

wittchim

'witt-chim'



SCHOOL
YEARS
4-6

SCHOOL
YEARS
7-9

SCHOOL
YEARS
10-12

Background

In Victoria, a corroboree game was played by different groups. Depending on the area it was played in it was called *tarratt* or *wittchim*.

Short description

The game consists of stalking a feather, in imitation of hunting an emu. It is recognised that individuals will hunt in different ways.

Game play and basic rules

- A feather is tied to the end of a long stick, which is held by a player in the centre of a large circle of players. The performer, who is dressed in a corroboree costume, enters the circle with a shield and boomerang, and moves around the circle for a few minutes with his or her eye on the feather.
- The player crouches and runs in imitation of stalking the emu and finishes by bending over and touching the feather.

- After the performance another player has a turn. This continues until all competitors have gone through the same movement. The contest is conducted in silence.

Scoring

Traditionally a number of judges decide on the best performance and present the winner with the feather. The winner is expected to repeat the performance and present the feather to the other competitors as a compliment and as a way of dissolving any feelings of jealousy.

Variation

- Create a competition with each player allowed only 2-3 minutes to complete his or her performance.

Suggestion

This could be included in performing arts courses.

Comment

Similar games to this one were played in a number of areas. Acknowledgment of the traditional origin of this activity and the nature of dance and music in traditional cultures should be made each time it is undertaken.

Teaching points

- Players as individuals and small groups should work together to rehearse their performances.



Imitation emu