

# Traditional game – Korbo

**Korbo** - An aiming and target game played in many regions of Ethiopia.

## Age Range

Any Age

## What you need

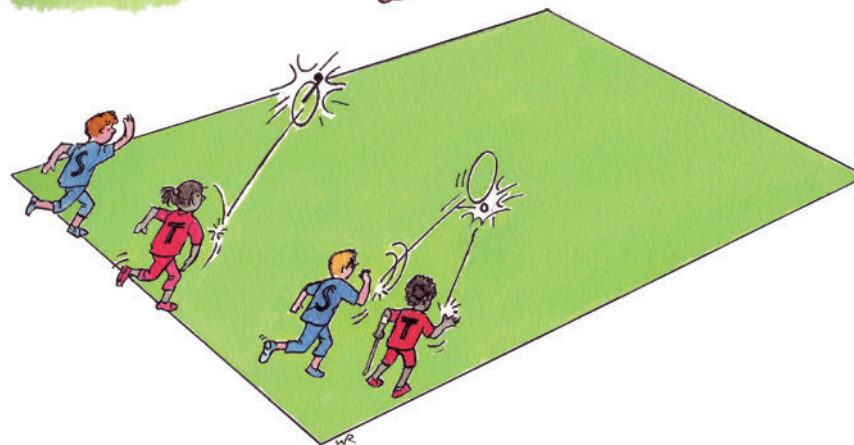
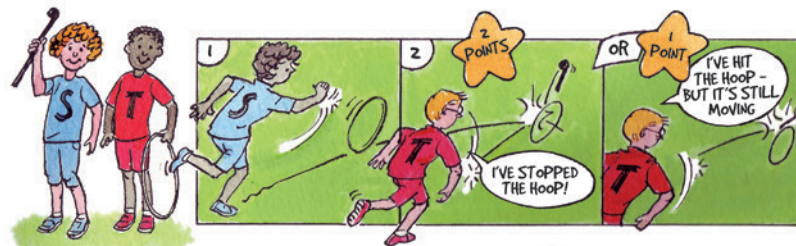
- A hoop or old bike tyre.
- A spear-like stick with blunt ends was traditionally used; however, a small stick, tennis ball or other ball can be substituted.

## How to play – game basics

- Unlimited numbers but played in pairs made up of one sender and one thrower at a time.
- A 15m x 10m playing space.
- The sender rolls the hoop in a straight line across the space but stays at the side until the throw is complete.
- When ready the thrower throws their spear/stick/ball at the rolling hoop from a distance of 10m.
- After three attempts the sender and the thrower change places and the activity is repeated.
- The winner is the player who has scored the most points.

## Scoring

- Two points if the throw stops the hoop.
- One point if the throw touches the hoop but does not stop it rolling.
- Note: of course, the scoring system can be adapted to provide more challenge (for example, only score if the ball goes through the hoop).



## Something to think about

Matching the players in each group according to ability.

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BESO can be applied to adapt or modify the activity as in these examples.

## **tegeBar (Task)**

- Change the ways of throwing; for example, an underarm roll instead of an overarm throw.
- To increase the challenge, the stick must go through the hoop in order to score.

## **hEzebe (People)**

- Increase the number of throwers who play as a team to defeat the hoop sender.
- A vision impaired thrower can be supported by having a partner call or clap from behind the rolling hoop.

## **quSaquse (Equipment)**

- A ball can be used instead of a stick; change the size of the ball to suit the abilities of the thrower.
- A larger, slower hoop makes an easier target, a smaller hoop increases the challenge.

## **bOta (Space)**

- Reduce the throwing distance and widen the rolling distance to give more opportunity to score.
- Extend the throwing distance and reduce the rolling distance to make it harder to score.

## **Safety**

- Senders must remain at the side and throwers at the throwing line.
- No-one enters the target area while the hoop is in motion.

## **How to improve**

- Throwers can be positioned to one side where they can throw as the hoop passes by (rather than beside the sender). As skills improve they can change position.

## **Extension game – Line-up!**

- Players line-up along the side of the playing area behind a throwing line; each has a small ball (like a tennis ball or paper ball).
- The sender rolls a ball along the line – perhaps 5 metres from the throwing line.
- The throwers try to hit the ball as it passes by – how many hits does the team get?
- The speed of the ball can be varied to provide support or challenge.
- A larger ball is easier to hit; a smaller, faster ball much harder.