories; moving target; sand games; skipping; ball games; football; wheel game; cricket; playing; modern schooling; spear throwing; toy weapons; wheel game; * South Australia; Ernabella; (Code C); (Code L).


# string games; * Torres Strait Islands; (Code To).


# string figures; * Yirrkala; Northern Territory; (Code N).


# swimming; mud games; boomerang; hockey; modern games; marbles; knucklebones; ball games; * Moore River; Western Australia; (Code W).


# recreation; string figure; games; * Northern Territory; (Code C); (Code N).


# throwing - spear; swimming; boomerang; * North Queensland; (Code Y).

McAllister, Peter. 'Genetic record proves racists not just stupid, but disastrously wrong'. The Weekend Australian. 'Sport', 4-5 June 2011: Sport 43.

# ball games - [marn-grook]; Australian football; athletic ability; dodging; racism in sport; running speed; * Victoria; (Code S).


# hunting; combat; fishing; fighting; throwing - boomerang, - [nulla-nulla]; climbing; weapons; * South-east Queensland; (Code E).


# fishing; hunting; diving; * Macleay River; New South Wales; (Code E).


# children's songs; * Western Australia; (Code W).

McCarthy, F.D. 'The Oceanic and Indonesia Affiliations of Australian Aboriginal Culture <photocopy of article>.'. Journal of the Polynesian Society, 19--.

# playthings; pastimes; * Australia; Torres Strait; (Code To).


# string figures; games; * Arnhem Land; Northern Territory; (Code N).


# string figures; * Arnhem Land; (Code N).


# childhood; * Australia.

McCarthy, F.D. 'Trade in Aboriginal Australia and Trade Relationships with Torres Strait, New Guinea and Malaya'. Oceania, vol. 9, no. 4, 1939: 405-438.

# games; * Australia; Torres Strait; (Code To).


# spinning tops; spinning balls; hockey; ball games; bat games; hide and seek; singing; weapons; * Queensland; Cape York; New Guinea; Torres Strait Islands; (Code To); (Code Y).


# string figures; games; * Arnhem Land; Northern Territory; (Code N).


# boomerang; string games; throwing stick - [weet-weet]; hockey; photographs; hand games; whistles; leaf games; mock fighting; throwing - spear; toys; hide and seek; swinging; wrestling; climbing; mud games; tracking games; moving target; play 'house'; shell
# boomerang; throwing - boomerang; pictures; * Sydney; Eastern Australia; Cape York; Arnhem Land; Kimberley; Central Australia; * Turuwal; (Code C); (Code S); (Code E); (Code Y); (Code N); (Code K).

# childhood; play; * Australia.

# games; stone; playing balls; implements; * Victoria; New South Wales; North Queensland; (Code S); (Code D); (Code Y).

# recreation; artwork; string figure; * Australia.

# boomerang; throwing stick; weapons; canoe; string games; swimming logs; * Arnhem Land; Kimberley; Western Australia; (Code K); (Code N).

# rock art; ball game; wrestling; painting; diagrams; * Cobar Pediplain; Darling River; Bogan River; (Code D).

# string figures; games; * Arnhem Land; Northern Territory; (Code E).

# boomerang; throwing - boomerang; pictures; * Sydney; Eastern Australia; Cape York; Arnhem Land; Kimberley; Central Australia; * Turuwal; (Code C); (Code S); (Code E); (Code Y); (Code N); (Code K).

McCarthy, Ursula H. 'Totemic Hero-Cults in Cape York Peninsula, North Queensland'. Oceania, vol. 6, no. 4, 1936: 452-477. # wrestling; legend; play; * Cape York Peninsula; North Queensland; (Code Y).


McConnel, Ursula H. Myths of the Mungkan. Melbourne University Press, Melbourne, Vic., 1957. # wrestling; singing; dancing; throwing - spear, - boomerang; toy weapons; clan; corroboree; hunting; myths; * Archer River; (Code Y).

McCoy, Brian. 'The hidden culture of Indigenous football'. Overland, no. 166 (Autumn), 2002: 30-34. # indigenous sport; Australian football; * Australia.


McCr...
# surf swimming; boomerang throwing; card playing; amusements; corroboree; * Victoria; (Code S).

McCrae, Hugh (ed.) Georgiana's Journal: Melbourne a Hundred Years Ago. Angus & Robertson Limited, Sydney, N.S.W., 1934.
# surf swimming; boomerang throwing; card playing; porpoise; amusements; corroboree; spear; * Amity Point; Queensland; Victoria; (Code E); (Code S).

McCulloch, A.R. Journal, manuscript. AMS129, item 1, A.R. McCulloch Diary Notes Torres Strait 1907. Australian Museum Archives, Sydney, N.S.W., 1907.
# sports; boat race; spinning top; string figure; * Erub Island; Mer Island; Torres Strait Islands; (Code To).

# childhood; play; games; * Queensland.

# games; * Australia.

# sport; boomerang; recreation; play; * Victoria; (Code S).

# weapons; throwing - spear; stone axes; fishing; canoes; hunting; * Rockhampton; Queensland; (Code E).

# childhood; sports; cultural education; ‘mission’ cricket; spear throwing contests; boomerang throwing competitions; hunting competitions; tracking; swimming; * Ourimbah; New South Wales.

# games; * Australia.

# childhood; games; marbles; dolls; tracking; spear games; hunting; game; education; boomerang games; fireworks; corroboree; stone skipping; water games; dodging; horse racing; mimic; footrunning; * Murchison; Western Australia; (Code W).

# swimming; fishing; hunting; throwing - [nulla-nulla]; boomerang; throwing - spear; * Central Queensland; Rockhampton; (Code E).

# fighting; weapons; corroboree; singing; dancing; * Central Queensland; Gladstone; (Code E).

# fishing; modern games; * Croydon; Queensland; (Code Y).

# traditional games; toys; play; * North Queensland; Western Australia; (Code Y); (Code W).

# throwing - club; contests; throwing stick - [weet-weet]; prizes; * South Australia; New South Wales; Lake Frome; Flinders Ranges; (Code L); (Code D).

# play; * Australia.

McFarlane, Duncan. The Australian Aboriginal of the Clarence River. Envelope: Lower Clarence. Richmond River Historical Society, Lismore, N.S.W., 193-.
# throwing - boomerang; swimming; diving; * Clarence River; New South Wales; (Code E).

McFarlane, Duncan. 'Aboriginal History: Corroborees and Bora Ceremonies'. The Daily Examiner (Grafton), 21 May 1934.
# dancing; music; agility; * Grafton; New South Wales; (Code D).

McFarlane, Duncan. 'Aboriginals: Mode of Living: Clarence River Tribes: a taste for tobacco'. The Daily Examiner (Grafton), 7 May 1934.
McFarlane, Duncan. 'Language Difficulty: Aborigines on the Clarence'. The Daily Examiner (Grafton), 4 September 1934. # throwing - boomerang; card games - euchre; * Sydney; Grafton; New South Wales; (Code E).

McFarlane, Duncan. 'Clarence River Aboriginals: their entertainments and amusements'. The Daily Examiner (Grafton), [n.d.] 1935. # pastimes; throwing - boomerang; defending; football; swimming; diving; canoe; running; warfare; * New South Wales; Clarence River; Grafton; (Code E).


McKenzie, Maisie. The Road to Mowanjum. Angus and Robertson, Sydney, N.S.W., 1969. # hunting; toys; toy weapons; bow and arrow; corroboree; singing; sand games; * Western Australia; <Worora>; (Code K).

McKenzie, Robyn. 'The String Figures of Yirrkala <Ph.D. thesis in progress>. Australian National University, 2008-. # string figures; string games research; * Yirrkala; Northern Territory; (Code N).


McKenzie, Robyn. Information and details regarding Ph.D. study on String Figures at Yirrkala, Northern Territory <email communication with Ken Edwards>. 1 December 2010. # string figures; string games research; * Yirrkala; Northern Territory; (Code N).

# string figures; string games research; * Yirrkala; Northern Territory; (Code N).

# string figures; string games research; * Yirrkala; Northern Territory; (Code N).

# string figures; * Yirrkala; Northern Territory; (Code N).

# string figures; * Yirrkala; Northern Territory; (Code N).

McKiernan, Bernard. 'Some Notes on the Aborigines of the Lower Hunter River, New South Wales'.Anthropos, bd. 6, 1911: 885-892.
# education; toy spear; * Hunter Region; Newcastle; (Code E).

McKinty, Judy. 'Computer Games or Games on Computer?'. Play and Folklore, no. 32, 1997 (Aug.): 11-14.
# string figures; first string figure makers; * Australia.

# childhood; games; boondi throwing; spear throwing; spear and nulla nulla making; marbles; string games; skipping; rhymes; yo-yos; playground games; chasing; clapping games; food gathering; swimming; artwork; mud sticks; storytelling; recreation; photographs; interviews; artefacts; dolls; billy carts; clay toy cars; rollers; kites; tyre tube play; shanghais; board games; electronic games; pets; * Warrnambool; East Gippsland; Healesville; Melbourne; Victoria; La Perouse; New South Wales; (Code D); (Code E); (Code S).

# childhood; games; marbles; string games; skipping; rhymes; yo-yos; playground games; chasing; clapping games; food gathering; swimming; artwork; mud sticks; storytelling; recreation; photographs; interviews; artefacts; dolls; billy carts; clay toy cars; rollers; kites; tyre tube play; shanghais; board games; electronic games; pets; * Warrnambool; East Gippsland; Healesville; Melbourne; Victoria; La Perouse; New South Wales; (Code D); (Code E); (Code S).

# childhood; games; marbles; string games; skipping; rhymes; yo-yos; playground games; chasing; clapping games; food gathering; swimming; artwork; mud sticks; storytelling; recreation; photographs; interviews; artefacts; dolls; billy carts; clay toy cars; rollers; kites; tyre tube play; shanghais; board games; electronic games; pets; * Warrnambool; East Gippsland; Healesville; Melbourne; Victoria; La Perouse; New South Wales; (Code D); (Code E); (Code S).

# childhood; games; marbles; string games; skipping; rhymes; yo-yos; playground games; chasing; clapping games; food gathering; swimming; artwork; mud sticks; storytelling; recreation; photographs; interviews; artefacts; dolls; billy carts; clay toy cars; rollers; kites; tyre tube play; shanghais; board games; electronic games; pets; * Warrnambool; East Gippsland; Healesville; Melbourne; Victoria; La Perouse; New South Wales; (Code D); (Code E); (Code S).

- # games; education; recreation; card games; childhood; mud stick; climbing; imitation games; throwing - sticks and stones; fighting; dancing; * North Queensland; Mornington Island; <Lardi>; (Code Y).


- # swimming; diving; singing; stories; dancing; * Cape York; Queensland; (Code Y).


- # play; Australian football; * Tiwi Islands; Northern Territory; (Code N).


- # Aboriginal play songs; singing games; * Australia.


- # playing; amusements; * Tasmania; (Code TAS).


- # sand stories; relations of sand stories to children's literature; * Central Australia; (Code C).

Meagher, Sara J. *'A Reconstruction of the Traditional Life of the Aborigines of the South-west of Western Australia'. M.A. thesis, Department of Anthropology, University of Western Australia, 1973.*

- # boomerang; weapons; throwing - boomerang; * South-west Western Australia; (Code W).


- # games; hide and seek; * Tasmania; (Code TAS).


- # play; * Australia.


- # artefacts; toys and playthings; * Australia.


- # sand games; play 'house'; shell games; roller games; * Australia.


- # sand games; stone game; * Hooker Creek; Central Australia; (Code C).


- # toy weapons; card games; hunting; fishing; playing; * Central Australia; (Code C).
# fishing; boomerang; spear; hunting; string; wrestling; ceremonies; hand ball; ball games; dancing; singing; string games; fighting; warfare; weapons; toy weapons; * Mornington Island; Queensland: Cape York; (Code Y); (Code G).

# water games; pet; education; boomerang making; dolls; stories; socialisation; singing; mock fighting; defending; toy weapons; mud games; tobogganning; hide and seek; running; ball games; catching; string games; segregation; education; culture; card games; gambling; singing; dancing; crafts; hunting; climbing; toy implements; tracking; sand games; drawing; play 'house'; * Mornington Island; Queensland; (Code G).

# spear throwing; ball games; Australian football; competition; * Central Australia; Macdonnell Ranges; <Yuendumu>; (Code N); (Code C).

# corroboree; battues; spear throwing; dodging - thrown corn cobs; childhood; boomerang throwing; tree climbing; singing; mimicry; weapons; fishing; * Australia.

# play; childhood; language; pretend crying; * New South Wales; (Code E).

Meston, Archibald. Meston Papers <manuscript>. Archibald Meston Collection, John Oxley Library. State Library of Queensland, Brisbane, Qld., 192.-
# athletes; physique; sportmen; skills; tree climbing; tracking; * Queensland.

Meston, Archibald. [Unidentified Newspaper Article on "Play Stick"]. Archibald Meston Collection, John Oxley Library. State Library of Queensland, Brisbane, Qld., 192.-
# play sticks; * Australia.

# weapons; fighting; ceremonies; climbing; throwing - spear; defending; thinking games; * Queensland;
# education - catching animals, - food gathering; amusements; hunting; warfare; throwing - spear; weapons; * Encounter Bay; South Australia; (Code L).

# education - catching animals, - food gathering; amusements; hunting; warfare; throwing - spear; weapons; * Encounter Bay; South Australia; (Code L).

# education - bush skills; childhood; corroboree; porpoises and fishing; sports events - hockey, - rounders, - running. - Australian football, - bike races; black and white play - racism; play - collecting gum; pet goanna; story telling; learning culture through 'play'; modern sport - cricket; social gatherings - games; camp fire games; shanghais - [gongs]; * Western Australia; (Code W).

# card games; * Central Australia; <Yuendumu>; (Code C).

# playing; eating; waiting; swinging; piggy back rides; branches; * South Australia; (Code L).

# fire games; * South Australia; (Code L).

# toys; shell games; * South Australia; (Code L).

# arm wrestling; wrestling; stone throwing; slings; * Tasmania; (Code TAS).

Miller, L. G. 'Brief Communications: The Earliest (?) Description of a String Figure'. American Anthropologist, vol. 47, 1945: 461-462.
# string figure; * North Queensland; (Code Y).

# art; football; jumping; running; painting; * Carrolup; Moore River; Western Australia; (Code W).

Miller, Maria D. (Nampijimba). 'Changes in the Games and Pastimes of Australian Aboriginals as Sportsmen'. The Daily Mail (Brisbane), 1 September 1923.
# stories; spear; throwing; boomerang; * Australia.

# physique and skill; amusement; * Queensland.

# athletes; endurance; exercise; training; * Queensland.

# physical training; * Australia.

Meston, A. '[Untitled Article]'. The Daily Mail (Brisbane), 1 September 1923.
# traditional games; play; * Australia.

# sports; spear; throwing; boomerang; * Australia.

# card games; * Darwin; Sunday Island; Northern Territory; <Bardi>; (Code N).

# education - catching animals, - food gathering; amusements; hunting; warfare; throwing - spear; weapons; * Encounter Bay; South Australia; (Code L).
# traditional games; modern sports; * Central Australia; (Code C).

# stories; throwing - [nulla-nulla]; sand games; * Fraser Island; Queensland; (Code E).

# legend; swimming; * Fraser Island; Queensland; (Code E).

# vines for skipping; play balls; * Fraser Island; Eastern Australia; <Batjala>; (Code E).

# tree climbing; boomerang game; * New South Wales; (Code E).

# physique; camp life; fighting; boomerang; humour; * Western Australia.

Milligan, F.S. Vocabulary of the Aborigines of Tasmania. Return to Address to His Excellency the Governor; and ordered by the Council to be printed, 23 February, 1857, (No. 7), Hobart, Tas., 1856.
# play; language; * Tasmania; (Code TAS).

# language; play; racing; * Tasmania; (Code TAS).

# play; vocabulary; * Tasmania; (Code TAS).

# cricket; dodging; Aboriginal games; * Australia.

# cricket; defending; mock fighting; * Sydney; (Code S).

# games; * Flinders Ranges; South Australia; (Code L).

# throwing - spear; hunting; * Northern Territory; (Code N).

# recreational time; swimming; diving; ball game; throwing - boomerang; * Richmond River; Casino; New South Wales; (Code E).

# modern pastimes; playing; * Australia.

# childhood; * Australia.

# hunting; canoe; fishing; swimming; corroboree; throwing - spear, - boomerang, - [nulla-nulla]; mock fighting; toy weapons; moving target; * Albury; Victoria; (Code S).

# throwing - spear - [Currum-currum]; boomerang; sham fights; bark; * Australia.

# swimming; play - blacks and whites; * Australia.


Mitchell, T.L. Three Expeditions into the Interior of Eastern Australia, with descriptions of the recently explored region of Australia Felix, and the present Colony of New South Wales. Vol. 1. T. and W. Boone, London, U.K., 1839. # corroboree; dancing; fishing; swimming; diving; canoe; throwing - spear; toy weapons; hunting; boomerang; climbing; tracking games; wrestling; stone; * Murray River; Darling River; Bogan River; Eastern Australia; New South Wales; Victoria; (Code E); (Code S); (Code D).

Mitchell, T.L. Three Expeditions into the Interior of Eastern Australia, with descriptions of the recently explored region of Australia Felix, and the present colony of New South Wales. Vol. 2. T. and W. Boone, London, U.K., 1839. # corroboree; dancing; swimming; climbing; pet; * New South Wales; Murrumbidgee; (Code D).


Mjöberg, E. Bland Stenaldersmanniskor Queenslands Vilmarker. Albert Bonniers Forlag, Stockholm, Sweden, 1918. # games; * Australia.

Mjöberg, E. Bland Stenaldersmanniskor Queenslands Vilmarker. D. Clark (trans.). AIATSIS, Canberra, A.C.T., 1918. # games; * Australia.

Mjöberg, Eric. Bland vilda Djur och Folk i Australien [Amongst Wild Animals and People in Australia]. Albert Bonniers, Stockholm, Sweden, 1915. # campfire games; leaf spirals; boomerang play; stone throwing; miniature weapons; childhood; children's play; games; * Kimberley; Australia; (Code K).


Moncrieff, John. 'Physical Games and Amusements of the Australian Aboriginal'. The Australian Journal of Physical Education, no. 36, 1966: 5-11. # moving target; throwing - spear; climbing; swimming; diving; water games; mud games; tobogganning; mimic; hunting; play 'house'; hide and seek; chasing; defending; toy canoe; skipping; string games; singing; ball games; running; jumping; hockey; keep-away game; sand games; fishing; spinning tops; * Herbert River; Bathurst Island; Victoria; Brisbane; Torres Strait Islands; Papua New Guinea; <Arunta>; (Code N); (Code S); (Code E); (Code To).


Montague, L.A.D. Weapons and Implements of Savage Races. The Bazaar, Exchange and Mart, London, U.K., 1921. # throwing stick - [weet-weet]; implements; club; * Kimberley; Western Australia; Victoria; New South Wales; (Code K); (Code S).

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Moore, David R. The Torres Strait Collections of A.C. Haddon: a descriptive catalogue. British Museum Publications Limited, London, U.K., 1984. # ball games; hand ball; dolls; toys; string games; spinning tops; thinking games; hide and seek; warfare; weapons; bow and arrow; club; photographs; * Torres Strait Islands; (Code To).

Moore, George F. A Descriptive Vocabulary of the Language in common use amongst the Aborigines of Western Australia; with copious meanings, embodying much interesting information regarding the habits, manners and customs of the natives, and the natural history of the country. Wm.S. Orr and Co., London, U.K., 1842. # games; * Western Australia; (Code A); (Code W).

Moore, G.F. Diary of Ten Years Eventful Life of an Early Settler in Western Australia; and also a descriptive vocabulary of the language of the Aborigines [separately paginated]. Facs. edn. University of Western Australia Press, Nedlands, W.A., 1978 [1884]. # games; * Australia.

Moorhouse, M. Report by M. Moorhouse on the Habits, Weapons, Diseases etc. of the Aboriginal people. Public Record Office of South Australia, Department of Local Government, Adelaide, S.A., 1843. # tree climbing; * South Australia; (Code L).

Moorhouse, Matthew. A Vocabulary and Outline of the Grammatical Structure of the Murray River Language Spoken by the Natives of South Australia, from Wellington on the Murray, as Far as the Rufus. Murray, Adelaide, S.A., 1846. # language - play; - ball; * Murray River; South Australia; (Code S).

Moran, Ashley (comp.), Schilling, Kath and Ingrey, Chris (eds). Aboriginal Women's Heritage: Ballina & Cabbage Tree Island. Department of Environment and Climate Change, New South Wales, Sydney, N.S.W., 2007. # games; swimming; stories; play; childhood; rounders; fishing; sport - football; - ball games; marching; - athletics; - cricket; - softball; making golf sticks from wood; marbles; hopsotch; beach activities; collecting pipi shells; cubby houses; food gathering; beach exploring; * Ballina; Cabbage Tree Island; New South Wales; (Code E).


Moran, Patrick Francis Cardinal. History of the Catholic Church in Australasia. The Oceanic Publishing Company, Limited, Sydney, N.S.W., 1887. # physical abilities; porpoise; * Moreton Bay; Dunwich; (Code E).


Morgan, Eileen. The Calling of the Spirits. Aboriginal Studies Press, Canberra, A.C.T., 1994. # swimming; dolls; play 'house'; mimic; skipping; knucklebones; marbles; chasing; flower games; jumping; hide and seek; ball games; modern games; dancing; singing; hunting; * Australia.

Morgan, John. The Life and Adventures of William Buckley, thirty-two Years a wanderer amongst the Aborigines of the then unexplored country round Port Phillip, now the Province of Victoria. Archibald MacDougall, Hobart, Tas., 1852. # swimming; * Port Phillip; Victoria; (Code S).

Morgan, Margaret. A Drop in a Bucket: the Mount Margaret story. United Aborigines Mission, Lawson, N.S.W., 1986. # play; spear throwing; * Western Australia; (Code W).
# swimming; * Roper River; Northern Territory; (Code N).

# beach play; * Arnhem Land; <Yolngu>; Northern Australia; (Code N).

# duck game; hunting; chasing; keep-away game; ball games; football; moving target; throwing - spear; blindfold game; hide and seek; mimic; thinking games; whispering game; * Central Australia; <Pitjantjatjarpa>; (Code C).

# playing; games; skipping; knuckle bones; card games; hide and seek; no play in the dark; * South-West Western Australia; <Yooongar>; (Code W).

# playing; marble games; * South-West Western Australia; <Yooongar>; (Code W).

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).


# modern sports; * Torres Strait Islands; (Code To).

Mosby, Tom and Robinson, B. (eds). *Ilan Pasin (This is Our Way); Torres Strait Art <exhibition catalogue>*. Cairns Regional Gallery, Cairns, Qld., 1998.
# spinning tops; singing games; * Torres Strait Islands; (Code To).

# cricket; fishing; boomerang throwing; hunting; * Victoria; (Code S).

# playing; education; * Western Desert; Western Australia; (Code A).

# childhood; education; children playing; gambling; shanghai; cards; teasing; joking; Australian football; sand play; tracking and hunting; * Alice Springs; Central Australia; <Arrernte>; (Code C); (Code N).

Mountford, Charles P. *Childhood, Ch. 5, Box 15, Folder 3. Mountford-Sheard Collection*. Mortlock Library, State Library of South Australia, Adelaide, S.A., 19–.
# childhood; games; * Central Australia; South Australia; (Code C); (Code L).

# string games; story game; dolls; stone; play ‘house’; bark; leaf games; pretend; punishment game; stone buildings; pet; games; * Central Australia; South Australia; (Code C); (Code L).

# string games; games; * Central Australia; South Australia; (Code C); (Code L).

# ant-lion game; insect games; singing games; games; * Central Australia; South Australia; (Code C); (Code L).

Mountford, Charles P. *Flinders Ranges Research, Box 15, Newspaper Articles. Mountford-Sheard Collection.* Mortlock Library, State Library of South Australia, Adelaide, S.A., 19--.
# legends; hide and seek; games; * Central Australia; Flinders Ranges; South Australia; (Code C); (Code L).

# returning boomerang; games; * Central Australia; Flinders Ranges; South Australia; (Code C); (Code L).

# dolls; stories; play 'house'; mimic; games; * Central Australia; South Australia; (Code C); (Code L).

# games; * Central Australia; South Australia; (Code C); (Code L).

# string games; play sticks; hair string; ball games; bark disc game; children's games; dolls games; games; * Central Australia; South Australia; (Code C); (Code L).


Mountford-Sheard Collection. State Library of South Australia, Adelaide, S.A., 19--.
# games; * Central Australian; (Code C); (Code L).

# fighting; clan; origin of children; Dreamtime; butterfly; string games; games; * Central Australia; South Australia; (Code C); (Code L).

# games; * Central Australian; (Code C); (Code L).

# games; play; * Australia.

# legends; games; * Central Australia; South Australia; (Code C); (Code L).

# hide and seek; throwing - spear; dolls; play 'house'; Dreamtime; stories; weapons; * South Australia; Flinders Ranges; Lake Fromme; (Code L).

# ball games; throwing; catching; keep-away game; disc; moving target; throwing stick; play sticks; throwing stick - [weet-weet]; ball games; bouncing; knee bounce; bicep bounce; toy weapons; mock fighting; defending; diverting; bark boomerang; throwing - club; dolls; play 'house'; * Central Australia; <Adnyamatana>; (Code C).
# string figures; games; * Central Australia; South Australia; (Code C); (Code L).

# hide and seek; throwing - spear; dolls; play 'house'; bark; Dreamtime story; * Lake Fromme; South Australia; (Code L).

# children's games; fire games; throwing - stick; * South Australia; Central Australia; <Adnyamatana>; (Code C).

# riding on a branch; tobogganning; sliding; mud games; water games; * Central Australia; (Code C).

# stone buildings; spear; boomerang; swords; vocabulary; play sticks; throwing stick - [weet-weet]; Dreamtime story; games; * Central Australia; South Australia; (Code C); (Code L).

# children's games; sliding - [muru katirauka linija]; * Central Australia; (Code C).

# games; childhood; * Central Australia; (Code C).

# games; * Central Australia; South Australia; (Code C); (Code L).

# climbing; moving target; throwing - spear; accuracy; running; jumping; games; * Central Australia; South Australia; (Code C); (Code L).

# string games; illustrations; * Flinders Ranges; South Australia; <Adnyamatana>; (Code L).

# drawing; sand games; drawing; implements; art; painting; carving; toys; fishing; hunting; dancing; singing; clan; * Central Australia; Northern Territory; Torres Strait Islands; Arnhem Land; Yirrkala; Groote Eylandt; (Code C); (Code N); (Code To).

# string games; string figures; playthings; bark figures; * Yirrkalla; Northern Territory; (Code N).

# implements; art; painting; carving; toys; fishing; hunting; dancing; singing; sand games; clan; * Arnhem Land; Yirrkala; Groote Eylandt; (Code N).

# spear; disc; games; * Central Australia; South Australia; (Code C); (Code L).

# games; * Central Australia; South Australia; (Code C).

Mountford, Charles P. *Ayers Rock, its people, their beliefs and their art.* Angus and Robertson, Sydney, N.S.W., 1965.
# games; * Central Australia; South Australia; (Code C); (Code L).

# canoes; toy canoe; rock art; painting; sand games; drawing; * Northern Territory; (Code C); (Code N).

# leaf games; play 'house'; mimic; * North Australia; <Pitjantjatjara>; (Code C).

# photographs; games; * Ernabella; <Pitjantjatjara>; (Code C).

# stories: The Dreaming; dolphin; playing; throwing - boomerang; * Northern Territory; <Tiwi>; (Code N).

# segregation; singing; playing; hunting; hand games; hand signs; hand language; string games; sand games; drawing; stories; * Lake Eyre; Western Australia; Ernabella; South Australia; Central Australia; <Pitjantjatjara>; <Dieri>; (Code C); (Code L); (Code A).

Mountford, Charles P. and Harvey, A. 'Women of the Adnjamatana of the Northern Flinders Ranges, South Australia'. *Oceania*, vol. 12, no. 2, 1941: 155-62.
# games; * Central Australia; South Australia; (Code C); (Code L).

# Dreamtime; stories; singing; playing; education; hunting; tracking games; throwing - spear; chasing; fire stick play; throwing stick; spear; boomerang; * Murray River; Flinders Ranges; Arnhem Land; (Code L); (Code N); (Code S).

# games; * Warburton Ranges; <Ngada>; Western Australia; North Queensland; Papua New Guinea; (Code A); (Code C); (Code Y).

# fire games; fireworks; bark game; * Flinders Ranges; South Australia; (Code L).

# games; * Central Australia; South Australia; (Code C); (Code L).

# string games; canoe; fishing; swimming; sand games; mimic; ceremonies; corroboree; stone axes; throwing; - spear; * Arnhem Land; Groote Eylandt; Gulf of Carpentaria; Yirrkala; DenPELLi; Umbakumba; <Pitjantjatjara>; (Code N); (Code G).
# play songs; games; * Central Australia; <Pintubi>; (Code C).

# mimic; ceremonies; dancing; singing; playabout; photographs; playing; play songs; games; * Central Australia; <Pintubi>; (Code C).

# singing games; singing; play songs; games; * Central Australia; <Pitjantjatjara>; (Code C).

# fishing competition; throwing - spear, - boomerang, - club, - [nulla-nulla]; running; canoes; hunting; corroboree; mimic; modern sports; wrestling; keep-away game; moving target; ball game; * Murray River; Lower Murray River; South Australia; (Code L).

# traditional games; sport; * Australia.

# play; childhood; education - bush skills, - culture; happy and carefree; collecting - berries; pretend play - ghost; tree climbing; rounders; chasing game; * Borroloola; Darwin; Northern Territory; (Code N).

# weapons; implements; throwing sticks - [weet-weet]; singing; clan; segregation; hunting; defending; * Northern Territory; <Aranda>; (Code C).

# leisure activities; cards; spear throwing; shooting; tug-o-war; collecting; pet zoo; * Oenpelli; Northern Territory; (Code N).

# traditional games; amusements; * North Queensland; (Code Y).

# cricket; throwing; indigenous sport; * Australia.

# boomerang throwing; * New South Wales.

# sand games; stories; drawing; * Central Australia; (Code C).

Munn, Nancy D. Walbiri Iconography: graphic representation and cultural symbolism in a
# story game; sand games; drawing; stories; photographs; * Hermannsburg; Central Australia; <Aranda>; (Code C).

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

Munro, G. 'Early Days: settlers on the North Coast'. The Northern Star (Lismore), [n.d.] 1927.
# swimming; * Richmond River; New South Wales; (Code E).

# education - observing and practising skills, - fishing; swimming; diving underwater; making spears; play; sex separation in play; corroboree; swimming raft; cattle play; horse races; * north Australia.

# corroboree; swimming; art; drawing; singing; music; throwing - spear, - club; canoe; * Tasmania; (Code TAS).

# games; * North-western Australia; Central Australia; South-east Australia; (Code C).

# games; * Australia.

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).


# throwing stick; * Diamantina; South Australia; (Code L).

# card games; recreation; * Yuendumu; Northern Territory; (Code N).

Myers, Charles S. C.S Myers' Journal (1898-9): The Torres Straits Anthropological Expedition. Manuscript held at the Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 1899.
# spinning tops; singing games; ball games; bat games; marbles; * Torres Strait Islands; (Code To).

# hunting; singing; ceremonies; dancing; * Central Australia; <Pintupi>; (Code C).

# food; vocabulary; spear; club; boomerang; * Australia.
Nadel, Dave. 'Marn-Grook: Forgotten ancestor or PC myth?'. *Footy Folklore (Quarterly)*. Inside Sport, no. 1, 2004 (Dec.)-2005 (Apr.): 10-11.

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).


# hunting; swimming; * Northern Territory; <Tiwi>; (Code N).


# noble savage; education; culture; stories; * Papua New Guinea; Torres Strait Islands; (Code To).


# photographs; sand games; drawing; tracking games; marbles; throwing - spear; mock fighting; football; socialisation; * Arnhem Land; Northern Territory; (Code N).


# photographs; sand games; marbles; drawing; tracking games; marbles; throwing - spear; mock fighting; football; socialisation; * Arnhem Land; Northern Territory; (Code N).


# hockey; * Moore River; Western Australia; (Code W).


# childhood; hunting; education; story telling; camp games; play - lolly tree; children's games - party; skipping; rounders; mud games; marbles; swinging; * Western Australia.


# physical skills; physique; agility; lack of strength; happiness in original state; blacks shot for sports; fun - acting imitation of hunting; * Australia.


# fishing; swimming; string games; throwing - spear; - boomerang; stories; corroboree; education; sand games; water games; tobogganning; diving; * Tweed Valley; New South Wales; (Code E).


# ball games; * Cooma; <Monaro>; (Code S).


# toys; toy weapons; education; hunting; moving target; throwing - spear; thinking games; tracking games; games; disc; guessing; tracking; canoe; * Hunter Region; New South Wales; (Code E).

Nelson, Norman F. *Record of Visit to Mission Stations 1936 <manuscript UQFL57>*. Fryer Library, The University of Queensland, Brisbane, Qld., 1936.

# separate games; girls play; * Australia.


# artefacts; toys and playthings; boomerangs; * Central Australia; (Code C).


# throwing - spear; boomerang; - club; mock fighting; defending; weapons; hunting; swimming; * Darling River; Queensland; New South Wales; (Code D).


# tracking skills; * South Australia; (Code L).
# marbles; 'childish' games; * Mapoon Mission; Queensland; (Code Y).

# water games; playing; singing; corroboree; * Northern Territory; (Code N).

# water games; playing; singing; corroboree; * Northern Territory; (Code N).

# stone throwing; jumping off truck and roll; card games; * Western Australia.

# games; * Northern Territory; (Code N).

# games; * Australia.

# games; play; toys; skipping; spear throwing; * Murray River; Victoria; (Code D); (Code S).

# games; Australian football; * Victoria; (Code S).

Nicol, W. *Moyle Book.* AIATSIS. Canberra, A.C.T., 19–.
# songs; sand and leaf stories; * South Australia; Northern Territory; (Code C); (Code L).

# games; dance plays; * Musgrave Park; Emabella; Fregon; South Australia; Areyang; Papunya; Hermannsburg; Northern Territory; * Bidjandjadjara; (Code C); (Code L).

# drawing; ceremonies; dancing; throwing boys; fire stick; leaf games; * Hermannsburg; Central Australia; (Code C).

# play songs; * Australia.

# art; sand games; string games; leaf games; tracking; * Central Australia; (Code C).

Nicol, William D. *Report [to Australian Institute of Aboriginal Studies] on Aboriginal Children’s Art.* Manuscript held at the Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 1966.
# corroboree; sand games; drawing; stories; leaf games; play 'house'; string games; mimic; toy weapons; moving target; throwing - spear; tracking games; art; painting; * Arnhem Land; Emabella; Central Australia; Hermannsburg; Musgrave Park; Northern Territory; South Australia; * Pijantjatjara; (Code C); (Code N); (Code L).

# art; play; string figures; sand drawings; leaf game; spearing; children; * Australia.

Nind, I.S. 'Description of Natives of King George's Sound (Swan River Colony) and Adjoining Country'. *Journal of the Royal Geographical Society of London,* vol. 1, 1831: 21-51.
# boomerang; amusements; dancing; warfare; tracking; vocabulary; * King George Sound; Western Australia; (Code W).

# string figure; * Papua New Guinea; Torres Strait; (Code To).

# string figure comparison; * Papua New Guinea; Torres Strait; (Code To).
# string games; * Torres Strait Islands; Papua New Guinea; (Code To).

# dolls; * Tasmania; (Code TAS).

# boomerang; * Tasmania; (Code TAS).

# games; song and dance; * Torres Strait; (Code To).

# play; mock fighting; toy spear; * Stradbroke Island; <Nunukuli>; (Code E).

Noonuccal, Oodgeroo (Kath Walker). *Stradbroke Dreamtime*. Angus and Robertson, Sydney, N.S.W., 1972.  
# throwing - spear; mock fighting; defending; climbing; tracking games; modern games; modern pastimes; * Australia.

# playing; teasing; pet; dog; * Stradbroke Island; Queensland; (Code E).

# Dreamtime; * Eastern Australia; (Code E).

# games; sports; racism in sport; dance; * Northern Territory; (Code C); (Code N).

# games; * Australia.

# boomerang throwing; * Botany Bay; Sydney; (Code E).

Nuggins, Gerrad. *Aboriginal 'Strategy' Game: Interview of Gerrard Nuggins by Troy Meston <personal interview>. 29 November 2002.*  
# strategy game; modern games; * Palm Island; Queensland; (Code E).

# play fighting; stone throwing; boomerang; hunting; story telling; corroboree; fighting; * Mulgrave River Region; Queensland; (Code E).

# tracks; education; * Western Desert; Western Australia; (Code A).
# mock battles; swimming; water games; marbles; string games; throwing - stick; * Lismore; New South Wales; (Code E).

Oates, Alison M. O'Gara, Tom (ed.), The First Inhabitants: Aborigines of the Gold Coast, Qld., 1997. # whirlwind; playin Fremantle, W.A., 1992. # races; water games; chasing; swimming; * Western Australia; (Code A).

Oakes, M. 'The First Inhabitants: Aborigines of the Gold Coast, Qld., 1997.' In Oates, Alison M. O'Gara, Tom (ed.), The First Inhabitants: Aborigines of the Gold Coast, Qld., 1997. # whirlwind; playin Fremantle, W.A., 1992. # races; water games; chasing; swimming; * Western Australia; (Code A).

O wen, Mary. 'The Kangaroos Who Wanted to be People.' Fremantle Arts Centre Press, South Fremantle, W.A., 1992. # whirlwind; playing; running; legend; * Western Australia.

O'Connor, Rory. The Kombumerri. Rory O'Connor, Gold Coast, Qld., 1997. # toys; games; dolphin; myths; legends; sport and recreation; card games; cricket; throwing - boomerang; - spear; rugby league; wrestling; ball; games; * Beaudesert; Gold Coast; <Kombumerri>; (Code E).


Ogden, Pearl. From Humpy to Homestead: the biography of Sabu. Pearl Ogden, Darwin, N.T., 1992. # modern pastimes; * Darwin; Northern Territory; (Code N).

Oldfield, Augustus. 'On the Aborigines of Australia'. Transactions of the Ethnological Society of London, vol. 3, 1865: 215-298. # throwing - boomerang; dancing; corroboree; singing; swimming; music; stories; weapons; spear; * Australia.

Olive, Noel (ed.) Karijini Mirlimirli: Aboriginal histories from the Pilbara. Fremantle Arts Centre Press, Fremantle, W.A., 1997. # corroboree; children playing at night and drinking alcohol; tracking; recreation - watching TV; loss of culture - dance, language; education - bush skills; making digging sticks; hunting skills; cultural contests - dancing, - talking, horse dressage; camp fire story telling; * Pilbara; Western Australia; (Code K); (Code A).


Oliver, Douglas L. Oceania: the native cultures of Australia and the Pacific Islands. Vol. 2. University of Hawaii Press, Honolulu, U.S.A., 1989. # hunting; corroboree; dancing; canoes; weapons; implements; dart throwing; bow and arrow; warfare; culture; * Cape York; South Australia; Torres Strait Islands; Papua New Guinea; (Code To); (Code Y); (Code C).

# indigenous sport; ball game - [marn grook]; play; * Australia.

Olsen, Megan, Rynne, Steven and Macdonald, Doune. 'Gumala miruwarni: Meeting the needs of Aboriginal and Torres Strait Islander students in health and physical education'. ACHPER Healthy Lifestyles Journal, vol. 1, 2002: 11-15.

# physical education; traditional games; * Torres Strait Islands; (Code T).


# gender play; play roles; childhood; * Australia.


# throwing - [nulla-nulla]; corroboree; dancing; education; tracking games; toy weapons; throwing - spear; - boomerang; clan; fights; club; mock fighting; defending; * Katherine River; Arnhem Land; (Code N).

Organ, Michael. A Documentary History of the Illawarra and South Coast Aborigines 1770-1850. Aboriginal Education Unit, University of Wollongong, Wollongong, N.S.W., 1990.

# moving target; throwing - spear; - boomerang; corroboree; cricket; defending; * Wollongong; New South Wales; (Code S).


# marbles; * Australia.


# catching; ball games; throwing - stone; - can; moving target; accuracy; high jumping; basketball; blindfold game; * Australia; Papua New Guinea.


# vocabulary; playing; * Melville Island; Bathurst Island; Northern Territory; Arnhem Land; <Tiwi>; (Code C).

Osborne, Elizabeth. Throwing off the Cloak: Reclaiming self-reliance in Torres Strait.
- play; toy weapons; making toys; mimic; * Lake Macquarie; Swansea; Belmont; New South Wales; (Code E).

- fishing; canoe; paddles; canoe races; sailing; rudder; * Lake Macquarie; Belmont; Swansea Channel; (Code E).

- spinning top song and dance; bow and arrow dance; play dance; toys and games; photograph; * Torres Strait; (Code To).

- tracking games; moving target; throwing - spear; weapons; canoes; swimming; boomerang; throwing stick - {weet-weet}; corroboree; dancing; diving; ball games; water games; sand games; leaf games; toy weapons; wrestling; singing; art; painting; * Gulf of Carpentaria; Central Australia; (Code G); (Code C).

Palmer, Ed. *Early Days in North Queensland.* Angus and Robertson, Sydney, N.S.W., 1903.
- skills; * Australia.

- mud games; marbles; spinning tops; roller games; modern games; * South Australia; (Code C).

- balls; wheel game; * Western Australia; Perth; (Code W).

- corroboree; play; * Australia.

- modern sports; modern games; traditional games; * Australia.

- dolls; spinning tops; string games; dancing; drawing; mock hunting; mock fighting; climbing; water games; education; moving target; throwing - spear; * New South Wales; South Australia; Ernabella; (Code C); (Code E).

Parker, Anne. 'An Ethno-botany of the Western Desert, Leonora, Western Australia'. *A.I.A.S. Newsletter*, no. 13, 1980: 37-42.
- toys; children; * Leonora; Western Desert; (Code W).

- traditional games; * Australia.

- traditional games; * Queensland.

- games; ball game; hide and seek; whistles; swimming; * Port Darwin; Northern Territory; (Code N).

Parkhouse, T.A. 'Native Tribes of Port Darwin and its Neighbourhood'. *Australian Association for the Advancement of Science*, vol. 6, 1895: 638-647.
- children's play; corroboree; mock battle; * Darwin; (Code N).
# swimming; accuracy; hunting; boomerang; clan; * Australia.

# play; sports; sliding; swimming; * Victoria; (Code S).

# spear throwing; * Australia.

Patterson, E.K. "Skin-divers of the Torres Strait'. *Walkabout*, vol. 5, no. 5, 1939: 59, 61, 63.
# diving; swimming; * Torres Strait; (Code To).

Patterson, Thomas. *Paper Read Before Royal Historical Society of Victoria Entitled 'Australian Aborigines'*. Royal Historical Society of Victoria, Melbourne, Vic., 18--.
# fun; hunting; pet; chasing; * Australia.

# sport - cricket; marbles; tops; play; swimming; gambling - card games; boxing; dancing; * Brisbane; Queensland; (Code E).

# sham fights; throwing - spear; * Burdekin; Queensland; (Code E).

Pearlman, Jonathon. 'Historical lesson for the Swans to pass on'. *The Sydney Morning Herald (Sydney)*, 23 April 2002: 36.
# ball games - [marn-grook]; Australian football; * Victoria; (Code S).

# porpoise; fishing; * Moreton Bay; Queensland; (Code E).

# boomerang throwing; corroboree; inter-race three legged race; * Brinsmead; Cairns; North Queensland; (Code E).

# swimming; play boomerangs; play - jumping high in air; playing; tree climbing; corroboree; spear throwing; beach games; * Australia.

# boomerang; toy weapons; weapons; string games; roarer; dolls; moving target: throwing - spear; whistles; spinning tops; throwing stick; swords; toy weapons; string games; * Tully; <Jumbun>; North Queensland; (Code Y).

# diving; swimming races; water games; ball games; singing games; hide and seek; throwing - stick; bow and arrow; spinning tops; string games; singing; musical instruments; roarer; dancing; painting; wrestling; * Papua New Guinea; Torres Strait Islands; (Code To).

# fishing; throwing - boomerang - club; throwing stick - [weet-weet]; running; warfare; defending; fighting; spear; artefacts; * Roebuck Bay; Western Australia; (Code A); (Code W).

# weapons; dancing; throwing - spear, - boomerang; running; warfare; throwing stick - [weet-weet]; * North Queensland; <Jumbun>; (Code Y).

# games; * Western Australia; <Nuel-Nuel>; (Code W).

# games; * Torres Strait Islands; (Code To).


Pepper, Phillip. What Did Happen to the Aborigines of Victoria, The Kurnai of Gippsland. Vol. 1. Hyland House, Melbourne, Vic., 1985. # education; mimic; play 'house'; climbing; canoes; wombat game; hide and seek; ball games - football; throwing; boomerang; * Gippsland; Victoria; <Kurnai>; (Code S).


Perkin, Corrie. 'AFL's native roots a 'seductive myth". The Weekend Australian, 22-23 March 2008: The Nation 3. # ball game - [marn-grook]; Australian football; * Victoria; (Code S).

Perkin, Corrie. 'Creative Codes'. The Weekend Australian, 15-16 May 2008: Feature 4-5. # artwork - ball game; indigenous sport; Australian football; dreaming - football; ball game; * Victoria; (Code S).

Perkins, Charles. A Bastard Like Me. Ure Smith, Sydney, N.S.W., 1975. # sport; soccer - football; * Australia.

Pern, Sydney. 'Australian Boomerangs and Their Flight'. Victorian Naturalist, vol. 45, no. 4, 1928: 99-103. # boomerang; toy weapons; * Australia.


Perry, W.J. The Children of the Sun: a study in the early history of civilization. Methuen and Co. Ltd., London, U.K., 1923. # ball games; clan; * Victoria; <Kurnai>; <Wotjobaluk>; <Wurunjerri>; (Code W).

Pésciaroli, Pere Louis-Marie. 'Missions de L'Australie'. Annals of the Propagation of the Faith, vol. 6, 1845. # games; * Australia.


Peterson, Nicolas, Allen, Lindy and Hamby, Louise (eds). The Makers and Making of Indigenous Australian Museum Collections. Melbourne University Publishing, Carlton, Vic., 2008. # artefacts; toys and games; doll; clay breasts; imitation play; canoes; string figure illustration (from Roth); * Australia.

Peterson, Nicolas (comp.). Donald Thomson in Arnhemland. Currey O'Neil Ross, South Yarra, Vic., 1983. # throwing - spear; fighting; defending; games; * Arnhem Land; Northern Territory; (Code N).


Petri, Helmut. 'Die Altersklassen der Vorinitiation bei Eingeborengruppen Nordwest-Australiens [Age Groups of Pre-Initiation of

# spear throwing; toys; childhood; * La Grange; Kimberley; <Nyangomada>; <Karajari>; North-west Australia; (Code K).


# spear throwing; toys; childhood; * La Grange; Kimberley; <Nyangomada>; <Karajari>; North-west Australia; (Code K).

Petri, Helmut. *Die Altersklassen der Vorinitiation bei Eingeborenengruppen Nordwest-Australiens [Age Groups of Pre-Initiation of the Native Groups in North-West Australia]

# spear throwing; toys; childhood; * La Grange; Kimberley; <Nyangomada>; <Karajari>; North-west Australia; (Code K).


# games; * Kimberley; North-west Australia; (Code K).


# spear; throwing - boomerang; - spear; toy weapons; string games; water games; swimming; diving; mock fighting; mimick; hunting; ball games - [Purru Purru]; mud games; fighting; singing; dancing; defending; corroboree; warfare; dolphin; fishing; throwing stick - [weet-weet]: moving target; skipping; climbing; insect games; * Brisbane; Stradbroke; Bribie Island; (Code E).


# spear; throwing - boomerang; - spear; toy weapons; string games; water games; swimming; diving; mock fighting; mimick; hunting; ball games - [Purru Purru]; mud games; fighting; singing; dancing; defending; corroboree; warfare; dolphin; fishing; throwing stick - [weet-weet]: moving target; skipping; climbing; insect games; * Brisbane; Stradbroke; Bribie Island; (Code E).

Phillips, Gregory. *Addictions and Healing in Aboriginal Country*. In Aboriginal Studies Press for the Australian Institute of

Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 2003.

# gambling; card games; imitation games - gambling, - card playing; - adult behaviour; leaf game - cards; * Central Australia; (Code C).


# single overarm stroke; swimming; water games; beach activities; * Australia.


# string figures; boomerang; toys; * Australia.


# throwing stick - [weet-weet]; * Western Australia; Nullarbor Region; Port Phillip; Victoria; (Code S); (Code A).


# ball game; Australian football; Aboriginal games carnival; * Yuendumu; Lomadina; Central Australia; Northern Territory; (Code N).


# hunting; pastimes; fun; games; * Australia.


# art; painting; drawing; carving; * Arnhem Land; Northern Territory; (Code N).

Pink, O. *Mind Games, Boys, Girls, Men <manuscript collection>*. Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 19--.

# games; * Australia.

Pink, Olive and Elkin, A.P. *Notes on Wailbri boys throwing bark (toy) boomerangs and defending themselves with (toy) bark shields. Personal archives of Professor A.P. Elkin 1904-1975*. Series 10, box 41, item 64. Elkin Collection, University of Sydney Archives, Sydney, N.S.W., 1934.

# throwing bark; toy shields; toy boomerang; * Central Australia; <Wailbri>; (Code C).


# boomerang; * Australia.

- hunting; string games; ball games; tracking games; hide and seek; Whistles; mimic; education; segregation; toy weapons; throwing - boomerang, - spear; throwing stick; climbing; warfare; fighting; * Tasmania; (Code TAS).


- boomerang; swimming; ball games; * Australia.


- French cricket; children's games; tag games; fishing - 'yabbing'; diving; swimming; collecting fruits; hunting rabbits; playing and collecting bush food; mission games; amusements - language; 'subculture' activities: dolls; toys; board games; swings; organised sport; imagination game - 'secrets'; marbles; play and companionship; * Cootamundra; New South Wales; (Code D); (Code E).


- stone throwing; running; leisure; play; * Tasmania; (Code TAS).


- canoe; music; swimming; singing; dancing; hunting: mock fighting; throwing - spear; defending; play 'house'; fire games; snow games; stories; drawing; moving target; fishing; pet; education; * Tasmania; (Code TAS).


- vocabulary; running; playing; fun; * Tasmania; (Code TAS).


- corroboree; mimic; dancing; leisure time; * Tasmania; (Code TAS).


- wrestling; agility; strength test; entertainment; spear throwing; stone throwing; playing; corroboree; * Tasmania; (Code TAS).


- ball games; cricket; hunting; shooting; marbles; dancing; singing; throwing - spear, - club, - 'waddie'; toy weapons; corroboree; humour; targets; acrobatics; skills; dexterity; music; musical instruments; running races; model canoe; * Flinders Island; Tasmania; (Code TAS).


- warfare; swimming; diving; * Tasmania; (Code TAS).


- children's games; tree climbing; corroboree; dancing; games; baby playing; throwing - spear, - ball; targets; stone throwing; kelp targets; throwing ball with toe; mimic animals; mimic; * Bruny Island; Tasmania; (Code TAS).


- throwing - stone, - spear; swimming; running; hiding object; playing; * Tasmania; (Code TAS).

Plowman, Robert. *The Man from Oodnadatta.* Angus & Robertson, Sydney, N.S.W., 1933.

- play with donkeys; horse races; tracking; * Oodnadatta; South Australia; (Code S); (Code C).


- skills; play; humour; singing; rites; * Central Australia; (Code C).


- skills; play; humour; singing; rites; * Central Australia; (Code C).

# traditional games; * Australia; Torres Strait; (Code To).


# ant-lion game; insect games; hand games; singing games; * Western Australia; Warburton Ranges; (Code A).


# story game; clan; hide and seek; tracking games; roarer; stories; fighting; * Australia.


# Australian football; * Australia.


# ball game; [marn-grook]; Australian football; * Victoria; (Code S).


# ball game; [marn grook]; Australian football; kicking; corroboree; * Victoria; (Code S).


# ball game; [marn grook]; Australian football; kicking; corroboree; * Victoria; (Code S).


# ball game; [marn-grook]; Australian football; * Victoria; South Australia; New South Wales; Queensland; Northern Territory; <Wurrundjeri>; <Bunnerong>; <Barabool>;<Bralikaulong>; <Taungurong>; <Warrandyte>; (Code E); (Code C); (Code S).

Poulter, Jim. 'Marn-Grook – Original Australian Rules'. In Burke, Peter and Grogan, Leo. (eds), This Game of Ours. Supporters’ Tales of the People’s Game. Eatwarlimesd, St Andrews, Vic., 1993: 64-67.

Poulter, Jim. *Marn-Grook – Original Aussie Rules* <booklet>. Jim Poulter, Melbourne, Vic., 2003. # ball game - [marn-grook]; Australian football; * Victoria; South Australia; New South Wales; Queensland; Northern Territory; <Wurrundjeri>; <Bunnerong>; <Barabool>; <Braiakaulong>; <Taungurong>; <Warrandyte>; (Code E); (Code C); (Code S).


Povah, Frank. *You Kids Count Your Shadows: Hairymen and other Aboriginal folklore in New South Wales*. Published by Fank Povah, Wollar, N.S.W., 1990. # stories; whirlwind play; card games; swimming; ball game; * New South Wales; (Code E).

Powell, Rene and Kennedy, Bernadette. Rene *Baker File #28/E.D.P.* Freemantle Arts Centre Press, Freemantle, W.A., 2005. # school games; marbles; skipping; string figures; sport; * South Western Australia; (Code W).


Power, Shane. *Sports and Games: an Australian way of life*. Harcourt Brace Jovanovich, Publishers, Sydney, N.S.W., 1989. # fishing; throwing - boomerang, - spear; mock fighting; climbing; tracking games; swimming; string games; toy weapons; accuracy; leaf games; defending; moving target; mud games; swinging; dolls; roarer; spinning tops; mimic; skipping; hide and seek; corroboree; musical instruments; whistles; dodging; competition; pictures; * Milingimbi; Northern Territory; Queensland; <Walpiri>; (Code N); (Code C); (Code Y).


Pratt, Bruce W. (ed.). *The Australian Encyclopaedia*. In 6 vols. 3rd rev. edn, Grolier Society of Australia, Sydney, N.S.W., 1979. # games and sports; wrestling; fighting; play; string figures; * Australia.

Preece, Cilla, Edwards, Ken, Parker, E., Meiklejohn, B. and Patterson, C. *Traditional Indigenous Games* <chart and video>. QUT Publications, Brisbane, Qld., 2002. # traditional games; * Australia.

# fireworks; toy weapons; boomerang; disc game; mock fighting; corroboree; * Murry's Creek; Colac; Victoria; (Code S).


Price, Weston A. 'Chapter 10. Isolated and Modernized Australian Aborigines'. In Nutrition and Physical Degeneration: a comparison of primitive and modern diets and their effects. P.B. Hoeber, Inc, New York, U.S.A., 1939. # physical activity; physique; spear throwing; body decoration of dance and sport; swimming; fishing contests; tracking; childhood; education; * Australia.


Pring, Adele (ed.) Women of the Centre. Pascoe, Apollo Bay, Vic., 1990. # education; mimic; music; singing; dancing; playing; * Murray River; Central Australia; Flinders Ranges; <Adnyamatanja>; (Code S); (Code C); (Code L).


Prior, Chasity, McIntosh, Kelly, Hughes, Sharon and Quilliam, Wayne (photographer). Little Fullas Rap at the Games. 1st. edn. Indij Readers for Little Fullas, for Big Fullas. Series 3. Indij Readers, Rockdale, N.S.W., 2007. # modern sport; Commonwealth Games; * Australia.

Pritchard, Katharine S. Coonardoo. Jonathan Cape, London, U.K., 1939. # play; imitation; children's games; education; corroboree; dolls; play; swimming; fun; recreation; leisure time; * Australia.

Probert, M. 'The Torres Strait String Figures in the British Museum A.C. Haddon Collection'. Journal of Museum Ethnography, no. 16, 2004: 140-156. # string figures; * Australia.

Probert, Martin. The Torres Strait String Figures in the British Museum A.C. Haddon Collection: the earliest string figure artefacts in existence. Deposited in AIATSIS, Canberra, A.C.T. by M. Probert, [2003]. # string figures; * Torres Strait; (Code To).

Probert, Martin (comp.). Museums and other Institutions with String Figure Artefacts – An Inventory of string figures on card, string figures on film, string figure photographs, and recordings of string figure songs. Photographs of string figures, Yam Island, Torres Strait, Australasia, Haddon Collection, University of Cambridge Museum of Archaeology and Anthropology <photographs>. Viewed 17 December, 2004. <http://website.lineone.net/~m.p/sf/Archive-UCM.html>. # string figures; * Australia.

Probert, Martin (comp.). Sound Recordings in the British Library National Sound Archive: String figure songs (Various: recorded by Wolfgäng Laade, Torres Strait 1961-1964). Museums and other institutions with string figure artefacts – an inventory of string figures on card, string figures on film, string figure photographs, and recordings of string figure songs. Viewed 17 December, 2004. <http://website.lineone.net/~m.p/sf/Archive-NSA.html>. # string figure songs; * Torres Strait; (Code To).

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Pryor, Boori (Monty) with McDonald, Meme. Maybe Tomorrow. Penguin Books Australia Ltd., Ringwood, Vic., 1998. # childhood; education – bush skills; story telling; dance; sport – basketball, – boxing, – Australian football; beach play; black and white play; tracking; spear throwing; * Australia.
Pugsley, Harry. Looking Back Along Fassifern Valley. H. Pugsley, Stanthorpe, Qld., 1975. # swimming; hunting; stories; * Brisbane; Queensland; (Code E).

Pyke, William T. Thirty Years Among the Blacks of Australia: the life and adventures of William Buckley the runaway convict. George Routledge and Sons Limited, London, U.K., 1902. # throwing - spear; education; * Port Phillip; Victoria; (Code S).


Quiggin, A.H. Haddon, the Headhunter: a short sketch of the life of A.C. Haddon. Cambridge University Press, Cambridge, U.K., 1942. # culture; string figures; childhood; * Torres Strait Islands; (Code To).

Quiggin, A.H. and Fegan, E.S. 'Alfred Cort Haddon, 1855-1940 [obituary]'. Man, vol. 40, 97-100 1940 (July). # string figure; * Torres Strait; (Code To).


Quinlan, M.F. 'In the Mia-Mias Out Back'. Catholic World, vol. 85, 1907: 770-777. # fishing; hunting; childhood; culture; * Central Australia; (Code C).
R

# pictures; play; * Victoria; (Code S).

# modern games; modern sports; modern pastimes; * Hermannsburg; Central Australia; (Code C).

# recreation; stories; * Australia.

# playing; * Northern Territory; (Code C).

# canoe; toys; painting; bark painting; roarer; rattles; toy dishes; toy smoking pipe; toy weapons; spear; throwing stick; boomerang; disc; toy implements; digging stick; spinning tops; leaf plaiting; toy canoe; dolls; clay breasts; toy fan; stone toy; * Cape York; Torres Strait Islands; Gulf of Carpentaria; Arnhem Land; Central Australia; (Code Y); (Code To); (Code N); (Code C); (Code G).

# childhood; play; games; school sport; schoolyard games; sport; * Australia.

# fun - mischief making; donkey riding; roll in a tyre; tin can 'shoes'; marbles; teaching to swim; bark boomerangs; hunting animals; stealing fruit for fun; sports competitions; athletic games; boxing; missionary play; sport - rugby - cricket; beach games; education - bush skills; climbing; hunting; making rafts; dancing; tracking; learning - animal sounds; * North Australia.

# daily life; culture; * Torres Strait Islands; (Code To).

Ransom, Rosemary (ed.) Tunapi Four: the children's stories. ALBE Resources (TAS), Devonport, Tas., 1996.
# play; throwing - spear; tracking; swimming; * Tasmania; (Code TAS).

# string games; * Australia; Torres Strait; (Code To).

# ball games; bat games; spinning tops; kites; marbles; string games; shell games; sand games; roller games; leaf games; toy canoe; dolls; playabout; story game; mimic; mock fighting; climbing; wrestling; swimming; dancing; singing; fishing; * Torres Strait Islands; (Code To).

# tracking; play; * Victoria; (Code S).

# vocabulary; water games; string games; singing; throwing - [kolap]; top spinning; games; * Torres Strait; (Code To).

# vocabulary; water games; string games; play; childhood; singing; throwing - [kolap]; top spinning; games; * Torres Strait; (Code To).

# spinning tops; art; * Torres Strait Islands; Papua New Guinea; (Code To).

# playing; throwing - spear; climbing; * Pilbara; Western Australia; (Code A).

Reece, R.H.W. *Charles Perkins: a biography*. Viking, Ringwood, Vic., 1990. # childhood; play; games; sports; sport - soccer; - football; * Australia.

Read, Peter and Read, Jay (collectors) and (eds). *Long Time, Olden Time: Aboriginal accounts of Northern Territory history*. Institute for Aboriginal Development Publications, Alice Springs, N.T., 1991. # education; play; food gathering; corroboree; * Central Australia; (Code C).

Rechner, D. 'Palm Island and its People'. *Cummins and Campbell Monthly Magazine*, vol. 24, no. 10, 11, 1948: 22-23, 25. # corroboree; dancing; throwing - boomerang; - spear; climbing; sport - woodchopping; mocking; defending; * Queensland; Eastern Australia; (Code E).

Reed, A.W. *Myths and Legends of Australia*. A.H. and A.W. Reed, Sydney, N.S.W., 1965. # games; initiation ceremonies; legend; * Australia.

Reed, A.W. *How the Aboriginals Lived*. Reed Education, Sydney, N.S.W., 1970. # corroboree; dancing; singing; boomerang; musical instruments; weapons; string games; education; play 'house'; tracking games; * Kimberley; Northern Territory; South Australia; Queensland; Arnhem Land; (Code K); (Code N).

Reed, A.W. *An Illustrated Encyclopaedia of Aboriginal Life*. A.H. and A.W. Reed, Sydney, N.S.W., 1974 [1969]. # roarer; climbing; ball games; education; stories; club; spinning tops; throwing - dart; - spear; - boomerang; wrestling; corroboree; fishing; mock fighting; tracking games; swimming; thinking games; warfare; mimic; toy weapons; play 'house'; moving target; hide and seek; tobogganning; mud games; chasing; running; fire games; leaf games; water games; dolls; swinging; diving; string games; playabout; drawing; painting; singing; dancing; hand language; * Queensland; Victoria; Gulf of Carpentaria; (Code G); (Code S).

Reed, A.W. *Aboriginal Words and Place Names*. Rigby, Adelaide, S.A., 1977. # vocabulary; play; roarer; canoe; spear; ball games; games; jokes; swimming; club; boomerang; string games; * Australia.

Reed, A.W. *More Aboriginal Stories of Australia*. Reed, Terrey Hills, N.S.W., 1980. # stories; dancing; clan; play; * Australia.

Reed, A.W. *Aboriginal Stories*. Reed Books, Chatswood, N.S.W., 1994. # playing; * Australia.

Reed, T.S. 'More Memories of a Long Life'. *The Observer (Adelaide)*, 2 November 1901: 3. # throwing - boomerang; fighting; * Tasmania; Queensland; (Code TAS).

Rees, Coralie and Rees, Leslie. *Coasts of Cape York: travels around Australia's pearl-tipped Peninsula*. Angus and Robertson, Sydney, N.S.W., 1960. # water games; mud games; swinging; swimming; sand games; climbing; education; hunting; fishing; throwing - spear; * Gulf of Carpentaria; Cape York; Queensland; (Code G); (Code V).

Rees, L.C. 'Native Boys of the Barrier Reef [Awati, Salee, Douglas Pitt Jnr.]'. *The B.P. Magazine*, vol. 14, no. 2, 1942: 46-47, 71. # swimming; diving; * Torres Strait; (Code To).

# swimming; throwing sticks; boomerang; fire games; * South Australia; (Code L).


# games; childhood; bow and arrow; herding cows; roller games; sand games; beach; chasing; swapping; rounders; stick; tennis ball; hockey; cubby house; spear games; play ‘house’; dolls; shellfish; hunting; tracking; honey collecting; bees; wild flowers; flower collecting; tracking; * Wreck Bay; New South Wales; Jervis Bay; Lake Windermere; (Code S).


# canoe races; modern sports; modern games; * Darnley Island; Torres Strait; (Code To).


# Dreamtime story; games; singing games; throwing stick; playing; sand game; play sticks; revealing stick - [weet-weet]; - [kukuru]; digging; painting; singing; stories; segregation; vocabulary; playabout; possum tail game; * Killalapaninna; Central Australia; <Diari>; (Code C).


# running; climbing; swimming; * Australia.


# football; leisure time; * Mackay; Queensland; (Code E); (Code Y).


# laughter; humour; bush skills; * Australia.


# dictionary; play; * Australia.


# vocabulary; game; corroboree; swing; throwing - spear; toy; blindfold game; ball games; * Western Australia.


# play; ball games - [tururlu]; leaf game - [pitipiti]; tracking; gambling; * Kimberley; Western Australia; (Code K); (Code W).


# throwing - spear; fighting; throwing stick; throwing - [nulla-nulla]; boomerang; stone axes; warfare; dancing; singing; corroboree; music; musical instruments; sand games; drawing; tracking games; * Hodgkinson; Cape York; Queensland; <Wakooara>; <Chunkunberry>; <Wun-yurika>; (Code E); (Code Y).


# card games; * Australia.


# play; * Kimberley; Western Australia; (Code K).


# dancing; spear throwing; climbing; legend; * Sydney; (Code E).

Ricketson, James Henry. J.H. Ricketson’s Journal of an expedition to Cambridge Gulf, the Northwest of Western Australia, and a ride through the Northern Territory of South Australia, 1884-1885. James Henry Ricketson Collection. Mitchell Library, State Library of New South Wales, Sydney, N.S.W., 1884-1885.


Ritchie, Patrick H. *North of the Never Never*. Angus and Robertson, Sydney, N.S.W., 1934.


Robb, Ron. *Indigenous Traditional Games and Pastimes <personal correspondence with Ken Edwards>*. Eastwod, N.S.W., 1 May 2002.


Northern Territory; Central Australia; Ernabella; <Pitjantjatjara>; (Code C).

Robertson, Ian. 'Physical Education with an Aboriginal Perspective'. Aboriginal Children at School, vol. 5, no. 5, 1977: 28-34. # games; education; throwing - spear; moving target; ball games; tracking games; wrestling; fire games; thinking games; skipping; football; running; * Ernabella; South Australia; (Code C).

Robertson, William. Aboriginal Children: 1st Lecture, Broadcasters, (9.5.25). William Robertson Papers Vols. 4-8 re Australian Aboriginal Peoples c.1911-1929. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1925. # throwing - boomerang; - spear; throwing stick - [weet-weet]; running; races; jumping; contests; mimic; humour; corroboree; stories; teasing; prizes; praise; * Fitzroy River; Central Queensland; <Kookeroo>; (Code N).

Robertson, William. Aboriginal Children: Manners and Customs, Vol. 5, Aboriginal Children, 2nd lecture, Broadcasters, 23.05.25. William Robertson Papers Vols. 4-8 re Australian Aboriginal Peoples c.1911-1929. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1925. # hide and seek; camouflage; led by ear; * Australia.

Robertson, William. Aboriginal Children: Manners and Customs, Vol. 5, Aboriginal Children, Broadcasters, 11-1925. William Robertson Papers Vols. 4-8 re Australian Aboriginal Peoples c.1911-1929. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1925. # pet; young animals; older animals; safety; races; coursing; * Australia.

Robertson, William. Anthropology and Folklore, c.1911-1926, Vol. 4: The Place of the Bottle Tree. William Robertson Papers [Vols. 4-8] re Australian Aboriginal Peoples c.1911-1929. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1926. # stories; string games; toys; pet; pet feeding; coursing; lightning game; stick game; twisting stick and string; * Australia.

Robertson, William. Coo-e Talks: a collection of lecturette upon early experiences among the Aborigines of Australia (delivered from a Wireless Broadcasting Station). Basedow, Herbert. Angus and Robertson, Sydney, N.S.W., 1928. # throwing - spear, - boomerang; dolls; dancing; roarer; tracking games; running; jumping; toy weapons; throwing stick - [weet-weet]; play 'house'; mimic; water games; swimming; diving; mock hunting; pet; hide and seek; clans; climbing; corroboree; ceremonies; singing; warfare; * Tasmania; Papua New Guinea; Cape York; (Code TAS); (Code Y).


Robertson, William. Australian Aboriginal Peoples, c.1911-1929 <manuscript Z DL MS. Q173>. William Robertson Papers Vol. 4. Mitchell Library, New South Wales State Library, Sydney, N.S.W., 1929. # play 'house'; moon game; ghost game; male ghost; female ghost; stone game; singing games; throwing - stone; mimic; toys; dolls; secrets; confiding; punishment game; * Australia.


Robinson, George Augustus. Papers of George Augustus Robinson <manuscript A7022-7084>. Mitchell Library, State Library of New South Wales, Sydney, N.S.W., 1818-1849. # games; * Victoria; Tasmania; (Code S); (Code TAS).

Robinson, George Augustus. Tasmanian Aborigines, Robinson's Reports etc, <manuscript A612>. Mitchell Library, State Library of New South Wales, Sydney, N.S.W., 1818-1849. # games; * Tasmania; (Code TAS).

Robinson, G.A. Letter to Captain Moriarty, 27 June 1836 <manuscript ML A 7063 f.407-8>. 231
# exercises and amusements; * Tasmania; Australia; (Code TAS).

Robinson, George Augustus. Report of an Expedition to the Aboriginal Tribes of the Western Interior during the months of March, April, May, June and July, and August, 1841, by order of His Honor Charles Joseph Latrobe, Esq., Superintendent of Port Phillip., Melbourne, Vic., 1841.
# wrestling; keep-away game; wrestling; gymnastics; * Central Australia; (Code C).

# wrestling; physique; keep-away game; * Western Victoria; (Code S).

# card games; * Sunday Island; North Western Australia; (Code K).

# dolphin; fishing; canoes; swimming; * Australia.

# playing; legend; * Australia; <Djauan-Ngalakan>; (Code C).

# swimming; Dreamtime; * Australia.

# swimming; water play; laughing; play - collecting plums; naturally happy children; swinging from branches; card playing - invented game; football dance; play dancing; * Darwin; Australia; (Code N).

# boomerang throwing; bows and arrows; physique; legend - champion; * Australia.

# stories; children; * Northern Australia; (Code C); (Code N).

# throwing - spear; football; corroboree; modern sports; hand games; dancing; * Central Australia; Yundumu; (Code C).

# wrestling; * Tasmania; (Code TAS).

# stories; dancing; Dreamtime; * Tasmania; (Code TAS).

# mud games; roller games; throwing - spear, - boomerang; toys; tobogganning; flying foxes; fire games; mimic; play 'house'; leaf games; tracking games; toy weapons; defending; moving targets; * Central Australia; (Code C).


# fighting; battles; * New South Wales; (Code E).

# fighting; battles; * New South Wales; Western Australia; (Code E); (Code W).

# play; * Kimberley; Western Australia; (Code W).

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Collection drawings and photographs.> Queensland; (Code Y).
Cardwell; Mornington Island; Tully River region; North Bloomfield River; swimming; climbing; vine; notches; forks; walking; * stroke; diving; dog style swimming; long distance # standing; walking; swimming; breast stroke; side stroke; diving; dog style swimming; long distance swimming; climbing; vine; notches; forks; walking; * Bloomfield River; Pennefather River; Cape Bedford; Cardwell; Mornington Island; Tully River region; North Queensland; (Code Y).

# string figures; * Torres Strait; Papua New Guinea; (Code To).

# mimic; playabout; ceremonies; singing; music; singing games; dancing; corroboree; * Murray River; New South Wales; Central Australia; <Pitjantjatjara>; (Code D); (Code C).

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# warfare; mock fighting; throwing - spear, - club; defending; running; climbing; wrestling; moving target; swimming; diving; hunting; fishing; corroboree; dancing; mimic; stories; singing; vocabulary; playing; parenting; model canoe; * Tasmania; Bruny Island; (Code TAS).

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# toys and playthings; * Australia.

# fishing; swimming; boomerang; toy weapons; throwing stick; roarer; ball games; throwing; catching; kangaroo play; bat games; intercept; skipping; sand games; hide and seek; leaf games; shell games; fire games; mimic; bone game; pet; corroboree; dancing; singing; music; stories; diving; diagrams; climbing; vocabulary; hand language; hunting; * Boula; Central Queensland; Cloncurry; North Queensland; <Kalkadoon>; (Code G); (Code Y).

# games; * North Queensland; (Code E); (Code G); (Code Y).

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# string games - (cat's cradle); * Cooktown; Cape Bedford; Queensland; (Code Y).

Roth, Walter E. [A Report to the Commissioner of Police]. On the Aboriginals Occupying the "Hinter-land" of Princess Charlotte Bay, together with a preface containing suggestions for their better protection, and improvement <manuscript>. W.E. Roth Collection. Mitchell Library, State Library of
# games; whistles; leaf whistle; string games; diagrams; vocabulary; * Atherton; Queensland; (Code Y).

# swimming; long distance swimming; logs; climbing; vine; corroboree; darts; grass spear; shooting grass; smoke; leaf games; fire games; hunt the eye; possum eye; sand games; hide and seek; throwing - stick; - stone; targets; diamond targets - [nulla-nulla]; dolls; cones; charms; grotto; singing games; fire; swords; boomerang; spear; * Miriam Vale; Rockhampton; Taroombul; Fitzroy River; Clarence River; (Code E); (Code N).

# climbing; notches; walking; rope; swimming; diving; throwing - spear; tracking; moving target; disc; toy weapons; toy spear; spinning balls; roarer; pets; gambling; water games; swimming; diving; bubbles; crocodile game; corroboree; * Bloomfield River; North Queensland; (Code Y).

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# plants; toy weapons; spear; * Princess Charlotte Bay; Cape Bedford; Butcher's Hill; Boggy Creek; Cooktown; Bloomfield River; Cape Grafton; Atherton; (Code Y).

Roth, Walter E. [A Report to the Commissioner of Police]. An Account of the Koko-minni Aboriginals, Occupying the Country Drained by the (Middle) Palmer River. Manuscript held at the Australian Institute of Aboriginal and Torres Strait Islander Studies, Canberra, A.C.T., 12 May, 1899.
# wrestling; fishing; hunting; mimic animals; sand games; fish eye; hide and seek - iguana claw; toy weapons; throwing - spear, - boomerang; throwing stick; string games; fighting; weapons; swords; tooth blades; fighting poles; spear; throwing stick; diagrams; * Palmer River; North Queensland; (Code Y).

# grass spear; dart throwing; throwing - woomeras, - stick; wrestling; mock fighting; defending; fish eye; hide and seek; running; jumping; rattles; tug-o-war; pushing; tracking games; sand games; string games; diagrams; Dreamtime story; swimming; * Mapoon; Weipa; Pennyfather River; Coen River; (Code Y).

# throwing - boomerang; cross boomerangs; grass spears; darts; shooting grass; roarer; fish eye; hide and seek; sand games; spinning tops; string games; diagrams; mud games; mud slides; tobogganning; toy weapons; farting; stories; singing games; singing; swimming; side stroke; vertical swimming; climbing; climbing vine; notches; tournament - [prun]; dispute settling; * Tully River region; North Queensland; (Code Y).


# plait-work; playthings; * North Queensland; (Code Y).


# language; plait-work; * Cape Bedford; North Queensland; (Code Y).


# plait-work; string figures; playthings; * North Queensland; (Code Y).


# games; * North Queensland; (Code E); (Code G); (Code Y).

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# string games; diagrams; tobogganning; mud games; swimming; water games; diving; dolls; hand games; ant-lion game; insect games; duck game; mimic; mimic animals; shark; march fly; roarer; wrestling; warfare; toy weapons; mock fighting; photographs; hide and seek; thinking games; tug-o-war; ball games; spinning tops; moving target; throwing stick; boomerang; spear; bone game; stories; Dreamtime; typology; pet; swinging; skipping; fire games; smoke; leaf games; shell games; rock art; painting; play 'house'; stone game; mock hunting; singing; dancing; corroboree; musical instruments; rattles; * Princess Charlotte Bay; North Queensland;

Murray Island; Torres Strait Islands; Tully River region; Atherton; (Code Y); (Code To).


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# games; string figures; playthings; * North Queensland; (Code Y).


# climbing; throwing - spear, - reed; toy weapons; throwing stick - [weet-weet]; mimic; education; stories; corroboree; dancing; musical instruments; swimming; moving target; * Western Australia; Bunbury; (Code W).


# string games - [cat's cradle]; * Brisbane; (Code E).


# stories; play; * North Queensland; (Code Y).


# language; * Mapoon; North Queensland; (Code Y).


# amusements; cricket; football; * New Norcia; Western Australia; (Code W).
* education; childhood; * North Queensland; (Code Y).

* tin whistles; entertainment; log rafts; * Mornington Island; Cape York; (Code Y); (Code G).

* initiation ceremonies; ceremonies; wrestling; contests; throwing - boomerang; toy boomerang; stories; * Princess Charlotte Bay; McIvor River; Brisbane; Rockhampton; (Code E); (Code Y).

* initiation ceremonies; ceremonies; wrestling; contests; throwing - boomerang; toy boomerang; stories; * Princess Charlotte Bay; McIvor River; Brisbane; Rockhampton; (Code E); (Code Y).

* swimming; long distance swimming; crawling underwater; floating wood; group swimming; logs; log rafts; toy canoe; toy sailing boats; Burke River; Giorgina River; Princess Charlotte Bay; Mitchell River; Batavia; Mapoon; (Code E); (Code Y); (Code To).

* tree climbing; swimming; * North Queensland; (Code Y).

* tree climbing; swimming; * North Queensland; (Code Y).

* swimming; long distance swimming; crawling underwater; floating wood; group swimming; logs; log rafts; toy canoe; toy sailing boats; Burke River; Giorgina River; Princess Charlotte Bay; Mitchell River; Batavia; Mapoon; (Code Y).

* games; * North Queensland; (Code E); (Code G); (Code Y).

* throwing - boomerang; toy; throwing stick; ball; ball games; catching; spinning balls; skipping rope; hunt the eye; hide and seek; smoke; mimic; * Queensland; Concurry; (Code G).

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# children's games; play similar to white children; play when left in camp; making stone arrangements; * Western Australia; (Code W).

# games; sport; * Australia.

# string figure songs; * Darnley Island; Torres Strait Islands; (Code To).

# throwing - boomerang; fire games; defending; * Cairns; Queensland; (Code Y).

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# playing; childhood; pets; tree climbing; stepping on logs game; play on woodpile; ball play; * South-West Western Australia; <Nyoongar>; (Code W).

# boxing; football; bat and ball game; * Cherbourg; Queensland; (Code E).

S

# climbing; * Australia.

# hunting; * Australia.

# throwing - spear; ball games; wrestling; corroboree; weapons; throwing - [nulla-nulla]; boomerang; spear; mock fighting; mock hunting; education; mimic; roarer; musical instruments; ceremonies; dancing; * Macleay River; New South Wales; (Code E).

# modern pastimes; leisure time; no work and play language distinction; * Arnhem Land; Northern Territory; (Code N).

# traditional games; * Australia.

# culture; games; education; climbing; tracking games; mimic; water games; swimming; diving; hide and seek; thinking games; throwing - boomerang, - spear, - club; moving target; bone game; pets; toy canoe; string; dolls; roarer; play `house`; mock fighting; sex games; punishment game; mud games; defending; throwing stick - [weet-weet]; wrestling; ball games; hand games; string games; play about; corroboree; carving; painting; sand games; drawing; stories; singing; running; fire games; spinning tops; toboggan; swinging; skipping; tug-o-war; leaf games; * Australia; Torres Strait; (Code To).

# games; * Australia.

# vocabulary; playing; swimming; dancing; singing; hunting; music; musical instruments; corroboree; weapons; mock fighting; * New Norcia; Western Australia; (Code W).

# cricket; sports displays; boomerang throwing; * Victoria; (Code S).

# palm frond toys and playthings; top baskets; * Torres Strait Islands; (Code To).

# dance; trackers; children; fighting; * Australia.

# stories; card games; modern pastimes; * Darwin; Northern Territory; (Code N).

# boomerangs; artefacts; toys and playthings; * Australia.

# children; toys; * Australia.

# childhood; play; sport - boxing; * New South Wales; (Code E).

# childhood; play; sport - boxing; * New South Wales; (Code E).


# swimming; * Musgrave Ranges; South Australia; (Code C); (Code L).

# story game; sand games; drawing; stories; mimic; toy implements; education; singing; dancing; Dreamtime; play 'house'; sex games; clan; fighting; string games; socialisation; water games; teasing games; * Northern Territory; Arnhem Land; Cape York; Kimberley; (Code N); (Code K); (Code Y).

# football; skipping; * Ulladulla; New South Wales; (Code S).

# games; swimming; education; play; childhood; * Walgett; Collarenebri; New South Wales; (Code L); (Code D).

# games; swimming; water play; shanghais; daily life; sport; stories; play; dances; playing with 'little hairy man'; card games; marble games; cubby houses; childhood; hunting; food gathering; * Nambucca; New South Wales; (Code E).

# games; swimming; card playing; daily life; sport; stories; play; childhood; * Nowra; New South Wales; (Code D); (Code L).

# games; daily life; swimming; stories; play in sandhills; play with tin drums; childhood; * Wollongong; New South Wales; (Code E).

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* games; daily life; schoolyard games; marbles; skipping ropes; tracking animals; swimming; stories; play; childhood; Bourke; New South Wales; (Code L); (Code D).

* games; swimming; water play; mud play; daily life; education; sport; stories; pretend play; childhood; hunting; food gathering; Port Stephens; New South Wales; (Code E).

* throwing stick; string games; toys; toy spear; Central Australia; (Arunta); (Code C).

* play; Australia.

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* games; Australia.

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* climbing; Central Australia.

* races; Torres Strait; (Code To).

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* modern sports; Australian football; Bathurst Island; Northern Territory; (Code N).

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* vocabulary; language; singing; dancing; corroboree; South Australia; Adelaide; (Code L).

* singing; dancing; corroborees; education - making rugs and cloaks; games; Port Lincoln; South Australia; (Code L).

* keep-away game; wrestling; mock fighting; fighting; Murray River; South Australia; (Code L).

* traditional games; string games; Australia; Torres Strait; (Code To).

* play; North Queensland; (Code Y).

* modern sports; bucking broncos; Australia.

* playing tricks; dance corroboree; fun; North-Western Australia; (Code W); (Code K).

* education; mimic; hunting; weapons; fishing; toy weapons; toy canoe; shell games; dolls; spinning tops; ball games; roarer; string; hide and seek; sand games; water games; throwing - boomerang, dart; Australia.

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Scott, William. The Port Stephens Blacks: Recollections of William Scott. Prepared by Gordon Bennett. Chronicle Press, Dunog, N.S.W., 1929. # pets; throwing spear, - boomerang, - stone; mimic; mock fighting; toy weapons; education; accuracy; toy roarer; fishing; canoe; fire stick; ceremonies; throwing - [nulla-nulla]; defending; * Port Stephens; New South Wales; (Code E).

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Sheard, Lauri E. An Australian Youth Among Desert Aborigines: Journal of an (1940) Expedition among the Aborigines of Australia. Adelaide Libraries Board, Adelaide, S.A., 1964 [1940]. # children's games; string games; spear; weapons; moving target; throwing - spear; singing; dancing; hide and seek; tracking games; toy weapons; mimick; sand games; mud games; tobogganning; drawing; string games; corroboree; Dreamtime; stories; * Northern Territory; Alice Springs; Coranderrk; <Arunta>; (Code C); (Code S).


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# games; playing house; tag games; string figures; island bowls; dancing; running game; skittles; * Torres Strait; (Code To).

# games; spear throwing practice; string figures; hide and seek; sling shots - (shanghais); * Mua; Torres Strait; (Code To).

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* cricket; skills; fighting; dodging; battles; tracking; * Canberra; (Code S).

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Skuthorpe, Tex. Using Aboriginal Stories to Teach. NAPCAN. Haymarket, N.S.W., 2001-2002.
# children's games; childhood; * Australia.

# ball game - [marn-grook]; Australian football; indigenous sport; * Victoria; (Code S).

# traditional games; * Australia.

# playing; play fighting; boomerang; necklace play; * Pilbara; Western Australia; (Code A); (Code K).

# ball game - [marn-grook]; * Victoria; (Code S).

# physical skills; athletic events; cricket; * Australia.

# traditional games; * Australia.

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).
# gambling; marbles; football; cricket; * Yarrabah; Cairns; Queensland; (Code Y).

Smith, Pamela A. 'Station Camps: Identifying the Archaeological Evidence of Continuity and Change in Post-Contact Aboriginal Sites in the South Kimberley, Western Australia'. Australian Archaeology, no. 53, 2001: 23-31.
# toys; * Kimberley; Western Australia; (Code K).

# cricket; wrestling; dancing; shooting; * Coranderrk; Victoria; Toowoomba; Queensland; Brisbane; (Code S); (Code E).

# parenting; games; * Australia.

# wrestling; catching; dodging; running; throwing - spear, - boomerang; fishing; moving target; defending; hunting; canoe; swimming; ball games; [pulyugge]; * Murray River; South Australia; (Code L).

# roarer; education; stories; pictures; climbing; hunting; swimming; contests; inter-tribal contests; wrestling; running races; throwing - spear, - boomerang; clan; prizes; acrobatics; chasing; log running; jumping; tracking; * Murray River; Adelaide; South Australia; Lake Alexandrina; <Coorong people>; Lake Albert; (Code L).

# diving; swimming; * Central Queensland; Keppel Island; (Code Y).

Smyth, Robert B. The Aborigines of Victoria: with notes relating to the habits of the natives of other parts of Australia and Tasmania, compiled from various sources for the Government of Victoria. Vol. 1 and 2.
# climbing; throwing stick - [weet-weet]; swimming; diving; toy weapons; moving target; throwing - spear; fights; warfare; jumping; dancing; ball games; football; wrestling; singing; hide and seek; whistles; wombat game; mock fighting; throwing stick; string games; * Victoria; Western Australia; Tasmania; Queensland; Coranderrk; (Code S); (Code TAS); (Code W).

# ball games - [marn-grook]; Australian football; catching; running; string games; * Victoria; Coranderrk; (Code S).

# throwing - spear, - boomerang; toy weapons; throwing stick; ball games; wrestling; hide and seek; keep-away game; vocabulary; * Victoria; (Code S).

# toys; children; watercraft; * Oenpelli Region; Arnhem Land; (Code N).

# boomerang throwing; international competitions; * Australia.

# games; * Coonabarabran; New South Wales; (Code D).

# childhood; bushcraft; swimming; diving; water tracking games; underwater swimming; games and competitions; tracking; * Australia.
Sorenson, E.S. 'Aboriginal Games'. The Queenslander (Brisbane), 5 December 1925: 9.
# childhood; ball games; sports; mock duels; * Australia.

# string figures; * Arnhem Land; Northern Territory; (Code N).

# throwing stick - [weet-weet]; spinning tops; spinning balls; * South Australia; (Code L).

# string figures; * Victoria; (Code S).

# corroboree; teasing games; * Alligator River; Northern Territory; (Code N).

# diving; * Torres Strait Islands; Northern Territory; (Code N); (Code To).

# playing stones; artefacts; * Australia.

# spinning balls; throwing stick - [weet-weet]; toy weapons; boomerang; fishing; canoe; shields; photographs; * Victoria; Northern Territory; (Code N); (Code S).

# string games; recreation; * Barralooloa; Northern Territory; (Code N).

# string games; weapons; hunting; mimic; * Northern Territory; <Arunta>; Gulf of Carpentaria; (Code G); (Code N).

# throwing - spear, - boomerang; * Central Australia; (Code C).

# ceremonies; mimic; education; throwing - spear; throwing stick; mock fighting; segregation; dancing; drawing; art; clan; sand games; * Northern Territory; <Warramunga>; <Arunta>; (Code C).

# music; hunting; tracking; chasing; endurance; * Western Australia; (Code W).

# climbing; photographs of playing; * Central Australia; Gulf of Carpentaria; <Lardili>; (Code C); (Code G).

# fighting; defending; mock fighting; throwing - spear; throwing stick; * North Queensland; Cairns; (Code Y).

# playing; games; swimming; entertainment - drinking; making fun; card games; teasing games; play wrestling; yabbying; Australian football; spectating at football; * South-West Western Australia; Victoria; <Nyoongar>; (Code W); (Code S).

Stainthorpe, R.H. Early Reminiscences of the Wimmera and Mallee. Warracknabeal and...
- corroboree; competition; running races; throwing - boomerang; skills; weapons; inter-tribal contests; Victoria; Wimmera; <Wotjobaluk>; (Code S).

- wrestling; throwing - spear; - boomerang; throwing stick - [weet-weet]; corroboree; dancing; * Victoria; (Code S).

- ball games; spinning tops; dolls; string games; throwing - boomerang; football; mud games; chasing; skipping; roller games; tracking games; sand games; * North Queensland; (Code Y).
- North Queensland; (Code Y).

Stanbury, Peter and Bushell, Lydia. 'Fun and Games in Australian Pastimes'. The Australian Antique Collector, January-June 1992.
- hunting; dolls; throwing - boomerang; throwing stick - [weet-weet]; string games; ball games; mimic; toy implements; toy weapons; moving target; knucklebones; roller games; roarer; shell games; spinning tops; whistles; leaf games; football; stories; * Northern Territory; Victoria; Queensland; Boulia; (Code C); (Code G); (Code S).

- string figures; * North Queensland; (Code Y).

- string games; * Gulf of Carpentaria; Torres Strait Islands; Melville Island; Bathurst Island; Yarrabah; (Code Y); (Code N); (Code G).

- string figures; * North Queensland; (Code To).

- physique; leisure activities; play; humour; boisterous fun; mock hostility; corroboree; 'jollifying humdrum'; amusements; wrestling; spear throwing; dodging; mock combat; dancing; strength; stone throwing; violence play; canoes; battles; champion; childhood; education; * north Australia.

- physique; leisure activities; play; humour; boisterous fun; mock hostility; corroboree; 'jollifying humdrum'; amusements; wrestling; spear throwing; dodging; combat; dancing; strength; stone throwing; violence play; canoes; battles; champion; childhood; education; * North Australia.

- thinking games; teasing games; * Australia.

- toy weapons; education; mimic; wrestling; throwing - spear; - boomerang; chasing; defending; hide and seek; climbing; string games; sand games; toy canoe; spinning tops; dolls; ball games; fishing; throwing stick; musical instruments; * Australia.

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- fishing; throwing - spear; dancing; wrestling; hunting; warfare; throwing stick; club; weapons; toys; * Queensland; Brisbane; Port Jackson; Moreton Bay; (Code E).

- bow and arrow; toy weapons; fishing; swimming; throwing - spear; play; amusements; * Queensland; Brisbane; (Code E).

- fishing; throwing stick - [weet-weet]; throwing - dart; - club; throwing stick; boxing; swimming; roarer; hunting; warfare; weapons; fighting; corroboree; climbing; * New South Wales; Maryborough; Queensland; Brisbane; Queensland; Bribie Island; (Code E).

Stell, Marion K. Half the Race: a history of Australian women in sport. Angus and

# string games; skipping; climbing; ball games; keep-away game; swimming; bomb diving; diving; swimming underwater; * Sydney; (Code E).

# football; Australian football; ball game - (marn-grook); * Victoria; Northern Territory; (Code S); (Code N); (Code C).

# throwing - spear, - club; hunting; fighting; toy weapons; warfare; mock fighting; pet; corroboree; dancing; * Torrens River region; South Australia; (Code L).

# climbing; fishing; diving; * New South Wales; (Code E).

# children's games; * Gouldburn Island; Northern Territory; (Code N).

# fishing; swimming; canoe; singing; * Killalpaninna Mission; Australia; (Code C).

# ball game - (marn-grook); Australian football; * Victoria; (Code S).

# childhood; * Australia.

# card games; * Pillbara; Western Australia; (Code K).

# indigenous sport; ball game - (marn-grook); Australian football; * Victoria; (Code S).

# ball games - (marn-grook); Australian football; * Victoria; (Code S).

# ball games; skipping; toy weapons; throwing - boomerang; roarer; ceremonies; dancing; hockey; gambling; hide and seek; fire games; leaf games; mimic; pet; throwing stick; * Australia.

# card games; * Pillbara; Western Australia; (Code K).

# swimming; * Turkey Creek; Western Australia; (Code K).

# throwing - boomerang; * South Australia; (Code L).

# throwing - boomerang, - spear, - club, - [nulla-nulla]; hunting; weapons; * North Queensland; Central Queensland; Brisbane; (Code E); (Code Y).

# amusements; corroboree; dancing; singing; musical instruments; mimic; * Australia.

# games; * Australia.

# games; stone game; hunting; fishing; * Victoria; (Code S).


# games; stone game; hunting; fishing; * Victoria; (Code S).


# games; stone game; hunting; fishing; * Victoria; (Code S).


# legend; swimming; playing; rolling game; * Victoria; <Gourmjanuk>; (Code S).


# string figure references; * Australia.


# games; * Australia.

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# games; * Central Australia; (Code C).


# mimic; sand games; tracking games; toy weapons; throwing - spear, - club; moving target; mock fighting; defending; throwing stick - [weet-weet]; chasing; mock hunting; fishing; hunting; string games; play ’house’; oracle game; drawing; leaf games; hand games; * Central Australia; <Aranda>; <Loritja>; (Code C).


# games; play; throwing sticks; * Central Australia; <Aranda>; <Loritja>; (Code C).


# mimic; sand games; tracking games; toy weapons; throwing - spear, - club; moving target; mock fighting; defending; throwing stick - [weet-weet]; chasing; mock hunting; fishing; hunting; string games; play
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Strehlow, T.G.H. *Diaries, journals, notebooks, logs (field and private)*. Strehlow Collection. Strehlow Research Centre, Alice Spring, N.T., 2000. # games and play; * Central Australia; (Code C).

Strehlow, T.G.H. *Journey to Horseshoe Bend*. Strehlow Research Centre, Alice Spring, N.T., 2000. # endurance; running; * Central Australia; (Code C).


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Stuart, John M. *Journal of an Expedition Into the Unexplored Country to the North-West and South-West of Port Augusta*. Government Printer, Adelaide, S.A., 1858. # games; * South Australia; (Code L).

Stubington, Jill. *Singing the Land: The Power of Performance in Aboriginal Life*. Currency House, Strawberry Hills, N.S.W., 2007. # children's dances; call and response songs; fun or comic songs; gossip play; shake-a-leg dance; play - playing in a whirlwind, - throwing stones, - throw and catch stones; children's songs; play; corroborees; * Australia.

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Sugden, George F. *Reminiscences*. Manuscript held at the Royal Historical Society of Victoria, Melbourne, Vic., 18-. # black and whites play; * Australia.

Sullivan, Hilary. 'Aboriginal Gathering in South-East Queensland'. B.A. (Hons.) thesis, Australian National University, 1977. # fighting; wrestling; throwing stick; boomerang; warfare; ball games; corroboree; * South-east Queensland; (Code E).

Sullivan, Jack and Shaw, Bruce (as told to). *Banggaiyerri: the story of Jack Sullivan as told to Bruce Shaw*. Australian Institute of Aboriginal Studies, Canberra, A.C.T., 1983. # playing; climbing; * Northern Territory; East Kimberley; (Code K).

Sullivan, Sharon Mary. 'Traditional Culture of the Aborigines of North Western New South
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# dancing; wrestling; ceremonies; warfare; weapons; corroboree; music; * Victoria; (Code S).

# boomerang; throwing - boomerang; * New South Wales; Port Jackson; (Code S).

# language; play; * Cape York; Queensland; (Code Y).

# games; * South Australia; Yorke's Peninsula; <Adjadurah>; (Code L).

# games; * South Australia; Yorke's Peninsula; <Adjadurah>; (Code L).

# skills; throwing - spear, - boomerang; jumping; spinning tops; wrestling; fighting; * Australia.

# play; games; * Australia.


# games; * Australia.

# games; * Australia; Torres Strait; (Code To).

# play; pastimes; education; imitation - survival skills; * New South Wales; (Code E).
# singing; dancing; throwing - spear, - boomerang; throwing stick; ball games; wrestling; keep-away game; musical instruments; ceremonies; corroboree; club; emu; catching; * South Australia; Lower Murray River; <Narriyergi>; (Code L).

# games; roller games; drawing; * Western Australia; <Alyawarra>; (Code W).

# modern sports; traditional games; * Australia.

# sport; * Australia.

# modern sports; traditional games; * Australia.

# indigenous sport; * Australia.

# sport; recreation; * Australia.

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# throwing - spear; throwing stick; accuracy; * Western Australia; (Code W).

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# hide and seek; teasing games; ruse; singing; corroboree; dancing; mimic; music; fishing; shell mounds; acrobatics; * Tasmania; (Code TAS).

# hunting; sex games; * Edward River; Cape York; Queensland; (Code Y).

# modern schooling; education; photographs; corroboree; dancing; modern games; throwing - spear; throwing stick; running; tug-o-war; * Edward River; Cape York; Queensland; Laura; (Code Y).

# traditional games; * Australia.

# childhood; education; * Australia.

# skill; daily activities; * South Australia; (Code L).

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# entertainment; dance; * Australia.

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# flower games; games; play 'house'; hunting; segregation; mimic; tracking games; hide and seek; climbing; swinging; sand games; drawing; dolls; socialisation; fighting; chasing; * Central Australia; (Code C).

# playing in cubby houses; sport - softball; love of sport; * Australia.

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# ghost game; games; pet; * Torres Strait Islands; Boigu; (Code To).

Teske, T. *Kubin Village, Moa Island*. Island of Torres Strait. Far Northern Schools Development Unit, Thursday Island, Qld., 1991.
# games; * Torres Strait; Kubin Village; Moa Island; (Code To).

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# dancing; singing; fishing; masks; * Darnley Island; Torres Strait; (Code To).

# games; * Torres Strait Islands; Saibai; (Code To).

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# games; * Torres Strait Islands; St. Pauls; Moa; (Code To).

# fishing; climbing; warfare; corroboree; stories; * Queensland; Gatton; (Code E).

Thawley, J. and Gauci, S. *Bibliographies on the Australian Aborigine: an annotated listing*. 2nd edn. La Trobe University, Bundoora, Vic., 1987 [1979].
# games references; * Australia.


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# entertainment; dance; * Australia.
University Press (reprint), Sydney, N.S.W., 1863.
# defending; warfare; education; weapons; hunting; fishing; fighting; toy weapons; tracking games; accuracy; climbing; * New South Wales; (Code E).

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# games; * Australia.

# games; * Central Australia; (Code C).

# play; pets; * Western Australia.

# swimming; canoe; * South Australia; Western Australia; Victoria; Queensland; New South Wales; (Code E); (Code G); (Code L); (Code S); (Code Y).

# throwing stick; throwing - boomerang, - spear; string games; dolls; ball games; throwing stick - [weet-weet]; corroboree; canoe; diagrams; pet; tracking games; sand games; drawing; dancing; mimic animals; chasing; moving target; bat games; cricket; photographs; play *house*; mock fighting; singing; punishment game; hand games; fighting; warfare; wrestling; duck game; toy weapons; hide and seek; tug-o-war; music; spinning tops; spinning balls; * Australia.

# education; recreation; corroboree; dolls; games; string figure; fighting; * Australia.

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# children's games; rollers; sling shots; throwing game - holey-holey; * Hall's Creek; Western Australia; (Code A).

# hole game; children's game; coin gambling game; rude rhyme; joke; * Noonkanbah Community; Fitzroy Crossing; Western Australia; (Code K).

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# card games; * Gippsland; Victoria; (Code S).

# play; wrestling; throwing - boomerang, - spear; whips; games; throwing stick; ball game - [marn grook]; dancing; * Victoria; (Code S).

# play; * Victoria; (Code S).

# sports; card games; * Australia.

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# wrestling; games; disc game; spear throwing; corroboree; bullroarer; play dance; string figures; play; black and white play; * New South Wales; (Code E); (Code L).


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# education; games; playing; cubby house; imitation; imaginary games; water games; fire games; dance; singing games; hunting games; tracking; tree climbing; bouncing on trees; fighting games spinning top; ball game; boomerang game; boomerang throwing; dodging; bark throwing; toys; spear throwing; Kaytetye football; cricket; * Central Australia; <Kaytetye>;(Code C).


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# games; * Cape York; Queensland; (Code Y).

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# games; * Arnhem Land; Northern Territory; (Code N).

# games; * Australia.

# games; * Australia.

# play 'house'; mimic; children; shell games; photographs; * Blue Mud Bay; Trial Bay; Caledon Bay; Gulf of Carpentaria; Arnhem Land; <Wonggu>; <Yulngu>; (Code G); (Code N).

# childhood; pastimes; canoe; * Cape York; Queensland; (Code Y).

# hunter-gatherer; leisure time; * Australia.

# games; * Cape York; Queensland; <Wik Monkan>; (Code Y).

# swimming; * Arnhem Land; (Code N).

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# canoe; fishing; hunting; clan; education; mimic; toy weapons; toy canoe; toy implements; spinning tops; * Cape York; Princess Charlotte Bay; (Code Y).


# throwing - spear; defending; * North Australia; (Code N).


# boomerang; throwing - boomerang; diagrams; * Queensland; Northern Territory; New South Wales; Western Australia; Tasmania; (Code D); (Code E); (Code S); (Code TAS).


# leap frog; playing; * Queensland; (Code E).


# playing; education; tracking games; imitation; dolls; toy implements; toy weapons; * South Western Australia; (Code W).

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# imitation; * South Australia; <Ngadadjara>; (Code L).


# mock fighting; - throwing - reed; *-all South Australia; Gulf of Carpentaria; Groote Eylandt; (Code N).

# swimming; long distance swimming; sex games; singing; throwing - spear; * Torres Strait Islands; Hermannsburg; <Arunta>; <Luritja>; (Code To).


# toys; carving; toy canoe; toy dishes; model canoe; toy weapons; mock fighting; throwing - spear; diving; swimming; defending; * Flinders Ranges; South Australia; (Code L).


# throwing - stick; fighting; * Flinders Ranges; South Australia; (Code L).


# throwing - spear; throwing stick; accuracy; club; boomerang; weapons; canoe; swimming; toy canoe; sand games; drawing; vocabulary; playing; playabout; races; * Groote Eylandt; Roper River; Gulf of Carpentaria; (Code G); (Code N).


# games; * Australia.


# throwing - stick; - club; string games; throwing stick - [kukuru]; * South Australia; Koonibba; (Code C).


# throwing stick - [weet-weet]; string games; * Western South Australia; <Wirangu>; (Code C).


# stone game; mimic; stories; playabout; ceremonies; string games; * Central Australia; (Code C).


# leaf games; play 'house'; sand games; fire game; throwing - boomerang; * Central Australia; MacDonald Downs; (Code C).


# string games; * Central Australia; Cockatoo Creek; Oodnadatta; Aleminga; (Code C).


# games; * Central Australia; MacDonnell Ranges; (Code C).


# language; games; * Central Australia; <Pitjandjara>; (Code C).

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# playing; ceremonies; singing; * South Australia; Musgrave Ranges; <Pitjandjara>; (Code C).


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# toys; ring covered by fur; * South Australia; Yorke Peninsula; Adelaide; <Kaurna>; (Code L).

# punishment; education; * North Queensland; Bentinck Island; Mornington Island; (Code Y).

# games; * Central Australia; Simpson Desert (Arunta Desert); (Code C).

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# play; * Australia.

# string games; singing games; sacred; segregation; * Western Australia; (Code A); (Code W).

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# games; * South-western Australia; (Code W).

# pictures; throwing - spear; lizard; string games; tracking; hunting; running; jumping; chasing; moving target; play 'house'; mimic; singing; photographs; pets; * Central Australia; Musgrave Ranges; Warburton Ranges; <Pitjantjatjara>; (Code C).

# hunting; running; chasing; moving target; throwing - spear; play 'house'; mimic; hand games; singing; string games; photographs; pet; * Central Australia; Jumbun; <Pitjantjatjara>; (Code C).


# carving; clan; fighting; gambling; card games; sand games; drawing; story game; chasing; hide and seek; marbles; roller games; ball games; bat games; mock fighting; mimic; defending; play 'house'; sex games; modern schooling; ceremonies; singing; dancing; * Kimberley; Western Australia; <Jigalong>; (Code K).


# games; mimic; sex games; gambling for excitement; card playing; stories; throwing; water games; mock fighting; ceremonies; dancing; photographs; * Western Desert; Western Australia; (Code A).


# hunting; mimic; pet; throwing - spear; climbing; toy weapons; throwing stick; education; mock hunting; mock fighting; story game; sand games; drawing; sex games; play 'house'; segregation; singing; dancing; * Western Australia; South Australia; Northern Territory; <Mardudjara>; (Code A).


# play; hunting; joking; humour; food gathering; * Gibson Desert; <Mardujarra>; Western Australia; (Code A).


# amusement; playing; hunting small game; gathering food; communicating; joking relationship - horseplay; - verbal jousting; humour; social categories as a game; social gatherings; * Western Australia.


# dancing; singing; mock fighting; string games; corroboree; * Torres Strait Islands; Tully; Cardwell; (Code To); (Code Y).


# children's games; beach play; catching crabs; bow and arrow; * North Australia; Cape York; (Code Y).
# baby play; 'toy' baby; * Alice Springs; Northern Territory; (Code C).

# races; running; * Western Australia; <Djawal-Idi>; (Code K).

# music; play; * Australia.

# marbles; * Broome; Western Australia; <Yawuru>; (Code K).

# throwing - spear; games; imitation; * New South Wales; (Code E).

# traditional games; * Australia.

# throwing - spear, - boomerang; football; toy weapons; moving target; defending; * New South Wales; Ulladulla; (Code S).

# mimic; running; throwing - spear, - stick, - boomerang; targets; moving target; fish spearing; floating wood; * New South Wales; (Code E).

# throwing - spear, - stick, - boomerang; targets; moving target; fish spearing; floating wood; * New South Wales; Ulladulla; (Code S).

# black and white people playing; childhood; games; fighting; corroboree; throwing stick; tracking; toy spears; * Western area Victoria; (Code S).


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# vocabulary; boomerang; canoe; club; * New South Wales; Sydney; (Code S).

# games; * Australia.

- wrestling; throwing - spear; - boomerang; skipping; ball games; keep-away game; throwing stick - [weet-weet]; moving target; weapons; pet; implements; kicking; * Swan Hill; Victoria; (Code S).

- ball games; swimming; diving; hockey; football; cricket; modern games; modern pastimes; climbing; bucking broncos; mud games; throwing; * Edward River; Queensland; (Code Y).

- hide and seek; throwing - spear; dolls; play 'house'; Dreamtime; * Flinders Ranges; South Australia; (Code L).

- ball games; swimming; diving; hockey; football; modern games; modern pastimes; climbing; boomerang throwing; fire games; throwing stick - [weet-weet]; * Flinders Ranges; South Australia; (Code L).

- education; toy weapons; throwing - spear; mock fighting; moving target; thinking games; seed game; mimic; parenting; * Lake Macquarie; Port Jackson; New South Wales; (Code E).

- vocabulary; swimming; tracking; * Groote Eylandt; Northern Territory; (Code N).

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- hide and seek; tracking games; vocabulary; * Queensland.

- dolls; impersonations; water games; hunting; marbles; swing; throwing - spear; skipping singing; * Ooldea; South Australia; (Code C).

- defending; swimming; * Bribie Island; Queensland; (Code E).

- throwing stick - [weet-weet]; boomerang throwing; toys; whites killing blacks for sport; * Australia.

- boomerangs; throwing stick - [weet-weet]; * Australia.

- throwing stick - [weet-weet]; throwing; defending; accuracy; * Australia.

- modern sport; biographies; * Australia.

- play; miniature weapons; bride stealing; * Australia.

- kites; string games; mimic; wrestling; ball games; bow and arrow; play 'house'; * Central Australia; (Code C).

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# playabout; mimic jealous fights; hitting play; swimming; education; dance; observation play; climbing; fights; throwing - spear, - boomerang; * Northern Territory; <Walpiri>; (Code C).

# skin diving; games; boomerang throwing; * Australia.

# play and laughter; learning to swim; education - bush skills; sports - Australian football, - athletic games, - boxing; skittles; ball game; arguing in games; injured from play; imitation games - imaginary Japanese air attack; gambling - two-up; * Moore River; Western Australia; (Code W).

# corroboree; toy implements; mimic; education; dancing; hunting; segregation; string games; canoe; swimming; * Northern Territory; <Aranda>; (Code C).

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# throwing - boomerang; * Australia.

# play; * Australia.

# spear throwing; dodging; mimic; * Albany; Western Australia; (Code W).

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# diagrams; implements; weapons; photographs; parenting; throwing - boomerang, - leaf; toy weapons; mock fighting; defending; education; hunting; mimic; dancing; football; * North-west Australia; (Code K).

# toy motor cars; children; * Australia.

# games; * Gulf of Carpentaria; Queensland; (Code G).

# corroboree; singing; dancing; * Mapoon; Queensland; (Code Y).

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# football; roller games; wind game; leaf games; ball games; sling shots; water games; card games; stories; painting; * Northern Territory; <Tiwi>; (Code N).

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# segregation; mud games; throwing - spear; mimic; water games; segregation; toy weapons; moving target; fishing; fighting; mock fighting; play 'house'; mock hunting; clan; ceremonies; corroboree; dancing; Dreamtime; playing; rattles; * Arnhem Land; Northern Territory; (Code N).

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# music; play; * Australia.

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# games; rounders; football; * South Australia; (Code S).
# sport; childhood; games; * Palm Island; Queensland; (Code E).

# play; punishment; * Wellington Valley; New South Wales; (Code D).

# education; culture; sport; games; * Australia.

# fossil human running footprints; running speed; archaeology record; * Willandra Lakes; Southeastern Australia; (Code S).

# segregation; clan; socialisation; mimic; mock fighting; throwing - spear; defending; toy weapons; play 'house'; dolls; playabout; * Arnhem Land; Northern Territory; (Code N).

# mimic; mock fighting; throwing - spear; toy weapons; play 'house'; dolls; camps; cooking; playabout; ceremonies; funeral game; * North Australia; Arnhem Land; (Code N).

# play; * Arnhem Land; Northern Australia; (Code N).
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# throwing - spear; canoe races; walking race; modern games; bucking broncos; chasing; pet; defending; fighting; football; dancing; * Goulburn Islands; Milingimbi; Northern Territory; (Code N).

# swimming; hunting; fishing; weapons; throwing - spear; [nulla-nulla]; shields; boomerang; spinning balls; * Queensland; Central Queensland; North Queensland; Diamantina; (Code L); (Code Y); (Code G); (Code E).

# wrestling; porpoise; * Moreton Bay; Brisbane; <Nunukul>; (Code E).

# fishing; dolphin; running; chasing; warfare; * Brisbane; Queensland; (Code E).

# music; childhood; * Torres Straits; (Code To).

# bow and arrow; archery; * Torres Strait; Murray Island; (Code To).

# play; skipping; * Tasmania; (Code TAS).

# races; teasing games; education; throwing - spear; toy weapons; * Tasmania; (Code TAS).

# string figures; play; * North Queensland; (Code Y).

# string games; string figures - (cat's cradle); * Arnhem Land; North Queensland; Torres Strait; (Code N); (Code Y); (Code To).

# throwing - spear; running; toy knives; * Tasmania; (Code TAS).

# climbing; toy spears; black and white people playing; swimming; * Tasmania; (Code TAS).

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# traditional games; * Australia.

# childhood; play; * Australia.

# canoe; fishing; swords; swimming; mimic; hunting; warfare; throwing - spear; defending; club; roarer; * Papua New Guinea; Torres Strait Islands; Australia; (Code To).

# leisure; Australian football; hide and seek; marbles; recreation; * Elcho Island; Northern Territory; (Code N).

# recreation; sport; leisure; * Arnhem Land; (Code N).

# recreation; sport; leisure; * Arnhem Land; (Code N).

# childhood; play; * Arnhem Land; (Code N).

# games; sport - Australian football; - basketball; playing; group games; - play fighting; beach games; throwing - spear; pet; socialisation; * Arnhem Land; Northern Territory; (Code N).

# fighting; throwing - boomerang, - spear; wrestling; running; ceremonies; corroboree; canoe; pictures; photographs; fishing; sailing; swimming; hunting; * Fraser Island; Queensland; (Code E).

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# string games; throwing - dart; segregation; hand games; anti-lion game; musical instruments; hockey; roarer; whistles; leaf games; wind game; lizard game; dancing; singing; mock hunting; * Papua New Guinea; Torres Strait; (Code To).

# throwing stick - [weet-weet]; boomerang; club; missile; * Ballarat; Victoria; (Code S).

# throwing - boomerang, - dart; leaf games; * Australia.

# firesticks; playing; * Western Australia.

# education; singing; dancing; toy weapons; hunting; hide and seek; ball games; swimming; mud games; spinning tops; skipping; play ‘house’; * Australia.

# hide and seek; ball games; hockey; string games; spinning tops; carving; toys; education; socialisation; modern schooling; * Torres Strait Islands; (Code To).
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# games; * Central Australia; (Code C).


# swimming; * Tasmania; (Code TAS).


# art; drawing; * Tasmania; (Code TAS).


# playing; making fun; schoolyard games; sport - football; tree climbing; * Port McLeay; South Australia; <Ngarrindjeri>; (Code S).


# roarer; spinning tops; leaf plaiting; teasing games; singing games; ball games; toy weapons; mock fighting; toy canoe; string games; carving; toys; masks; whistles; whips; blowpipe; wind toy; leaf games; * Papua New Guinea; Torres Strait Islands; (Code To).


# spinning tops; toy canoe; whistles; fan game; leaf games; toys; wind toy; leaf plaiting; carving; spear; maps; * Torres Strait Islands; (Code To).

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# indigenous games; childhood; * Australia.


# language; playing; mud games; * Western Australia; <Nyungars>; (Code W).


# wrestling; * Brisbane; <Jinibara>; (Code E).

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# ceremonies; education; roarer; clan; toy roarer; * Queensland; Central Queensland; North Queensland; Diamantina; <Kalkadoon>; (Code L); (Code Y).


# throwing stick; [weet-weet]; throwing - boomerang, - spear; skipping; swimming; warfare; fighting; defending; wrestling; water games; running; jumping; * South-east Queensland; <Jinibara>; (Code E).


# ceremonies; defending; throwing - club, - boomerang; mock fighting; education; singing; *
# clan; climbing; corroboree; hunting; fishing; implements; weapons; boomerang; spear; club; warfare; mock fighting; defending; wrestling; throwing stick - [weet-weet]; throwing - boomerang; ball games; skipping; swimming; diving; water games; ceremonies; Dreamtime; stories; * South-east Queensland; <Jinibara>; (Code E).

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<td># play; games; * Queensland; (Code E).</td>
</tr>
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<td>Boolarong Publications, Brisbane, Qld., 1982.</td>
<td></td>
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<td># ball games; Dreamtime; toys; boomerang; throwing - [nulla-nulla]; keep-away game; skipping; string games; moving target; throwing - spear; canoe; hunting; * Fraser Island; Queensland; (Code E).</td>
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# throwing - spear, - boomerang, - club; throwing stick; ball games; wrestling; emu feathers; keep-away game; catching; musical instruments; ceremonies; corroboree; amusements; singing; dancing; * South Australia; <Narrinyeri>; (Code L).

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# games; * Murray River; South Australia; <Ngarrinyeri>; (Code L).

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# play; * Australia.

# singing; fighting; boomerang; dancing; dolls; string figures; children's games; * Arnhem Land; (Code N).

# games; dolls; toys; * Australia; <Wanindiljaugwa>.

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# insect games; pet; mimic; skipping; toy weapons; throwing - spear, - boomerang; throwing stick; roarer; bone game; hide and seek; singing; leaf games; fire games; shell games; spinning tops; spinning balls; ball games; keep-away game; bat games; * North Queensland; (Code Y).

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# toy dugong rib rainbow serpent; * Maningrida; Kimberley; <Bardi>; <Ngarinyin>; (Code K).

# photographs; artefacts; * South Australia; (Code C); (Code L).

# throwing stick - [kukuru]; * South Australia; (Code L).

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A-C

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# bullroarer; * Victoria; (Code S).

D-G

# string figures; * Australia.

# spinning top; * Torres Strait; (Code C).

H-J

# toys and playthings; spinning tops; artefacts; * Australia; Torres Strait; (Code To).

# string figures; * Australia.

# stick and stones game; skill practice; patience board game; * Australia.

# throwing stick - [weet-weet]; * Australia.

K

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L

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**F**

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**G-K**

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**L**

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# loop game; drawing; play; * Torres Strait; (Code To).


# ball game; drawing; play; * Mer island; Eastern Islands; Torres Strait; (Code To).


# drawing; pelican play; * Torres Strait; (Code To).


# mask; drawing; play; * Torres Strait; (Code To).


# drawing; play; * Torres Strait; (Code To).


# counting game; drawing; play; * Torres Strait; (Code To).


# drawing; play; * Torres Strait; (Code To).


# drawing; play; * Torres Strait; (Code To).


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P-Q


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S-V


W


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# string figures; * Yirrkala; Northern Territory; (Code N).

**FILMS**

# dodging spears; * Northern Territory; Cape York; (Code C); (Code N); (Code Y).

# games; * Bentinch Island; Northern Territory; (Code N).

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# tracking; * Northern Territory; (Code N).

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# games; * Australia.

# childhood; dance; spear throwing; * Western Australia; (Code W).

# games; children's play; * Brewarrina; New South Wales; (Code E).

# games; children's play; * Brewarrina; New South Wales; (Code E).

# toys; football; dolls; rollers; playing; * Brewarrina; New South Wales; (Code E).

# games; children's play; * Brewarrina; New South Wales; (Code E).

# play; * Northern Territory; (Walbiri); (Code C).

# roller games; ball game; * Central Australia; (Code C).

# corroboree; spear throwing; * Northern Australia; (Code N).

# children's play; * MacDonald Downs; Central Australia; (Code C).

# games; tree climbing; * MacDonald Downs; Central Australia; (Code C).

# spear throwing; * Central Australia; (Code C).

# games; * Hermannsburg; Central Australia; (Code C).

# spear throwing; sand drawing tracks; string figures; * Yuendumu; Central Australia; (Code C).

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# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

# imitation hunting; toy shields; toy boomerang; * Central Australia; (Code C).

# tracking; spear throwing; * Arnhem Land; Northern Territory; (Code N).

# tracking; spear throwing; * Arnhem Land; Northern Territory; (Code N).

# swimming; physical exercises; * Arnhem Land; Northern Territory; (Code N).

# spear throwing; * Australia.

# water play; swimming raft; boomerang throwing; body decoration; stone throwing; fire making; stone skipping; animal play with koala; canoes; spear throwing; education; tracking; * Australia.
**G**

# Australian football; indigenous sport; * Australia.

# dodging spears; * Groote Eylandt; Northern Territory; (Code N).

**H-J**

# toy weapons; swimming; underwater swimming; beach play; * Queensland; Princess Charlotte Bay; (Code Y).

# games; * Flinders Ranges; South Australia; (Code L).

# playing; * Alice Springs; Northern Territory; (Code C).

# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

# playing; * Arnhem Land; [Miwuuy]; (Code N).

# sand stories; leaf and storytelling; * Central Australia; (Code C).

**K**

# roller games; * Yuendumu; Northern Territory; (Code C).

# wrestling; * Hermannsburg; Central Australia; (Code C).

# dodging spears; * Hermannsburg; Central Australia; (Code C).

# Australian football; indigenous sport; * Australia.

**L**

# storytelling and dance; making leaf butterfly; chasing game - ‘alag’ chasing children; boat races; children’s games - dugong counting, - planting miniature crop, - sand boat; string games; shell game; * Boigu island; Masig Island; Dauan Island; Yam Island; Torres Strait; (Code To).

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# children's play; * Arnhem Land; Northern Territory; (Code N).


# string figures; children's play; * Arnhem Land; Northern Territory; (Code N).


# string figures; children's play; * Arnhem Land; Northern Territory; (Code N).


# spear throwing; * Central Australia; (Code C).


# spear throwing; * Central Australia; (Code C).


# sand drawing; string figures; * Central Australia; (Code C).


# games; imitation family; * Central Australia; Northern Territory; (Code N); (Code C).

Nicholls, Brooke. Native Australia <film>. Eastman Kodak Ltd., Sydney, N.S.W., 1922.
# ball game - [koolchee]; ball spinning; * Birdsville Track; Mungarane; South Australia; (Code L).
Nichols, M.F. (prod.). Children of the Wasteland <film in AIATSIS, Canberra, A.C.T.>
Australian Board of Missions, Sydney, N.S.W., 1953.
# swimming; * North Queensland.

Poulter, Jim (pres.). Marngrook video with Poulter <film clip>
# ball game - [marn-grook]; Australian football; * Victoria; (Code S).

# ball game; * Cockatoo Creek; South Australia; (Code L).

# pet kangaroo play and chase; climbing; games; toy spears; disc game; tracking; dodging spears and bark; bark throwing and block; running; * Mt. Liebig; Northern Territory; (Code C).

# children's play; * Mt. Liebig; Northern Territory; (Code C).

# games; children's play; * Mt. Liebig; Northern Territory; (Code C).

# making animal tracks; * Haast's Bluff; Central Australia.

# education; games; playing; cubby house; imitation; imaginary games; water games; fire games; dance; singing games; hunting games; tracking; tree climbing; bouncing on trees; * Central Australia; <Kaytetye>; (Code C).
Tindale, Norman B. Mann Ranges [Reels 1, 2 and 3] <films in AIATSIS, Canberra, A.C.T.>. The University of Adelaide. Board for Aboriginal Studies, Adelaide, S.A., 1933. # leaf game - [tjebudja]; children's games; tree play; swinging in tree; domestic dingos; leaf spinning; * Mann Ranges; South Australia; (Code L).

Tindale, Norman B. Mann Ranges <films in AIATSIS, Canberra, A.C.T.>. The University of Adelaide Board for Aboriginal Studies, Adelaide, S.A., 1933. # leaf game - [tjebudja]; children's games; tree play; swinging in tree; domestic dingos; leaf spinning; * Mann Ranges; South Australia; (Code L).


Tindale, N.B. and Fry, Henry Kenneth. Ernabella Expedition: Reel 2: Children's Games and Pastimes <film in AIATSIS, Canberra, A.C.T.>. University of Adelaide, Board of Anthropological Research, Adelaide, S.A., 1933. # children's play; swing on stick; toy spear; carries babies different ways (hip and shoulders); bark disc game - [apara-waltji]; throw toy spears and clods of earth; sham fighting (blunted grass) and also with porcupine grass which sticks into the skin; toy spearing on another indiscriminately - spear stick in skin; tree climbing; baby playing with an object; making rushes in a shaped into an axe-head shape and thrown away; girls leaf game - [kalpi manikunani], play and quarrel; throwing and catching general play; dodging; jumping; pet dingo; throw spears; stick fights; play in sand; run and jump like kangaroos; play with younger children; practice single combat skills of taking in turns to hit - stick fights and jab spears into thighs as well; * Ernabella; South Australia; (Code L).

Trudinger, R.M. (prod.). Ernabella: phases of life and work amongst Pitjantjatjara Aborigines in Musgrave Ranges <film>. Filmed at Ernabella, N.T. Distributed by Uniting Church of Australia, Sydney, N.S.W., 1944. # spear throwing; * Ernabella; Central Australia; <Pitjantjatjara>; (Code C).


Watson, 'Auntie Flo'. Demonstration of string figure from childhood at Cherbourg <videotape made by Troy Meston at Brisbane, Qld. in October 2006>. Troy Meston footage. Cherbourg, Qld. [place of origin of Auntie Flo], 2006. # string figure; * Cherbourg; Queensland; (Code E).

West, Lamont, Jnr. (rec.). String Figures from Cape York <film and sound recordings for AIATSIS, Canberra, A.C.T.>. Lamont West Jnr. footage (Cape York). Lockhart River, Qld. [place of origin], 1965. # string figures; * Cape York; Queensland; (Code Y).
PHOTOGRAPHS

# playing; card games; basketball; spear throwing; physical drill; swimming; skipping rope; * South Australia; Northern Territory; (Code L); (Code C); (Code S).

# children's games; * Australia.

[AIATSIS]. Children playing with balls and string figures <photograph in AIATSIS, Canberra, A.C.T.>. 19--.
# photographs; balls; * Australia.

# swimming; games; * Northern Territory; <Tiwi>; (Code N).

# ball games; football; * Yuendumu; Northern Territory; Warlpiri; (Code C).

[AIATSIS]. Aboriginal People and Torres Strait Islander Peoples – Aboriginal children play in water, Maningrida <photographs A1500, K28599 in AIATSIS, Canberra, A.C.T.>. 1971.
# water games; * Maningrida; Northern Territory; (Code C).

# sport; soccer; * Umbakumba; Northern Territory; (Code C).

# sport; spear throwing; * Yuendumu; Northern Territory; (Code C).

# sport; soccer; * Alice Springs; Northern Territory; (Code C).

['Anon']. 'Aboriginal children playing in water <photograph>'. The Courier-Mail (Brisbane), August 1992.
# playing; swimming; * North Queensland; (Code Y).

[Australian Institute of Aboriginal and Torres Strait Islander Studies (dep.)]. Mission activities and the Tiwi Islanders <photographs in AIATSIS, Canberra, A.C.T.>. Bathurst and Melville Islands, N.T. [places of origin], 1912-1946.
# swimming; games; * Northern Territory; <Tiwi>; (Code N).

[Australian Museum]. Men spinning tops, Mer, Torres Strait <photograph from A. Haddon materials>. Australian Museum, Sydney, N.S.W., 1900.
# top spinning; * Mer; Torres Strait.

[Cairns Historical Society, (coll.)]. Body decoration, material culture and local environment in North Queensland <photographs>. North Queensland [place of origin], 19--.
# string figures; * North Queensland; (Code Y).

[Cairns Historical Society, (coll.)]. Training young Aborigines in spear throwing (information from In the Track of the Native, D. Tennant, 1944) <photographs>. North Queensland [place of origin], 1900.
# spear throwing; * North Queensland; (Code Y).

[Cairns Historical Society]. Social impact of uranium project: photographs taken during fieldwork <photographs N2111-N2121>. North Queensland, Torres Strait, Arnhem Land [places of origin], 19--.
# string figures; games; * North Queensland; (Code Y).

[Education Department of South Australia]. Pitjantatjara Children at Play <part of collection of eight photographs>. Educational Technology Centre, Education Department of South Australia, Adelaide, S.A., 1981.
# play; children's games; * Australia.

# children's play; toys; recreation; * South Australia; (Code S).


# toys; play; children's games; * Australia.

[Lutheran Archives (dep.)]. Boys and their first love – donkeys <photographs in AIATSIS, Canberra, A.C.T.>. Hermannsburg, N.T. [place of origin], 1922.

# childhood; donkey play; * Hermannsburg; Northern Territory; (Code N).


# playing in floodwaters; * Hermannsburg; Northern Territory; (Code N).

[Lutheran Archives]. Miss Esther Simpfendorfer, teacher. Playing ball games with children outside the second church <photograph from Lutheran Archives in AIATSIS, Canberra>. Hermannsburg, N.T. [place of origin], 192–.

# ball game; * Hermannsburg; Northern Territory; (Code C).


# card game - euchre; * Australia.


# children's play; * Moree region; New South Wales; (Code D).


# play; * New South Wales; (Code E).


# children's play; * Wilcannia; Silverton; Broken Hill; New South Wales; (Code D).


# swimming; * Boggabilla; Northern New South Wales; (Code D).


# swimming; * Australia.


# children's play; * Melville Island; Bathurst Island; Northern Territory; (Code N).


# children's play; * Pilbara; Western Australia; (Code A).

[Queensland Museum]. Top spinning <photograph EH-1235-1 in Queensland Museum, Brisbane, Qld.>. Torres Strait, Qld. [place of origin], 1921-25.

# spinning tops; * Mer Island; Torres Strait; (Code To).


# toy boomerang; * Queensland; (Code N).

[Queensland Museum]. Two young Aboriginal boys sitting on a tree trunk holding toy spears <photograph EH-10497-0 in Queensland Museum, Brisbane, Qld.>. North Queensland [place of origin], 2002.
# toy spears; * Queensland; (Code N).

[State Archives of South Australia]. Aboriginal Children Playing Marbles <photograph GRG 52/45/2 NO. 130 in State Archives of South Australia, Adelaide, S.A.>. Point McLeay, S.A. [place of origin], 19--.
# marbles; * South Australia; (Code L).

[State Library of Victoria]. Two Canoes, each with two Aborigines, racing on Reeves River, Gippsland, group of Europeans waving from the shore <picture>. State Library of Victoria, Melbourne, Vic., 18--.
# canoe racing; * Victoria; (Code S).

# wrestling; * Victoria; (Code S).

# wrestling; * Victoria; (Code S).

[State Archives of South Australia]. Aboriginal Children Playing Marbles <photograph GRG 52/45/2 NO. 130 in State Archives of South Australia, Adelaide, S.A.>. Point McLeay, S.A. [place of origin], 19--.
# marbles; * South Australia; (Code L).

# card games; children's play; * Arnhem Land; Northern Territory; (Code N).

# children's play; string figures; playing cricket; playing house; * Point McLeay Mission; WARBURTON; Western Australia; South Australia; (Code S); (Code A).

# children's play; * Northern Territory; (Code N).

Baglin, Douglass (coll.). Photographs of ceremonies, cave painting and other art, school and students, hunting and aspects of mission life at Elcho Island and Wessel Island <photographs in AIATSIS, Canberra, A.C.T.>. Wessel Island and Elcho Island, N.T. [place of origin], 1968.

# children's play; string figures; * Northern Territory; (Code N).


# dolls; play fights; children's play; * Borroloola; Northern Territory; (Code N).

Basedow, Herbert. *Herbert Basedow Collection – Part 1: community portraits and material culture at various locations in Central Australia* <photograph negatives in AIATSIS, Canberra, A.C.T.>. 1903.

# children's play; * South Australia; Northern Territory; (Code C); (Code L); (Code N).


# string figures; tree climbing; * South Australia; Northern Territory; (Code C); (Code L); (Code N).


# children's play; * Western Australia; (Code A); (Code W); (Code K).


# games; * Northern Territory; (Code C); (Code N).


# play; throwing spears; * Central Australia; (Code C).


# play; boomerang; toy shield; * Central Australia; (Code C).


# sliding; * Kurrekapinnya Soakage; Ayers Ranges; Northern Territory; (Code C).


# swimming; dung throwing; * Sunday Island; King Sound; Western Australia; (Code K).


# canoe; swimming raft; * Western Australia; (Code W); (Code K).


# toy shield; * South Australia; (Code A); (Code W); (Code S).


# spear throwing; * Humbert River; Victoria River Downs; Northern Territory; (Code N).

Basedow, H. (dep.). *Ponga Ponga woman carrying her pet possum* <photograph>. West Arnhem Land or Daly River region, Northern Territory [place of origin]. National Museum of Australia, Canberra, A.C.T., 1922.

# carrying pet; * West Arnhem Land; Daly River; Northern Territory; (Code N).


# spinning tops; * Torres Strait; (Code To).

Biernoff, D.C. (coll.). *Ceremonies, fishing and shelter construction: Notes: V.131* <photographs in AIATSIS, Canberra, A.C.T.>.
Numbulwar and Rose River, Arnhem Land [place of origin], 1971 (Nov.-Dec.).
# swimming; * Arnhem Land; Northern Territory; (Code N).

# children's play; * Arnhem Land; Northern Territory; (Code N).

# children looking at tracks in the sand; * Australia.

Bishop, Mervyn (phot.). 'Children looking at tracks in the sand <photograph>’. In To Be Good at English. Curriculum Corporation, Canberra, A.C.T., 1993.
# children looking at tracks in the sand; * Australia.

# children's play; swimming; * La Grange Mission; Western Australia; (Code W).

# children's play; * Numbulwar; Northern Territory; (Code C); (Code N).

# children's play; * Numbulwar; Northern Territory; (Code C); (Code N).

# children's play; * Numbulwar; Northern Territory; (Code C); (Code N).

# children's play; children playing in ocean; * Numbulwar; Northern Territory; (Code C); (Code N).

# children's play; * Australia.

C

# swimming; * Aurukun; Cape York; Queensland; (Code Y).

# swimming; * Aurukun; Cape York; Queensland; (Code Y).

# string figure; play; * New South Wales; Australia.

# string figure; * Foxground; New South Wales.

Chaloupka, George (dep.). During spear throwing lesson <photograph in 'AIATSIS – After 200 Years Collection'>. Malgawo Outstation, N.T. [place of origin], 1986 (Sept.).
# spear throwing; * Malgawo Outstation; Northern Territory; (Code N).

# children's play; swimming; * La Grange Mission; Western Australia; (Code W).

Clarke, Bette E. (coll.). Community life at Papunya and Kintore, including material culture,
# children's play; * Papunya; Kintore; Northern Territory; (Code C); (Code N).

Clarke, Bette E. (coll.). Community life at Kintore region, N.T., including food gathering, environment and portraits <slides in AIATSIS, Canberra, A.C.T.>. Kintore region, N.T. [place of origin], 1981.  
# children's play; * Kintore; Northern Territory; (Code C); (Code N).

Clarke, Bette E. (coll.). Community life at Kintore region, N.T., including food gathering, environment and portraits <slides in AIATSIS, Canberra, A.C.T.>. Kintore region, N.T. [place of origin], 1981.  
# children's play; * Kintore; Northern Territory; (Code C); (Code N).

# children's play; * Oombulgurri; Forrest River; Kimberley; (Code K).

# swimming; * Australia.

# children's play; * Maningrida; Arnhem Land; Northern Territory; (Code N).

Cowlishaw, Gillian K. (coll.). Material culture in Arnhem Land; food preparation; camp life <slides in AIATSIS, Canberra, A.C.T.>. 197-.  
# card games; swimming; * Arnhem Land; Northern Territory; (Code N).

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D

Dail-Jones, Megan Llinos (coll.). Photographs of women's activities including ceremonial designs at Willowra, N.T. <slides in AIATSIS, Canberra, A.C.T.>. Willowra and Yuendumu, N.T. [place of origin], 1981.  
# children's play; * Willowra; Yuendumu; Northern Territory; (Code C).

# games; playing; swimming; * South Australia; Central Australia; (Code S); (Code I); (Code C).

Dallwitz, John (comp.). Ara Irititja Archival Project <based Marleston, South Australia: slides and photographs from various collectors relevant to the Anangu people>. Ernabella, Amata, N.T. [place of origin], 1950-90.  
# children's play; dance; acting; leaf games; sand games; sand drawing; disc game; imitation game - thigh see-sawing; - seed grinding; - animal tracks; - fake beards; - smoking; - food digging; - object carrying; billycan balancing race; playing horses; horse riding games; leap frog; ball game - Australian football; rollers; tree climbing; marbles; stone game; mimic spear duels; toy spears; toy gun; spear throwing contest; rock climbing; tracking; children's play; hide and seek; observation game; animal play; pets; pick-a-back; sandhill play; water games; swimming; miniature shelters; string figures; play corroboree; singing; hand game; 'devil' game; sliding; spear throwing; * Ernabella; Amata; Marleston; South Australia; Northern Territory; *Anangu*; <Pitjantjatjara>; (Code C); (Code N); (Code S).

# string figures; * Australia.

# children's play; swimming; * Areyonga; Alice Springs; Central Australia; (Code N).

# children's play; * Central Australia; (Code C).

# swim; school sport; games; * Western Australia; (Code W).

Dixon, R.M.W. Spear Throwing, run by Elder Aborigines <photographs N3287-N3288 and Palm Island. Queensland photo N2893.02 in AIATSIS, Canberra, A.C.T.>. 1930s.  
# throwing - spear; * Palm Island; Queensland; (Code E).
Dixon, R.M.W. *Palm Island, Queensland – 'Masque Drills' game* <photo N2890.05 in AIATSIS, Canberra, A.C.T.>. 1940s.
# throwing - spear; * Palm Island; Queensland; (Code E).

# children's play; swimming; * Santa Teresa; Central Australia; (Code C).

Done, J. *Spear Throwing* – N4264.11a, N4264.12a <photos in AIATSIS, Canberra, A.C.T.>.
Cowal Creek, Queensland, 19--.
# throwing - spear; * Cowal Creek; Queensland; (Code Y).

Downing, Jim (coll.). *Living conditions and community activities at Ernabella and Finke River* <photographs in AIATSIS, Canberra, A.C.T.>. Finke River, Central N.T. [place of origin], 19--.
# children's play; * Ernabella; Finke River; Central Australia; (Code C).

# playing; swimming; ball game; sand games; flower game; * South Australia; Central Australia; Northern Territory; Oodnadatta; Quorn; Ernabella; Mt. Liebig; * Pitjanjatjara; (Code C); (Code S); (Code I).

# play; * Ernabella; Central Australia; (Code C).

Dunlop, lan (dep.). *Carrying pet dingo* <photograph in AIATSIS, Canberra, A.C.T.>. Wala Wala, W.A. [place of origin], 1964.
# carrying pet; * Wala Wala; Western Australia; (Code W); (Code A).

# throwing game; beach play; water play; fishing; wheeled toy dog; * Nhulunbuy; Yirrkala; Northern Territory; (Code N).

# games; football; card games; pet kangaroo; * Papunya; Yayayi; Sandy Blight; Docker River; Northern Territory; (Code C); (Code N).

# sand play; beach play; * Djarrakpi; Northern Territory; (Code N).

E

# throwing - spear; * Palm Island; Queensland; (Code E).

Ellis, Catherine J. (coll.). *Camp life in regions of Northern South Australia; ceremonies and food gathering; environment and shelter* <slides in AIATSIS, Canberra, A.C.T.>. Northern South Australia [place of origin], 1966-1968.
# children's play; * Northern South Australia; (Code C); (Code L).

# children's play; * Iwantja; Indulkana; Granite Downs; South Australia; Central Australia; (Code C); (Code L).

F

Fantin, Shaneen (coll.). *Yolngu living environments and material culture* <slides in AIATSIS, Canberra, A.C.T.>. Ramingining, Galiwinku,
Findlay, Elizabeth and White, Isabel M. (deps.). Person making string figure. The string figures are made to illustrate mythology <photograph in AIATSIS, Canberra>. Yalata, N.T. [place of origin], 1972 (June).
# children's play; * Yalata; Northern Territory; (Code N).

# children's play; * Victoria River Downs; Northern Territory; (Code C).

# children's play; * Yam Island; Torres Strait; (Code To).

Fuary, Maureen M. (coll.). Looking for weypah (land snails), used in children's game <photo 67869 in AIATSIS, Canberra, A.C.T.>. Kadhow, Yam Island, Torres Strait, Qld [place of origin], 1980 (Dec.).
# children's play; games; * Yam Island; Torres Strait; (Code To).

Fuary, Maureen M. (coll.). Smashing the weypah (land snails) in game <photo 67870 in AIATSIS, Canberra, A.C.T.>. Kadhow, Yam Island, Torres Strait, Qld [place of origin], 1980 (Dec.).
# playing; * Yam Island; Torres Strait; (Code To).

# playing; * Yam Island; Torres Strait; (Code To).

Fuary, Maureen M. (coll.). Yam Island, Torres Strait – a game of 'full and empty' during school hours <photo N1823.32 in AIATSIS, Canberra, A.C.T.>. Yam Island, Torres Strait, Qld. [place of origin], 1980 (May).
# playing; * Yam Island; Torres Strait; (Code To).

Fuary, Maureen M. (coll.). Yessie Bob playing with a "rolla" – a powdered milk tin filled with sand, with a long wire threaded through it and pulled behind him as he runs <photograph in AIATSIS, Canberra>. Yam Island, Torres Strait, Qld. [place of origin], 1981 (Jan.).
# playing; rollers; * Yam Island; Torres Strait; (Code To).

# games; skipping; ball game; dance; beach play; * Ulladulla; New South Wales; (Code E).

# children playing; imitation play; dance; ball games; water play; climbing; dolls; cards; sand play; play on car wreck; outdoor dramatic play; ball games; riding and pretend horse; slide; swing; kicking ball; * Milingimbi; Northern Territory; (Code N).

Grant, Flo (coll.). *Cosmo Newberry: mission and community portraits* <photographs in AIATSIS, Canberra, A.C.T.>. Cosmo Newberry, W.A. [place of origin], 1940-1959. # children's play; * Cosmo Newberry; Western Australia; (Code W).

Grau, Andree (coll.). *Tiwi ceremonial activities, including dancing, body decoration, headdresses, carvings and bark paintings* <slides in AIATSIS, Canberra, A.C.T.>. Melville and Bathurst Islands, N.T. [places of origin], 1981-1982. # children's play; * Melville Island; Bathurst Islands; Northern Territory; (Code N).


Gray, Fred and Andrew, S. (colls). *Ceremonies, food gathering, material culture and community portraits at various coastal locations in the Northern Territory* <slides in AIATSIS, Canberra, A.C.T.>. West Arnhem Land, N.T. [place of origin], 1940-1950. # children's play; * West Arnhem Land; Northern Territory; (Code N).

Hackett, Cecil John (coll.). *The Adelaide Board for Anthropological Research: Expedition photographs* <photographs in AIATSIS, Canberra, A.C.T.>. Central Australia [place of origin], 1935. # children's play; string figures; * Central Australia; (Code C).

Haddon, Alfred C. (coll.). *Girls playing in sea* <photograph in AIATSIS, Canberra, A.C.T.>. Haddon Collection. Mer Island, Torres Strait Islands [place of origin], 1898. # playing in sea; * Mer Island; Torres Strait; (Code To).

Haddon, Alfred C. (coll.). *Torres Strait images from the 1898 Haddon Expedition* <photographs in AIATSIS, Canberra, A.C.T.>. Haddon Collection. Torres Strait Islands [place of origin], 1898. # spinning tops; string figures; * Torres Strait; (Code To).

Hamilton, Annette (coll.). *Photographs of daily life, artefacts and art around the Maningrida, N.T. region* <slides in AIATSIS, Canberra, A.C.T.>. Maningrida, N.T. region [place of origin], 1968. # children's play; * Maningrida; Arnhem Land; Northern Territory; (Code N).

Harney, W. *Aboriginal women chanting and possibly also playing string games or telling string stories* <photograph PH0510/0287>. Harney/McCaffery Collection. Northern Territory Library and Information Services, Image Collection, Darwin, N.T., 19--. # children's play; string figures; singing; * Northern Territory; (Code N); (Code C).

Harris, W. *Getting Up A Gum Tree* <photograph of drawing from magazine>. *Australian Sporting Magazine*, vol. 1, 1851: 155. # climbing; * Australia.

Hartman, Deborah (coll.). *Education, Land Rights and Artefacts* <photographs in AIATSIS, Canberra, A.C.T.>. Tennant Creek, N.T. [place of origin], 19--. # children's play; * Tennant Creek; Northern Territory; (Code C).

Harvey, Ted (phot.). *Photographs of daily life and portraits from Bagot, Snake Bay and Darwin, N.T. areas* <slides in AIATSIS, Canberra, A.C.T.>. Bagot, Snake Bay, and Darwin, N.T. areas [places of origin], 1950-1959. # swimming; * Bagot; Snake Bay; Darwin; Northern Territory; (Code N).

Haynes, J (coll.). *Playing* <photographs in AIATSIS, Canberra, A.C.T.>. South Australia [place of origin], 1950s. # children's play; * Central Australia; (Code C).

Haynes, Joan Randal (coll.). *Art, education and community portraits in Western Australia and Northern Territory* <photographic negatives in AIATSIS, Canberra, A.C.T.>. Northern Territory and Western Australia [places of origin], 1948-1951. # children's play; swimming; * Northern Territory; Western Australia; (Code N); (Code W).

Heppell, M. (coll.). *Aurukun photos* <photographs in AIATSIS, Canberra, A.C.T.>. Aurukun, Queensland [place of origin], 19--. # toy trucks (rollers); * Aurukun; Queensland; (Code Y).
Hiatt, L.R. (coll.). Kopanga Outstation: community activities and material culture <photographic negatives in AIATSIS, Canberra, A.C.T.>. Kopanga/Kupanga, Arnhem Land, N.T. [place of origin], 19-. # sand and ground designs; children's play; * Kopanga; Kupanga; Arnhem Land; (Code N).


Hilliard, W. Spear throwing, Christmas sports <photo 86530 in AIATSIS, Canberra, A.C.T.>. 1955. # spear throwing; * Australia.

Hilliard, W. Children playing games <photograph 86179 in AIATSIS, Canberra, A.C.T.>. 1962. # children's play; * Australia.

Hilliard, Winifred (dep.). Boys hurling play spear <photograph 085927 at AIATSIS, Canberra, A.C.T.>. Ernabella, S.A. [place of origin], 1959. # spear throwing; * Ernabella Region; South Australia; (Code C); (Code L).

Hilliard, Winifred (dep.). Ernabella photos (swimming in rock hole etc.) <photographs at AIATSIS, Canberra, A.C.T.>. Ernabella, Itjinpiri, South Australia [place of origin], 1959-62. # swimming; games; * Ernabella Region; South Australia; (Code C); (Code L).

Hilliard, Winifred (dep.). Playing corroboree <photograph at AIATSIS, Canberra, A.C.T.>. Ernabella, South Australia [place of origin], 1961. # play corroboree; games; * Ernabella Region; South Australia; (Code C); (Code L).

Hilliard, Winifred (dep.). Pitjantjatjara school girls playing cat's cradle <photograph at AIATSIS, Canberra, A.C.T.>. Ernabella, South Australia [place of origin], 1962. # string figure; games; * Ernabella Region; South Australia; (Code C); (Code L).

Holcombe, Sarah (coll.). Walumpirri dreaming site and community activities <slides in AIATSIS, Canberra, A.C.T.>. Mount Liebig, Yillili, Papunya and the Walumpirri area, N.T. [places of origin], 1996 (Jan.). # card games; * Mount Liebig; Yillili; Papunya; Walumpirri area; Northern Territory; (Code C); (Code N).

Holmes, Sandra Le Brun (coll.). Mortuary poles and ceremonial dancing on Melville Island <photographic negatives and photographs in AIATSIS, Canberra, A.C.T.>. Melville Island, N.T. [place of origin], 19-. # card games; rodeos; * Melville Island; Northern Territory; (Code N).

Howard, John (coll.). Community portraits and ceremonial activity in the West Kimberley Region <photographs in AIATSIS, Canberra, A.C.T.>. Kimberley region, W.A. [place of origin], 1975-1977. # card games; * Kimberley; Western Australia; (Code K).


I-J


Johnston, Thomas H. String games <photo N3840.24 in AIATSIS, Canberra, A.C.T.>. South Australian Board for Anthropological Research: expedition photographs taken at various locations in South Australia and Northern Territory. Hermannsburg, Central Australia, N.T. [place of origin], 24 August 1929. # string figures; * Hermannsburg; Central Australia; (Code C).

Johnston, T.H. (coll.). South Australian Board for Anthropological Research: expedition photographs taken at various locations in South Australia and Northern Territory <photographs in AIATSIS, Canberra, A.C.T.>. Central Australia [place of origin], 1929-1937. # string figures; * Central Australia; (Code C).
# photographs; climbing; moving target; throwing - spear; disc; swimming; water games; ball games; catching; * South Australia; (Code L).

# games and sport; string figures; * Cherbourg; Queensland; (Code E).

Kolig, A. *Spear throwing competition <photography in AIATSIS, Canberra, A.C.T.>*. [n.p.], 19--.
# spear throwing; * Australia.

Kramer, Ernest E. (dep.). *Boys at play <photograph 08078 in AIATSIS, Canberra, A.C.T.>*. Cockatoo Creek, Central Australia [place of origin], 1928.
# playing; * Cockatoo Creek; Central Australia; (Code C).

# spear throwing; * Central Australia; (Code C).

# boxing; children's play; * Brewarrina; New South Wales; (Code E).

# children's play; * Brewarrina; New South Wales; (Code E).

# pet; sport - Australian rules; card games; * Mullawa; Western Australia.

# card playing; * Wooleen; Western Australia.

# playing; beach games; * Wadeye; Arnhem Land; (Code N).

# children's games; * Torres Strait; (Code To).

Lawrie, Margaret. *Photographic album: Slides and photographs ... some unidentified photos <slides and photographs; TR1791/175 (2)>.* Margaret Lawrie Collection of Torres Strait Islands Material. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1964-71.
# children's games; * Torres Strait; (Code To).

# school sports; water play; * Torres Strait; (Code To).

Lawrie, Margaret. *Photographic album: Western Islands – Babuiag (Jervis Focand) <slides and photographs; TR1791/175 (1)>.* Margaret Lawrie Collection of Torres Strait Islands Material. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1964-71.
# children's games; bows and arrows; hunting - grasshopper stalking; toy spears - [dikun]; catching birds; leaf dolls; leaf baby; group game - hand game; beach games; play; swimming; * Torres Strait; (Code To).

# children's games; bows and arrows; hunting - grasshopper stalking; toy spears - [dikun]; catching birds; leaf dolls; leaf baby; group game - hand game; beach games; play; swimming; * Torres Strait; (Code To).
Lawrie, Margaret. *Photographic album: Slides and photographs of Eastern Islands, Erub (Darnley Island) and Ugur (Stephens Island)* <slides and photographs: TR1791/163 (3)>. Margaret Lawrie Collection of Torres Strait Islands Material. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1969-70.

# children's games; * Eastern Islands; Yam Island; Dauan Island; Torres Strait; (Code To).

Lawrie, Margaret. *Photographic album: Slides and photographs of Eastern Islands, Erub (Darnley Island) and Ugur (Stephens Island)* <slides and photographs: TR1791/164 (2)>. Margaret Lawrie Collection of Torres Strait Islands Material. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1970-73.

# string figures; games; * Eastern Islands; Mer Island; Waiar Island; Dauan Island; Torres Strait; (Code To).

Lawrie, Margaret. *Photographic album: Slides and photographs of Eastern Islands, Erub (Darnley Island) and Ugur (Stephens Island)* <slides and photographs: TR1791/164 (3)>. Margaret Lawrie Collection of Torres Strait Islands Material. John Oxley Library, State Library of Queensland, Brisbane, Qld., 1970-73.

# children's games; decoration; model canoes; sand play; swimming; hoops; running; toy spears; plaited spinners; weaving; propellors; sport; plaited playthings; toy bow; toy whistle; play - leaf head-dress; rolling hoops; hand game - pinching game; hand games; string figure; play masks; * Eastern Islands; Mer Island; Waiar Island; Dauan Island; Torres Strait; (Code To).


# propellors; grass fronds; string figures; sweeping game; * Saibai; Torres Strait; (Code To).


# play; leaf dolls; toy spears; grasshopper hunting; pet bird; playing ghost; holding hands game; * Western Islands; Mabulag Island; Torres Strait; (Code To).


# play; children's games; * Australia.


Northern Territory [place of origin], 1950-1983.

# children's play; * Northern Territory; (Code C); (Code N).


# card game; * Northern Territory; (Code N).
* # card games; * Derby; Western Australia; (Code A); (Code K).

* # spear throwing; fire-lighting contest; * Central Australia; Killalpaninna; (Code C).

* # children's play; * Kimberley; Western Australia; (Code K).

* # climbing; * Australia.

M

* # children's play; string figures; spinning tops; * Torres Strait; (Code To).

* # spear throwing; * Cowal Creek; Queensland; (Code Y).

MacFarlane, Philip H. (dep.). *'Play' Dress – Towline fish (kingfish?)* <photograph 396037 in AIATSIS, Canberra, A.C.T.>. *The W.H. MacFarlane Collection*. Torres Strait Islands, Qld. [place of origin], 19–.
* # play dress; * Torres Strait; (Code To).

MacFarlane, Philip H. (dep.). *Material culture, ceremonial and community activities on various Torres Strait islands* <slides in AIATSIS, Canberra, A.C.T.>. *The W.H. MacFarlane Collection*. Torres Strait Islands, Qld. [place of origin], 1952-1953.
* # children's play; * Torres Strait; (Code To).

MacFarlane, W.H. *Boys playing 'deck-golf' series of photographs from Lockhart River Mission, Qld.*. *The W.H. MacFarlane Collection, AIATSIS, Canberra, A.C.T.*, 19–.
* # play; * Lockhart River Mission; North Queensland; (Code Y).

MacFarlane, W.H. *Model boat races series of photographs from Darnley Island, Torres Strait, Qld.*. *The W.H. MacFarlane Collection, AIATSIS, Canberra, A.C.T.*, 19–.
* # model boats; boat races; dance with model boats; * Darnley Island; Torres Strait; (Code To).

* # top spinning; competition; * Mer Island; Torres Strait; (Code To).

MacFarlane, W.H. *Top spinning series of photographs from Mer Island, Torres Strait, Qld.*. *The W.H. MacFarlane Collection, AIATSIS, Canberra, A.C.T.*, 1920.
* # top spinning; competition; * Mer Island; Torres Strait; (Code To).

MacFarlane, W.H. (coll.). *Pasi of Mer showing the method of spinning a stone top* <photograph>. *Queensland Museum – Photographic Collection*. Brisbane, Qld., 19–.
* # top spinning; * Mer Island; (Code To).

* # string figures; spinning tops; toy bows and arrows; marbles; * Torres Strait; (Code To).


McCaffery, Harney. 2 women chanting as they make a cat’s cradle <photograph PH0510/0122>. Harney McCaffery Collection. Northern Territory Library and Information Service, Darwin, N.T., 19--. <Citation address: http://hdl.handle.net/10070/35353>.


# string figures; * Yirrkala; Northern Territory; (Code N).

# acrobats - somersault, - hand stands; pets - kangaroo, - emu chick, - koala, - wombat; playing in cubby house; mud play; dance play; hide and seek; playing on machinery; spending time with others; group play * Central Australia; (Code C).

# children's play; toy collecting bags; * Arnhem Land; Northern Territory; <Anbara>; (Code N).

# children's play; * Kopangga Outstation; Arnhem Land; Western Australia; (Code K).

# children's play; * Arnhem Land; Northern Territory; (Code N).

# children's play; * Oenpelli; Yirrkala; Arnhem Land; (Code N).

# children's play; toy canoe; * Groote Eylandt; Northern Territory; (Code N).

# children's play; beach games; * Gulf of Carpenteria; Northern Territory; (Code N).

Mountford, Charles P. *Games and Sport <photographs>. Mountford-Sheard Collection.* Mortlock Library, State Library of South Australia, Adelaide, S.A., 19–.  
# photographs; string figures; disc game; leaf games - [muni]; hand games - crow game; * Ernabella; Central Australia; Adelaide; (Code C); (Code L).

# photographs; string games; ant-lion game; crow game; hand games; insect games; leaf games - [muni]; play ‘house’; play with toy canoe; swing; sand games; moving target; throwing - spear; disc; bows and arrows; * Nepabunna; Warupuju; Ernabella; South Australia; Haasts Bluff; Yirrkala; (Code C).

# photographs; string games; * Yirrkala; Northern Territory; (Code N); (Code C).

Moyle, Alice M. (coll.). *Ceremonial dancing and people playing musical instruments in the Central Desert, Kimberley and Torres Strait <photographic negatives in AIATSIS, Canberra, A.C.T.>*.  
19–.  
# children's play; * Central Desert; Kimberley; Torres Strait; (Code C); (Code N); (Code To).

# children's play; * Central Australia; Papunya region; (Code C).

Myers, Fred R. and Myers, Bette (colls). *Art, material culture, ceremonial and community activities in Central Australia <slides in AIATSIS, Canberra, A.C.T.>*. Central areas of Northern Territory [place of origin], 197–.  
# children's play; * Central Australia; (Code C).
Myers, Fred R. (coll.). *Hunting, ceremonies, sites and community activities at various locations in Central Australia* <slides in AIATSIS, Canberra, A.C.T.>, Central Northern Territory [place of origin], 1974.  
# swimming; children's play; * Central Australia; (Code C).

# children's play; * Central Australia; Pintupi region; (Code C).

Nash, David G. (coll.). *Camp scenes, local fauna, housing construction and group portraits at various locations in the Northern Territory* <photographs in AIATSIS, Canberra>. Newcastle Waters Station, Tennant Creek, Warrabri and Warramanga Mission, N.T. [places of origin], 1978 (Mar.).  
# swimming; * Newcastle Waters Station; Tennant Creek; Warrabri; Warramanga Mission; Northern Territory; (Code C).

# children's play; sand drawings; climbing; * Haasts Bluff; Ernabella; Musgrave Park; Hermannsberg; Arnhem Land; (Code C); (Code N).

# children's play; * Jervis Bay; New South Wales; (Code S).

# children's play; * Yagga Yagga Outstation; Balgo area; Western Australia; (Code A); (Code K); (Code W).
# card games; children's play; * Yagga Yagga Outstation; Balgo area; Western Australia; (Code A); (Code K); (Code W).

# children's play; * Elcho Island Mission; Northern Territory; (Code N).

# dancing; model boats; * Torres Strait; (Code To).

# play; * Central Arnhem Land; Northern Territory; (Code N).

# string figures; * Yam Island; Torres Strait; (Code To).

Roach, C.G. and Australian Institute of Aboriginal and Torres Strait Islander Studies (dep.). Oenpelli Pictorial Collection <photographs in AIATSIS, Canberra, A.C.T.>. Oenpelli, West Arnhem Land, N.T. [place of origin], 19–.
# games; * Northern Territory; (Code N).

# string figures; games; * Oenpelli; Northern Territory; (Code N).

# children's play; * Yarralin; Victoria River Downs; Northern Territory; (Code C); (Code N).

# swimming; children's play; * Yarralin; Victoria River Downs; Northern Territory; (Code C); (Code N).

# children's play; * Yarralin; Victoria River Downs; Northern Territory; (Code C); (Code N).

# children's play; * Yarralin; Victoria River Downs; Northern Territory; (Code C); (Code N).

# string figure; * Areyonga; Northern Territory; (Code C).
Rose, Ronald (coll.). Tjalkalieri playing "string game" <photograph in AIATSIS, Canberra, A.C.T.>. The Ronald Rose Collection. Areyonga, N.T. [place of origin], 1951. # string figure; * Areyonga; Northern Territory; (Code C).

Rose, Ronald (coll.). Boys doing play corroboree <photograph 7337_05 in AIATSIS, Canberra, A.C.T.>. The Ronald Rose Collection. Papunya, N.T. [place of origin], 1962-66. # play corroboree; * Papunya; Northern Territory; (Code C).

Rose, Ronald (coll.). Boys teach Johnny tracking <photograph 7316_09 in AIATSIS, Canberra, A.C.T.>. The Ronald Rose Collection. Snake Bay, N.T. [place of origin], 1962-66. # tracking; * Snake Bay; Northern Territory; (Code C).

Rose, Ronald (coll.). Children on donkey (Paddy standing) <photograph 7342_06 in AIATSIS, Canberra, A.C.T.>. The Ronald Rose Collection. Papunya, N.T. [place of origin], 1962-66. # playing; donkey play; * Papunya; Northern Territory; (Code C).


Rose, Ronald (coll.). Trevor jumping on sand hill <photograph in AIATSIS, Canberra, A.C.T.>. The Ronald Rose Collection. Papunya, N.T. [place of origin], 1962-66. # boomerang throwing; * Papunya; Northern Territory; (Code C).


Ross, Helen (coll.). Food gathering and preparation, environment, sites, camp scenes, community activities and portraits in the Kimberley region, Western Australia <slides in AIATSIS, Canberra, A.C.T.>, various locations in W.A. [place of origin], 1980 (May-July). # children's play; * Western Australia; (Code K).

Ross, Helen (coll.). Card game shortly after gathering at 7 – Kimberley district, W.A. <photos N1864.07 and N1864.26 in AIATSIS, Canberra, A.C.T.>. Kimberleys, W.A. [place of origin], 1980. # children's play; * Kimberley; Western Australia; (Code K).

Ross, Helen (coll.). Photographs of shelter construction, camp life and food gathering in the Halls Creek, W.A. region <photographs in AIATSIS, Canberra, A.C.T.>. Halls Creek, W.A. [place of origin], 1980-1981. # children's play; * Halls Creek; Western Australia; (Code K).

Ross, Helen (coll.). Card game – Red Hill; Halls Creek area, East Kimberley region <photo N1867.33a in AIATSIS, Canberra, A.C.T.>. 1980 (May). # card games; * Halls Creek; Western Australia; (Code K).

Ross, Helen (coll.). Card game – Red Hill, Halls Creek area, East Kimberley region <photo N2472.08 in AIATSIS, Canberra, A.C.T.>. 1981. # card games; * Halls Creek; Western Australia; (Code K).

Roth, W. (coll.). Two Plaited Thong Playthings <photographs, no. 527, 1903>. W. Roth Collection. Australian Museum, Sydney, N.S.W., 1903. # plaited playthings; toys and plaything; * Australia.

Roth, W.E. North Queensland Ethnography: Bulletin No. 4. Games, Sports and Amusements – (Amendments and corrections) <photographs and notes>. W. Roth Collection. Department of Anthropology and Sociology Museum, The University of Queensland, Brisbane, Queensland, Qld., 19–. # toys and playthings; * Australia.
# toys and playthings; * Australia.

Roth, W.E. Roth artefacts and photographs <artefacts [31 in total] and photographs>. Dr. Walter E. Roth materials. Australian Museum, Sydney, N.S.W., 190-.
# toys - pandanus knotted playthings; - dried gourd spinning tops; doll; boomerang; games; * North Queensland; (Code Y); (Code E).

# children's play; games; beach games; spear throwing practice; * St. Pauls; Moa Island; Badu Island; Thursday Island; Torres Strait; (Code To).

# sand storytelling game; * Central Australia; (Code C).

Shaw, Bruce (coll.). Community activities, including art, material culture, hunting and food preparation, camps and sites of significance in the Kimberley area of W.A. <slides in AIATSIS, Canberra, A.C.T.>. Kimberley area, W.A. [place of origin], 19-.
# card games; * Kimberley; Western Australia; (Code K).

# card games; * Kununurra; Turkey Creek; Kimberley; Western Australia; (Code K).

# games; play; * Darnley Island; Torres Strait; (Code To).

Shnukal, Anna. Playing tale or island bowls, Erub (Darnley Island), Torres Strait <series of photographs in AIATSIS, Canberra, A.C.T.>. 1981.
# island bowls; games; * Erub Island; Darnley Island; Torres Strait; (Code To).

# toy racing boats; * Saibai Island; Torres Strait; (Code To).

# skidel game; games; * Yam Island; Torres Strait; (Code To).

# children's play; sport; * Ernabella; Central Australia; (Code C).

# children's play; * Bathurst; Melville Islands; Northern Territory; (Code N).

# children's play; * New Crown Station; Finke; Northern Territory; (Code C).

Smith, Margaret (coll.). Ceremonial activities and anthropological research at various locations in South Central Northern Territory and North of South Australia <photographic negatives in AIATSIS, Canberra, A.C.T.>. Finke, Umbeara Station and Dalhousie Springs [places of origin], 1992.
# children's play; toys; * Finke, Umbeara Station; Dalhousie Springs; Northern Territory; South Australia; (Code C); (Code L).

Sommer, Bruce A. (phot.) and Irving, Megan (dep.). Little boy (Lennie Banjo?) playing in wooden crate <photograph in AIATSIS, Canberra, A.C.T.>. Laura, Qld. [place of origin], 1972.
# string figure; * Laura; Queensland; (Code Y).
Stanner, W.E.H. (coll.). *Environment, rock art, material culture and ceremonial activities in the Daly River region* <photographs in AIATSIS, Canberra, A.C.T.>, Daly River, Northern Territory [place of origin], 1932-1935.
# children's play; * Northern Territory; (Code C); (Code N).

Stanner, W.E.H. (coll.). *Rock art, significant sites and community activities in the Port Keats area* <photographs in AIATSIS, Canberra, A.C.T.>, Port Keats area, Northern Territory [place of origin], 1960.
# children's play; swimming; * Port Keats area; Northern Territory; (Code N).

Stuckey, Jim (dep.). *Children playing in a canoe* <photograph in AIATSIS, Canberra, A.C.T.>, Aurukun, Queensland [place of origin], 1937.
# playing with tyres; rolling tyres; * Quorn; South Australia; (Code S).

Stuckey, Jim (dep.). *Spear throwing contest* <photographs in AIATSIS, Canberra, A.C.T.>, Northern Territory [place of origin], 1937.
# spear throwing; * Australia.

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# spear throwing; * Milinggirida region; Arnhem Land; Oenpelli; Northern Territory; (Code N).

Thomas, Faith (coll.). *Boys playing with tyres* <photograph in AIATSIS, Canberra, A.C.T.>, Colebrook Home, Quorn, S.A. [place of origin], 1937.
# playing with tyres; rolling tyres; * Quorn; South Australia; (Code S).

Thomson, Donald (coll.). *Children and play* <photographs in AIATSIS, Canberra, A.C.T.>, Cape York, Queensland [place of origin], 1928.
# children's play; * Cape York; Queensland; (Code Y).

Tilden, Noel. *Boys with their shanghais at Mowanum Old Site 1964* <photographs in AIATSIS Library, Canberra, A.C.T.>, McCaffrey Collection. Mowanum, Western Australia [place of origin], 1964.
# shanghai; * Western Australia.

# play; * Central Australia; MacDonald Downs; (Code C).

# play; * Australia.

# string figures; * Australia.

# string figures; * Australia.

# ball games; football - [pulja]; hairstring ball artefact; * Yuendumu; Northern Territory; Warlpiri; (Code C).

# ball games; football - [pulja]; hairstring ball artefact; * Yuendumu; Northern Territory; Warlpiri; (Code C).

# spinning seed pods; * Yuendumu; Northern Territory; Warlpiri; (Code C).

A.C.T.>. Doomadgee, Qld. [place of origin], 1933-1952.
# swimming; * Doomadgee; Queensland; (Code Y).

# children's play; * Tiwi; Melville Island; Northern Territory; (Code N).

Tweedie, Penny (coll.). *Boys with tin can 'speed machines', Murwangi, N.T.*<photograph at AIATSIS, Canberra, A.C.T.>. Murwangi, Northern Territory [place of origin], 1978.
# rollers; * Murwangi; Arnhem Land; Northern Territory; (Code N).

Tweedie, Penny (coll.). *Dhartangu playing cards with his wife and other members of the family. Dhartangu is No. 1 elder of the Liagaliawumirri* <photograph in AIATSIS, Canberra, A.C.T.>. Ramingining Settlement, Arnhem, Northern Territory [place of origin], 1978.
# card playing; * Ramingining Settlement; Arnhem Land; Northern Territory; (Code N).

Tweedie, Penny (coll.). *Kid demonstrates a bush toy 'windmill' made from pandanus* <photographs in AIATSIS, Canberra, A.C.T.>. Dipirringur, Arnhem Land, Northern Territory [place of origin], 1978.
# toy windmill; * Dipirringur; Arnhem Land; Northern Territory; (Code N).

Tweedie, Penny (coll.). *Kids playing in the bush after a fire* <photograph in AIATSIS, Canberra, A.C.T.>. Ramingining area, Northern Territory [place of origin], 1978.
# children's play; fire play; * Ramingining; Northern Territory; <Yolngu>; (Code C); (Code N).

# playing; * Murwangi; Arnhem Land; Northern Territory; (Code N).

# ball game; * Ramingining Settlement; Arnhem Land; Northern Territory; (Code N).

Tweedie, Penny (coll.). *The Yolngu of Arnhem Land – Artists and other elders passing on their skills and culture to a younger generation* <slides in AIATSIS, Canberra, A.C.T.>. Ramingining area, Northern Territory [place of origin], 1995-1996.
# children's play; * Ramingining; Northern Territory; <Yolngu>; (Code C); (Code N).

Tweedie, Penny (coll.). *The Yolngu of Arnhem Land – community portraits and daily activities* <photographs in AIATSIS, Canberra, A.C.T.>. Various locations in Arnhem Land and Queensland [places of origin], 1996 (Nov.).
# children's play; * Northern Territory; <Yolngu>; (Code C); (Code N).

van der Leeden, Alex C. (coll.). *Spear throwing competition* <photograph in AIATSIS, Canberra, A.C.T.>. [n.p.], 1940.
# spear throwing; * Australia.

van der Leeden, Alex C. (coll.). *Ceremonial activities, sites and material culture in the Rose River region of East Arnhem Land* <photographs in AIATSIS, Canberra, A.C.T.>. Walker River region, and Rose River region of East Arnhem Land, Western Australia [places of origin], 1964-1965.
# children's play; * Walker River region; Rose River region; East Arnhem Land; Western Australia; (Code K).

# children's play; * Bathurst Island; Melville Island; Northern Territory; <Tiwi>; (Code N).

Venbrux, Eric (coll.). *Art, material culture, portraits, flora, fauna and environment on Bathurst and Melville Islands* <slides in AIATSIS, Canberra, A.C.T.>. Bathurst and Melville Islands, N.T. [place of origin], 1990.
# card games; children's play; * Bathurst Island; Melville Island; Northern Territory; <Tiwi>; (Code N).

# rollers; games; * Bamaga; North Queensland; (Code Y).
Weichart, Gabriele (coll.). *Bush trips and art production in the Alice Springs area* <photographs in AIATSIS, Canberra, A.C.T.>. Alice Springs area, N.T. [place of origin], 1992 (Oct.-Dec.). # swimming; * Alice Springs; Central Australia; (Code C).

White, Isobel M. (coll.). *Boy throwing a boomerang* <photograph in AIATSIS, Canberra, A.C.T.>. Yalata, South Australia [place of origin], 1969. # boomerang throwing; * Yalata; South Australia; (Code L).

White, Isobel M. (coll.). *Women's research expedition to South Australia: child's play and string making* <slides in AIATSIS, Canberra, A.C.T.>. Yalata, South Australia [place of origin], 1972. # children's play; * Yalata; South Australia; (Code L).

White, Isobel M. (coll.). *Women's research expedition to South Australia: children, string figures and community portraits* <slides in AIATSIS, Canberra, A.C.T.>. Yalata and Ceduna, South Australia [places of origin], 1972 (June). # string figures; children's play; * Yalata; Ceduna; South Australia; (Code L); (Code C).

White, Isobel M. (coll.). *Yalata Women* <slides in AIATSIS, Canberra, A.C.T.>. Yalata and Ceduna, South Australia [places of origin], 1972 (June). # string figures; * Yalata; South Australia; (Code L).

White, L. (coll.). *Card game* <photograph PH0296/0005. Item held by the Northern Territory Library and Information Service, Darwin, N.T.>. Barkly Tableland, Brunette Downs, Northern Territory [place of origin], 1935. # card games; * Barkly Tableland; Brunette Downs; Northern Territory; (Code N).

Williams, F. *Aborigines prepare for spear throwing contest at sports day at Yirrkala Methodist Mission* <photo N3492.05 and N3492.06 in AIATSIS, Canberra, A.C.T.>. Yirrkala, N.T [place of origin], 1960. # spear throwing; * Yirrkala; Northern Territory; (Code N).

Williams, F. *Fire-making contest at sports day at Yirrkala Methodist Mission* <photo in AIATSIS, Canberra, A.C.T.>. Yirrkala, Northern Territory [place of origin], 1960. # fire making; games; * Yirrkala; Northern Territory; (Code N).


Williams, Otis. *Children playing football* <photo in AIATSIS, Canberra, A.C.T. AIATSIS Audiovisual Archive staff visit to Fitzroy Crossing>. After 200 Years Project. Fitzroy, Western Australia [place of origin], 2007. # children playing football; * Fitzroy Crossing, Western Australia; (Code W); (Code A).

Wilson, A. *Playing sport, men dancing, men with spears, man demonstrating spear throwing technique to younger man* <photo in AIATSIS, Canberra, A.C.T.>. [n.p.], 19--. # spear throwing; * Australia.

Wilson, E.H. (coll.). "Blackfellow's cemetery N.A." [boys playing on old pukamani poles, info from Fred Grey] <photograph in AIATSIS, Canberra, A.C.T.>. Bathurst Island, Northern Territory [place of origin], 1930s. # cemetery playing - pukamani poles; * Bathurst Island; Northern Territory; (Code N).

Wilson, E.H. (coll.). *Group Aborigines playing cards* <photograph in AIATSIS, Canberra, A.C.T.>. Darwin, N.T. [place of origin], 1930s. # card playing; * Darwin; Northern Territory; (Code N).

Wright, Paul. *Motor car toys, Arnhem Land* <photograph in AIATSIS, Canberra, A.C.T.>. 1995. # rollers; * Arnhem Land; Western Australia; (Code W).
### SOUND


- # string game; play; * Australia.


- # children's games; * Pilbara; Western Australia; (Code W).

### A


- # toy trains; wheeled toys and rollers; * Cummeragunja; Victoria; (Code S).

### B


- # mud games; ball games; * Brewarrina; New South Wales; (Code E).


- # songs; string figures; * Torres Straits; (Code To).

Bessie Ejai, (singer) and Bowern, Claire L. (dep.). *Narratives and songs in Bardi language from One Arm Point, Broome, W.A.* <tape recording in AIATSIS, Canberra, A.C.T.>. One Arm Point, Western Australia [place of origin] 1999.

- # swimming; * One Arm Point; Broome; Western Australia; (Code K).


- # making boomerangs; throwing - boomerangs; * Australia.


- # childhood; amusements; play; songs for fun; gum leaf playing; corroboree; * Cummeragunja; New South Wales; (Code D).

### C


- # play songs; * Australia.


- # games; * Balgo; Western Australia; (Code A).

### D


- # play about corroboree; * South Australia; Central Australia; Ooldea; (Code C).


- # sports; football; * Maningrida; Northern Territory; (Code N).


Eickelkamp, Ute (coll.). Oral histories of Ernabella with a focus on women's art <tape recordings in AIATSIS, Canberra, A.C.T.>. Pukatja and Ernabella, South Australia [places of origin]. 1995. # children's games; * Pukatja; Ernabella; South Australia; (Code C); (Code L).

Ellis, A.M. and Ellis, Catherine J. (colls.). Australian Aboriginal songs <42 tape sound recordings: ORAL TRC 162>. National Library of Australia, Canberra, A.C.T., 1962-63. # children's lullaby; traditional lore; * Ooldea; South Australia; (Code S).


Hartwig, M.C. Yuendumu, Northern Territory. Walbiri. Secular Playabout Ceremonies <manuscript and tape recording in AIATSIS, Canberra, A.C.T.>. 1971. # games; dance plays; * Yuendumu; Northern Territory; <Walbiri>; (Code C).


Kartomi, Margaret J. (coll.). Traditional songs and stories from Yalata and Bidinga <tape recordings in AIATSIS, Canberra, A.C.T.>. Yalata and Pidinga, South Australia [places of origin] 1969. # children's games; games; * Yalata; Pidinga; South Australia; (Code C); (Code L).


Knight, Olive (English reading by), Doonday, Bessie and Billiluna, Boxer (Walmajarri readers), and [by Mulan storytellers]. Minya manpangu marnu yapajangka = stories from our childhood: in Walmajarri and English <sound recording and
Lawrie, Margaret. Murray Island, Torres Strait – String figures <tape recording A1936 in AIATSIS, Canberra, A.C.T.>, 1970. # string figure song; * Murray Island; Torres Straits; (Code To).

Lawrie, Margaret. Children’s songs and games from Saibai Island <tape recording 01997 in AIATSIS, Canberra, A.C.T.>, 1971. # games; hide and seek; string figure song; * Saibai; Torres Straits; (Code To).

Lawrie, Margaret. Dauan, Murray Island, Boigu, Torres Strait <tape recording A2414 in AIATSIS, Canberra, A.C.T.>, 1971. # children’s songs; string figure songs; * Dauan, Murray Island; Boigu, Torres Straits; (Code To).

Lawrie, Margaret. Murray Island, Torres Strait – Game songs <tape recording A1934 in AIATSIS, Canberra, A.C.T.>, 1970. # string figure song; * Murray Island; Saibai; Boigu; Torres Straits; (Code To).

Lawrie, Margaret Elizabeth. Torres Strait Island songs and chants <tape recordings 002532-002434 in AIATSIS, Canberra, A.C.T.>, 1972. # games; chants; games language; string figure song; * Murray Island; Torres Straits; (Code To).

Lawrie, Margaret Elizabeth. Eastern Torres Strait songs <tape recordings 01934-01936 in AIATSIS, Canberra, A.C.T.>. Torres Strait [place of origin], 1970. # games; chants; games language; string figure song; * Murray Island; Torres Straits; (Code To).

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# children's games; * Pilbara; Western Australia; (Code W).

# play; bush games; football; * Wadeye; Northern Territory; (Code N).

# recreation; games; traditional football; * Maningrida; Northern Australia; (Code N).

# music; children's songs; children's games; * Central Australia; (Code C).

# children's games; * New South Wales; Queensland.

# children's games; * Tilba; South Coast of New South Wales; (Code S).

# games; * Kempsey; New South Wales; (Code E).

# children's play; songs; * Balgo; Tanami Desert; Western Australia; (Code A).

# games; * Minyeri/Hodgson Downs; Northern Territory; (Code C).

# children's games; games; * Bulgandramine Mission; New South Wales.

# musical instruments; singing; * Western Australia; Cape York; Queensland; Torres Strait Islands; (Code W); (Code Y); (Code To).

# recreation; swimming; * Wadeye; Northern Territory; (Code N).

# recreation; childhood games; * New South Wales; (Code E).

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**A-E**

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**T-Z**

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A-G

# canoe; swimming; sand games; singing games; singing; string games; ball games; defending games; kicking game; hand games; hide and seek; snake game; tug-o-war; mock fighting; insect games; running; pet; swinging; spinning tops; wind toy; leaf plaiting; drawing; mimic; * New Guinea; Torres Strait; (Code To).

# dancing; spear throwing; ball games; moving target; tug-o-war; swimming; diving; jumping; sand games; leaf games; counting; toy weapons; bow and arrow; * New Guinea.

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# games; * Torres Strait; Papua New Guinea; (Code To).

# singing; hand games; fan game; * Torres Strait; Papua New Guinea; (Code To).

# string figures; * Papua New Guinea

# ceremonies; clan; spinning tops; singing; ball games; hockey; toys; toy weapons; music toys; tug-o-war; string games; dancing; kites; wind toy; hide and seek; blindfold game; mimic; stories; * Murray Islands; Torres Strait Islands; British New Guinea [Papua New Guinea]; (Code To).

I-K

# string figures; * Papua; Torres Straits; (Code To).

# string games; * Papua New Guinea; Torres Strait; (Code To).

# stories; play; * Papua New Guinea; Torres Strait; (Code To).

# sand games; drawing; hand games; string games; insect games; marbles; toy canoe; swinging; see-saws; tug-o-war; skipping; * Papua New Guinea; Torres Strait; (Code To).

# games; * Papua New Guinea; Torres Strait; (Code To).

M

# warfare; bow and arrow; weapons; club; spear; canoe; hunting; fishing; * Torres Strait Islands; Papua New Guinea; (Code To).

N-Q

# string figure; * Papua New Guinea; Torres Strait; (Code To).
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S


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Whittaker, M. 'Out of Papua'. *The Australian Magazine*, vol. 53, 1998. # string games; singing; dancing; ceremonies; hand games; hockey; photographs; * Papua New Guinea; Torres Strait; (Code To).

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Wollaston, A.F.R. *Pygmies and Papuans: the Stone Age to-day in Dutch New Guinea*. John Murray, London, U.K., 1912. # tug-o-war; skipping; sand games; ball games; throwing; water games; mimic; mock fighting; playabout; canoe; toy canoe; leaf games; wind game; running; defending; toy weapons; bow and arrow; dancing; jumping; fire games; teasing games; mud games; races; snake game; leaf plaiting; marbles; string figure; * Torres Strait Islands; New Guinea; (Code To).

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leaf game - [tjebudja]  
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leap frog  
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making faces/grimaces  
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play - collecting plums
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play - insolence to adults
play - jumping high in air
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play masks
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play roles
play similar to white children
play songs
play spears
play stick
play when left in camp
play wigs
play with clam shell
play with tin drums
play with toy canoe
playabout corroboree
playful stone throwing
playground
playground games
playgrounds

**playing**
- boomerang
- pet dog
- tap water
- playing and breastfeeding
- playing and collecting bush food
- playing balls
- playing didgeridoo - [yidaki]
- games
- 'ghost'
- horses
- in cubby houses
- in dug trenches
- in floodwaters
- in house ceilings
- in sea
- in trees
- in tunnels
- in water
- water - splashing
- on a jetty
- sport
- stick
- stick, model canoe
- tricks
- with bent over tree
- with donkeys
- with frogs
- 'little hairy man'
- with mirrors
- with small bushes
- with sticks
- with tyres
- play-stick

play-stick - [kangaroo rat] - [weet-weet]

**playthings**

**pleasure**
pleasure from climbing trees
pleasure from singing
pole climbing
porpoise legend
porpoises
porpoises and fishing
practice single combat skills of taking in turns to hit
- stick fights and jab spears into thighs as well
pranks
pretend play
pretend play - ghost
propellors
pulling object with a rope play - 'towing the line'

**punishment**
punishment game
punishment game - 'Grandmother'
pushbikes
rabbit hunting
rabbit hunting for fun
races
racism and play
racism in sport
raft
rag doll
rattles
raw materials

**recreation**
recreation - card games
recreation - gambling
recreation - watching TV
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recreational and performing arts games
recreational fishing
recreations
reinventing traditional sport
relations of sand stories to children's literature
returning boomerang
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riding and pretend horse
riding donkeys
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roarer
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rock climbing
rodeo
rodeos
roll in a tyre
roller games
rollers
rolling game - [koolchee]
rolling hoops
rolling tyres
rounders
rude rhyme
run and jump like kangaroos, play with younger children

running
running and playing
running around
running game - [eda]
sack races
sail boat racing
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sand and shell model turtle
sand drawing
sand drawing tracks
sand drawings
sand figures
sand games
sand patterns and games
sand play

sand sculptures
sand stories
sand storytelling and children’s perceptions of themselves
sand storytelling game
sandhill play
school sport
school sports
schoolyard games
schoolyard games seasons - marble, - knucklebone, - skipping, - elastic band
schoolyard play
schoolyard games
see-saws
segregation
sense of humour

sex games
sex separation in play
sex teasing
shake-a-leg dance
sham fighting (blunted grass) and also with porcupine grass which sticks into the skin

sham fights
sham fights - [nathamoodlu]

shanghais
shanghais - [ging's]
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shell games
shields
shooting
shooting air rifle
shooting grass - [boerdth]
shooting grass spears - [boerdth]
shooting star watching

singing
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singing games
single overarm stroke

single overarm swimming
skidel game
skill
skill practice

skills
skills admired
skin diving

skipping
skipping rope
skipping ropes
skipping with a vine
skittles
sleeping game - 'spirits'

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sliding - [muru katirauka linija]
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sling shots - (shanghais)
slingshots
smoke
snake game
soccer
soccer - football
social categories as a game

social gatherings
social gatherings - games
socialisation
softball
songs
songs for fun

spear
spear and nulla nulla making
spear dodging
spear fights and battles
spear game
spear game - dodging
spear games
spear making
spear the disc
spear throwing
spear throwing - [witta]
spear throwing competitions
spear throwing contest
spear throwing contests
spear throwing practice
spear throwing skill
spears
spectating at fights
spectators at fights
spinning discs
spinning seed pods

spinning top
spinning tops
spirit play man when ill

sport
sport - Australian football
sport - Australian football, - basketball
sport - Australian football, - cricket
sport - Australian rules
sport - basketball
sport - basketball, - boxing, - Australian football
sport - boxing
sport - boxing, - football
sport - cricket
sport - cricket, - football
sport - football
sport - football, - ball games, - marching, - athletics, - cricket, - softball
sport - football, - boxing
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sport - football, - soccer
sport - hockey, - athletics
sport - hockey, - cricket, - football, - boxing
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sport - lawn bowls
sport - netball
sport - rounders, - cricket, - football, - baseball
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sport - running
sport - running, - rugby league
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sports carnival - running, - ball games, - tug-of-war
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sports facilities
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stick game
stick play
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stick throwing
stockman's game - mumblepeg
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stone game
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stone spinning top
stone throwing
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story game
storytelling
storytelling and dance
storytelling and talking
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string
string balls
string figure
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string figure - [cudg] - [cat's cradle]
string figure - [cat's cradle]
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string games - [wame]
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string games and tricks
survival skills - observation
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swimming
swimming and diving
swimming games
swimming logs
swimming raft
swing
swing on stick
swinging
swinging from branches
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tackling
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talking
talking in lingo to birds
taming porpoises
taunting in sport
teaching to swim
teams

**teasing**
teasing games
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test of strength
thigh quivering
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throwing - [kolap]
throwing - [nulla nulla]
throwing - boomerang
throwing - boomerang - [kylie]
throwing - boomerang, - [nulla nulla]
throwing - boomerang, - dart
throwing - boomerang, - saucer, - dart
throwing - boomerang, - spear
throwing - boomerang, - spear, - club, - [nulla nulla]
throwing - boomerangs
throwing - club
throwing - club, - [nulla-nulla]
throwing - club, - spear, - boomerang, - [nulla-nulla]
throwing - spear
throwing - spear - [Currum-currum]
throwing - spear - [gorri]
throwing - spear - [matamoodlu], - boomerang
throwing - spear, - [nulla nulla]
throwing - spear, - boomerang
throwing - spear, - boomerang, - [nulla-nulla]
throwing - spear, - boomerang, - club
throwing - spear, - boomerang, - club, [nulla-nulla]
throwing - spear, - club
throwing - spear, - club, - stick
throwing - spear, - club, - 'waddie'
throwing and catching game
throwing and catching game - [way]
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throwing bark sticks
throwing contests
throwing game

**throwing spears**
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throwing stick - [cookera]
throwing stick - [kukuru]
throwing stick - [kultjera]
throwing stick - [weet-weet]
throwing stick - [weet-weet], - spear
throwing stick - [widji-widji]
throwing stick - [witch witch]
throwing stick - [wit-wit]
throwing stick - [kangaroo rat]
throwing stick - 'kangaroo rat' - [weet-weet]
throwing stick - 'playstick'
throwing sticks - [weet weet]

**top spinning**
top spinning contests
top spinning songs
tops
tournament - [prun]
town camp games

**toy**
toy aeroplane
toy artefacts
toy axe
toy axes
toy bark and wood coolamons
toy bark boomerangs
toy bark shields
toy boat
toy boats
toy boomerang
toy boomerangs
toy bow
toy bows and arrows
toy canoe
toy canoes
toy club
toy collecting bags
toy dolls
toy dugong rib rainbow serpent
toy gun
toy implements
toy making
toy mask
toy masks
toy metal and wood digging sticks
toy motor cars
toy mouse
toy nest
toy parachutes
toy plane
toy racing boats
toy raft
toy rafts
toy rollers
toy sailboat
toy shield
toy shields
toy spear
toy spear throwing
toy spearing on another indiscriminately - spear
stick in skin
toy spears
toy spears - [dikun]
toy spearthrower
toy stick propellor
toy throwing stick - [weet-weet]
toy trains
toy trap
toy trucks (rollers)
toy weapons
toy whistle
toy whistles
toy windmill
toy wooden pigeon
toy woven boomerang
toys
toys - pandanus knotted playthings, - dried gourd spinning tops
toys and games
toys and playthings
toys and playthings - game artefacts
toys from discarded materials
tracking
tracking and chasing donkeys
tracking animals
tracking games
tracking skill
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traditional football
traditional games
traditional games and pastimes
traditional life and gambling
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traditional recreation
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water games

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wrestling - [Kari-Woppa]
wrestling competitions
wrestling on piggy back
yarning and talking
youth
yo-yos
SELECTED LIST OF INDIVIDUAL AUTHORS OR CONTRIBUTORS

Abbie, A.A.
Abraham, A. Johnston
Adams, Eleanor
Adams, R.J.L.
Adler, L.L.
Agius, Josie recorded by Pitcher, Gwen
Agius, Y.
Aikin, Hamilton (prod.)
Aiston, George (coll.)
Akerman, G.
Akerman, Kim
Aklif, G. (comp.)
Allam, Lorena
Allen, Harry
Allen, Lindy
Altman, Jon C. (coll.)
Amery, Rob
Ampetyane, Eileen
Anderson, Hazel
Andrew, S. (colls)
Andrews, Alan
Angas, George F.
Angas, Marjorie Alice
Anu, Christine
Appleton, Lilla Estelle
Armstrong, F. (comp.)
Armstrong, Judith (translated by)
Arnold, B.
Arthur, J.M.
Ash, Anna
Atkinson, John 'Sandy' (maker)
Austin, P.
Baglin, Douglass
Bagnall, Jack
Baker, Richard (coll.)
Bale, John
Balfour, H.R.
Bani, M.
Bardon, Geoffrey
Bardon, James
Barker, Collet
Barker, Jimmie
Barker, June
Barker, Roy (dep.)
Barrett, M.J.
Bartlett, Anne
Basedow, Herbert
Bates, Daisy M.
Batty, David
Bayet-Charlton, Fabienne
Beckett, Jeremy
Beetson, Arthur (Artie)
Bell, Diane
Bell, Jeanie

Bennett, Kirsty (pres.)
Beresford, Quentin
Beresin, Anna
Berndt, Catherine H.
Berndt, Ronald M.
Berney, Henri-Maurice
Berry, John W.
Berry, Rosalind
Bessie Ejai, (singer)
Best, Elsdon
Bett, Henry
Bickford, Anne (research)
Biernoff, D.C. (coll.)
Birch, Reginald
Bird, Carmel
Birdsell, Joseph B.
Birtles, Francis
Bishop, Mervyn
Blake, B.J.
Blakeney, Lavanda Gordon (Ben)
Blandowski, Wilhelm von.
Blew, Reg
Bolton, A.T.
Borchardt, Frederick T
Bowe, Heather J.
Bowern, Claire L. (dep.)
Bradley, J J
Brady, Maggie
Brayshaw, Helen
Breeden, Stanley
Brierly, Oswald W.
Briggs, James
Briggs, Sophie
Briggs-Smith, Noeline (researched by)
Britain, lan
Brock, Julianne D. (coll.)
Brodie, Mary-Anne [as told to]
Brogan, Thecla (comp.)
Broome, Richard
Brown, Anthony J.
Brown, W.J.
Browning, Daniel (pres.)
Bruce, Linda
Bruce, R.
Bryson, lan
Buchan, R
Buck, Ronnie [interviewee]
Bukulatjpi, Dipililinga (Marika)
Bunce, Daniel
Burbank, Victoria Katherine
Burchill, Agnes
Burton, Rev. Cannon A. (coll.)
Butler, Bryan (phot.)
Butler-Bowdon, Teresa
Byrne, Denis (eds)
Cadzow, Allison
Calder, J.E.
Poulter, Jim
Power, Dom Chris
Praed, Rosa
Pratt, Bruce W. (ed.)
Preece, Cilia
Presland, Gary
Price, Weston A.
Prior, Chasity
Pritchard, Katharine S.
Probert, Martin (comp.)
Pryor, Boori (Monty)
Purcell, Leah
Quiggin, A. Higston
Quilliam, Wayne (photographer)
Quisenberry, Kay (coll.)
R. Horsman (eds)
Ramsay, E.G. (comp.)
Ramsland, John
Randall, Bob
Ratajczak, Richard
Ray, Sidney. H.
Read, Jay (coll.)
Read, Peter
Reese, L.R. (coll.)
Renard, Gaston
Reser, Joseph P.
Rewi, Poia
Reynolds, Henry
Richard Ratajczak
Rigney, Darly
Rigney, Lester H.
Riley, Derwent
Riley, Sharon (comps)
Rishbeth, Kathleen
Ritchie, J.
Rivers, W.H.R.
Roach, Archie
Roach, C.G.
Roberts, D.A.
Roberts, David (dir)
Roberts, Paul (prods)
Robinson, Eunice [interviewed by Inge Riebe]
Robinson, G.A.
Robinson, Michael. V.
Robinson, Roland
Rockchild, Liesl
Röhlem, Géza
Rose, Deborah Bird (coll.)
Rose, Lyndon
Rose, Ronald (coll.)
Ross, Helen (coll.)
Ross, Malcolm
Roth, H. Ling
Roth, Walter E.
Rothwell, Nicolas
Roughsey, Elsie (Labumore)
Rowlands, J.M.
Rowlands, R.J.
Rowling, L.
Russell, A.
Samuel, Shumack (eds)
Sandall, Roger
Sargeant, Kenneth D.
Satterthwait, L.
Saunders, Keith B.
Secombe, Titta
Schilling, Kath
Schomberg, Junius Wilfred (coll.)
Schramm, Alexander
Schurmann, C.W.
Scott, Kim
Scott, Shirley Margaret
Scott, W.N.
Seaggrave, John (writer, dir, and prod.)
Seal, Graham
Seeger, Richard
Segall, Marshall H.
Sexton, Mike (rep.)
Shaw, Bruce (coll.)
Shaw, Paula
Shepherdson, H.U.
Sherman, M. A. (ed)
Shilton, T.R.
Shishido, Y.
Shnukal, Anna
Shoobert, Joanne
Shumack, J.E.
Shumack, Samuel
Shuter, Patricia E.
Silberbauer, G.B.
Simon, Bill
Simon, Ella
Simon, Mark (eds)
Simpson, Jane
Sims, Bruce
Sims, Michael
Skeene, George
Smith, Amanda (pres.)
Smith, Brian
Smith, Heide
Smith, Margaret (coll.)
Smythe, Dermot M.
Snouffer, Chet
Sommer, Bruce A. (phot.)
Sorenson, E.S.
Stanley, G.A.V.
Stanner, W.E.H. (coll.)
Stephen, Matthew
Stevens, Nessa
Stewart, Bob
Stewart, Liddy
Stockdale, Harry
Stocker, E.O.
Stocks, Gary
Woods, James Dominick (comp.)
Wrathall, Deslea
Wright, Edie
Wright, Paul
Yashchenkov, A.L.
Yunupingu, Birrpunu
Yunupingu, Mandawuy
Yuwali (Janice Nixon)
The original inhabitants of Australia, the Aborigines, had their own traditions of sport. There were many forms of physical contests when bands met: wrestling, spear-throwing contests, sham fights, primitive forms of football involving possum-skin balls, spinning discs and stick games.


Aboriginal and Torres Strait Islander cultures, past and present, display a rich diversity of games. Before white settlement traditional games were undertaken by all cultural groups and allowed for inter-generational social interactions. Special cultural standards were applicable to some traditional games. The experiences provided through involvement in traditional games shaped individual knowledge, skills and understanding in many different areas of the culture of a group. For example, hunting expeditions provided the opportunity to learn about and the relationship to animals as resources and ‘pets’ while some punishment games reinforced individual and group roles and cultural standards. The oral tradition of the various cultures and the role of language, especially through songs, was an important component in many traditional games. Similar traditional games evident in Australia exhibited regional variation in forms and other original characteristics and therefore provided a more unique and specific cultural identity to particular cultural groups.

Since European colonisation there has been a record of cultural disintegration and loss of traditional games within Aboriginal and Torres Strait Islander cultures. Because of the information available a study of the traditional games culture heritage or cultural expressions of the First Australians can provide a means of investigating cultural change. The traditional games that still persist are often those that have been able to adapt most to changing conditions.

The traditional need for fairly high levels of physical activity, the involvement in sport developed by colonists partly as a ‘civilising’ medium, and the interest and the aptitude of Aboriginal and Torres Strait Islanders has contributed towards their current participation in various sports. The ability of many Aboriginal and Torres Strait Islanders to perform at a high level in many sports is now an accepted part of Australian sport.

A study of the traditional games is an important part of the cultural, social and historical record of a country. A Bibliography of the Traditional Games of Australian Aboriginal and Torres Strait Islander Peoples has sought to outline information related to the traditional games of the Australian Aboriginal and Torres Strait Islander peoples and to present a detailed bibliography of references.

Over an extended period of time research collected and documented an extraordinary number and variety of the traditional games of Aboriginal and Torres Strait Islander cultures. Although the main focus has been on information derived from more ‘traditional' Aboriginal and Torres Strait Islander cultures an extensive amount of information on traditional games in contemporary Aboriginal and Torres Strait Islander cultures has also been researched and outlined.

In completing this work it is acknowledged that some of the processes of researching and compiling information could have been refined and improved on and greater accuracy involved. However, a key factor made involved in such a large undertaking was the amount of time involved.

A key component of this publication is a key-worded and coded bibliography of references related to traditional games. It is hoped that the bibliography will be an invaluable contribution towards a knowledge and understanding of traditional games and will develop awareness of the rich heritage of Aboriginal and Torres Strait Islander cultures and their contribution to Australian identity.

Ken Edwards
Additions, corrections, comments and inquiries are cordially invited. Please send them to: ken.edwards1511@gmail.com
Tinderbeek tilletkerrin?
All done (with) play
(Language of the Western people of Victoria)
A Bibliography of the Traditional Games of Australian Aboriginal and Torres Strait Islander Peoples