Zimbabwean Children Games

Played By

The children of the St. Rupert Mayer Primary School

Hwishu
Pada
Tsoro
Nhodo
Bvutu
Rakaraka

www.jesuitmissions.org.uk
Hwishu

**Equipment:** large ball

**Players:** two teams

**Description:**
The players stand anywhere within their own team’s half of the playing area as shown on the diagram below. Only the pitcher and the kicker are in their respective circle. The pitcher throws the ball over the marked line to the kicker of the other team. The kicker who will be standing in her/his circle kicks the ball back to the other team’s side. Then the kicker runs from the circle area to the mark line (C-D) and back as often as possible until one of the other team catches the ball. Every run counts 5 points.

If the kicker misses, s/he is given two more chances to kick. If s/he misses a third time the teams change sides. The pitcher becomes the kicker and vice versa. This goes on until a team makes 100 points. Then the game ends.

**Scoring:** The first team to reach 100 points are the winners.

**Rules:**
The game can be played by 10-15 players aside.

**N.B:** Hwishu is a Shona name meaning the action of the foot missing the ball.

**Diagram:**

![Diagram of Hwishu game setup](image-url)
Equipment: one flat stone and ground markings

Players:
Two teams of three to five players each. But the number of teams can be increased up to seven; however the number of players in each team should become less.

Description:
The first player stands in the first two boxes with feet astride facing the boxes in front of them. S/he throws the flat stone in box marked 1. S/he hops over the box into box 2 with one leg as well as in box 3. S/he hops into boxes 4 and 5 legs astride at the same time. Then s/he hops into box 6 with one leg, then with two in 7 and 8 astride. Then s/he hops turning around in 7 and 8 with feet astride. S/he hops back to the starting boxes. When s/he reaches box 2 s/he stands still on one leg and bends down picking up the stone in box 1. S/he hops over box 1 and steps on two feet astride into the starting boxes. Then S/he turns and faces the boxes as before. Now s/he throws the stone in box 2 and repeats the process. After this s/he throws in box 3 and so forth up to box 8. S/he hopes all the boxes, pick the stone in 8 and returns to the starting boxes. Here the game ends for the player.

Rules:
You are not allowed to hop into the box which contains the stone. If you do, you are out.
The thrown stone should not touch the marked line of the box or go outside the box. When it does it is a penalty then the next player plays.
Stepping on a marking is a penalty.
If a player is out, s/he has to wait his turn.
The team, whose players finish first, has won.

Note: Each box should measure 60cm x 50 cm
Equipment: 48 stones or pebbles

Players: two

Description:
The players put two stones in each of the twenty four grooves. The groves are dug into the ground and should be shallow. The first player picks up stones from any groove. Then s/he goes clockwise dropping one stone in each one of the following grooves. If the last stone or pebble is dropped in a groove in the front line, the player collects the stones in the grooves opposite hers/his, of the other player. If player A’s stones end in the rear line then it is the other players turn. If the stones end in front line in a groove which is empty, then player B continues.

Rules:
The player stops playing if the last stone is dropped in an empty groove. The game is over when all stones or pebbles are collected from opponent’s groove.

Diagram:  

Player A

Rear Line

Front Line

Front Line

Rear Line

Player B
Equipment: one grove on the ground and 20-30 stones

Description:
It can be played by two, three or four people. The players sit around the groove. The one playing throws one stone up into the air and before it reaches the ground s/he must catch it with the same hand. While the stone is in the air the player must take some stones out of the groove with the same hand. S/he throws the stone into the air again, while the stone is in the air the player must push the stones back into the groove except one. The process is repeated again and again until s/he makes a mistake, that is to fail to catch the stone or to return the stones into the groove. Then it is the next players turn.
If one player has managed to remove all stones from the groove, s/he goes to the next level. This means now s/he has to leave out two stones, when pushing them back. After this s/he leaves out three and so on. It can be played up to six.

Rules:
Should be able to throw, remove the stones from the groove and catch the thrown stone with the same hand.
**Bvutu (snatch)**

**Equipment:** Possessions of less value (e.g. sweets, marbles, toys, pen, ruler, etc.)

**Players:** two people

**Description:**
The game is played after an agreement has been reached on what kind of valuables can be snatched. One has to have something in hand which can be snatched off and it becomes his or hers. The valuables have to be of less value. The game is played in the play ground and not during learning hours.

**Rules:**
To snatch not agreed items is not allowed.
Whatever you snatch is yours.
Rakaraka

Rules:

1. Team A is outside as team B is inside the play arena.
2. The aim is to hit your opponents with the ball.
3. If the team B players are in the counting circles they are immune to being hit by the ball. They are only hit when in the four transit or running lines.
4. If the team runs from one circle to the nest it gets 10 marks. If the team reaches 100 marks, it is 1 point.
5. If a player is hit, s/he is out. If a player catches the ball s/he tries to throw it as far away as possible. Now the team can run from circle to circle collecting marks, until the other team fetches the ball.
6. The game ends when all the team members inside are hit and therefore out of the game. And then the teams change sides.
7. A player once out will not rejoin the team.
8. The major aim is to see who get the most points by being fast in running, good at dodging the ball and catching it and then throwing it fare away.
9. The game ends if the agreed number of points is reached, or all players are out.