



Australian Government
Australian Sports Commission



Wana

Young noongar (or nyungar) girls in the south-west of Western Australia played this game. A short piece of stick was placed on the ground to represent a *nhoba* (baby). Each girl had to defend her child from the *wanas* (digging sticks) of the other girls.

What you need

- > Tennis balls to throw – alternatively, coloured softball sized airflow balls work very well and are useful when several games are played side by side.
- > Rounders bat, racquet ball racket or small cricket bat as a wana.
- > A set of wickets, a skittle or large plastic bottle with some sand in the bottom as the *nhoba* (baby).
- > Large hoop (or alternative) around the *nhoba* – the batter may not step in this area.
- > Rope or markers to define a 3 metre circle which defines the batter's area.



What to do

- > Players are placed as shown.



FIELDERS

- > On the signal to start, a player with the ball attempts to hit the *nhoba* with an underarm or sidearm action – below shoulder height.
- > Players may throw the ball to another player to have a throw.
- > Throwers are allowed to baulk but cannot delay a throw.

- > Balls can be retrieved from within the batters circle but can't be thrown from there – they must return to the larger playing area.
- > The player who is able to hit or knock over the *nhoba* becomes the new batter.

Batter with wana

- > The batter with the wana attempts to hit or tap the ball away. The player's body cannot be used to block the ball.
- > The batter is out – if caught on the full (a variation is to require the ball to be hit above waist height) – the batter hits or knocks over the *nhoba*.
- > The game may be played with a set batting order and players are not out until they hit at least one ball.

Scoring

- > Play as an individual challenge with players rotating.
- > Play as a competitive game with two teams. Each player scores point for hits and these are added to the team total.



LESSON LINK

Wana is a fast moving striking and fielding game with all players provided an opportunity to bat and bowl.

SESSION PLANS

Combo > Start out WC 10c + Get into it SF 04 + Get into it SF 05
Mixed combo > Start out CP 02b + Get into it TG 06 + Get into it SF 05

change it...

Change it

- > Increase the challenge by introducing a second ball. Players should throw the ball as soon as they field it and must not wait until two balls are in hand.
- > Require a bounce on the ground if a wicket is used.

- > Vary these according to ability levels – size of the nhoba, size of throwing objects, distance of fielders from nhoba, type of bat.

Safety

- > If 2 balls are used, play must stop if a fielder wants to field a ball from the batter's circle. The fielder must signal an intention to field the ball and the game stops until the fielder is back in the playing area.

