

The background image shows a group of children in an outdoor setting, possibly a schoolyard or field. They are engaged in a traditional game, with their arms extended horizontally. The children are wearing simple clothing, and the scene is captured in a slightly blurred, candid style. The overall tone is bright and active.

SPORTXCULTURE

CAPTURING
THE
INDIGENOUS
GAMES OF
NAMIBIA

CONCEPT NOTE

A PARTNERSHIP BETWEEN GIZ NAMIBIA AND GOETHE-INSTITUT

Indigenous Games of Namibia

Concept note for a cooperation between

GIZ Namibia S4DA

And

Goethe-Institut Namibia

1. Background on S4DA and the Goethe Institut

The **'Sport for Development in Africa' (S4DA) Regional Project** establishes sport as a tool for achieving development goals in selected African countries on behalf of the **German Federal Ministry for Economic Cooperation and Development (BMZ)**. Building on the great enthusiasm for sport in Africa, the German development cooperation and its African partners have to date, constructed sports grounds, trained coaches, and consulted organisations on fostering youth development through sport in 13 African countries. Currently, S4DA focuses on **promoting development perspectives for children and youth through sport** in six African countries namely; Ethiopia, Côte d'Ivoire, Ghana, Kenya, Namibia, and Senegal.

The **Goethe-Institut** is a non-profit German cultural association promoting the study of German and encouraging international cultural exchange and relations. The Goethe-Institut fosters knowledge about Germany by providing information on German society and culture. In Namibia, the Goethe-Institut provides educational and cultural programs which also includes the exchange of films, music, heritage, theatre and literature.

The Cooperation between S4DA and Goethe Institut

The cooperation between S4DA and the Goethe Institut will see approximately 36 indigenous games of Namibia photographed in 7 regions and exhibited at the Goethe- Institute. The exhibition will be accompanied by a Sport for Development festival with traditional games.

2. Introduction to the concept

Indigenous games, known world-wide as Traditional Sport and Games (TSG) are considered by UNESCO as an intangible, cultural heritage. In the purest sense, they are the games and movements that are traditional to our cultures, and form a significant part of our history, telling the story of our past, and spanning across genders, generations and individual differences like little else can. These games are a chance to enjoy diversity and community in an increasingly globalized world. (<http://tafisa.org/traditional-sports-and-games>)

In Namibia, there's a lot of indigenous games being practiced by various communities and ethnic groups nationwide, but this practice is slowly dying out. It is important that these are preserved and captured for future generations to continue to learn about and indulge in them.

3. Purpose

The aim of the project is to capture the indigenous games of different communities in Namibia, and create awareness for their preservation as a cultural heritage and recreational sport for children and adults alike.

Specific Objectives:

1. To create awareness on the importance of sports and indigenous games as a driver of social change, community development, peace, and sustainable development.
2. To identify, capture and document indigenous games from different communities in Namibia.
3. To enhance people's knowledge on indigenous games.
4. To expose Namibian indigenous games to the world.

4. The Plan

A project team that includes GIZ S4DA and Goethe-Institut will visit local communities in the regions Hardap (Mariental), Erongo (Omaruru), Otjozondjupa (Kalkfeld), Kunene (Opuwo), Kavango East (Rundu), Omusati (Iikokota, Okahao) and Khomas (Windhoek) to capture the indigenous games practised in these communities (See detailed itinerary). We envision to reach over 150 participants of which 100 are children and youth aged 12-16 years old and 50 adults. Following the visual documentation of the games, Goethe-Institut will then host an art exhibition where these images will be displayed. The exhibition will coincide with a Sport for Development (S4D) festival organised by GIZ S4DA focusing on showcasing the indigenous games.

Key Activities	Specific Outputs	Responsible
1) Visual documentation of indigenous games in the regions over the period of March- April 2022	Delegation travels with photographer to 6 identified locations in Namibia to capture the indigenous games that are to be spotlighted.	Goethe, S4DA
2) Exhibition of images at the Goethe Institute by June 2022	Images captured to be showcased at the Goethe Institute as an exhibition/auction.	Goethe-Institut
3) Indigenous games festival by June 2022	S4DA to run an indigenous games' festival on the week of the exhibition in order to raise awareness on the indigenous games of Namibia, as well as advocate for their preservation.	S4DA
4) Develop a catalogue that gives descriptions of the Indigenous Games of Namibia by June 2022	Link up with local communities, cultural and sport officers to document the history of the games, aims and rules and develop a catalogue that will immortalize these games for life.	S4DA, Goethe Institut Namibia

The Indigenous games captured and their locations

Area:	Games:	Description:
Mariental (30 participants)	Amaghoes	This is a ball-game on a field where 4 squares are drawn. There are 2 teams, one team is running inside the boxes, the other can throw the opposing players out, the squares are safe spaces. For each safe space that is reached, the team gets 1 point until they reach 24 points, when they call out "game Amaghoes".
	3 Blikkies (3 tins) in Mariental / Karas in Omaruru	This game is played by two teams. Three tins are placed on top of each other in the middle of the playground. A player from one of the teams tries to knock the tins over with a ball. When the tins are knocked off, the other team can chase and tag the opposing team members with the ball to knock them out, so they cannot build the blocks again. The aim is to rebuild the tins to earn a point.
	Gaitiepot (put in the hole)/ Gat-Gat/ Inas in Kalkfeld/ Ndota/ Chukulu	There are 12 small stones in a hole dug in the ground, the aim is to toss the stones in the air and within the airtime, remove 1 stone at a time, or pull all of them out before catching the stone that was thrown in the air. There are different levels with new challenges in this game.
	Touspring	Different rope skipping games and variations, done as individuals and in teams.
	Blikkie vol maak/ Sand Blikkies	This game is played by 2 teams, equally distributed. One team gets a chance to fill up a tin with sand, while the other team is trying to throw them out with a ball.
	Skululu	One team runs from one end of the field to the other, while dodging the ball thrown by the other field. There is one safe space where they can't be hit and if they have reached 24 times, they win.
	Hand klap	Different variations of games/routines played with the hands, mainly by girls who face each other and sing a song, to which there are different movements which are executed with increasing speed. Whoever makes a mistake in the routine is out.
Omaruru (53 participants, 7 locations)	Owela/ Onjune or //Hus	Owela can be played by any even number of participants. There are 16 holes dug in the ground and each has 2 stones. The holes are arranged in either 2 or 4 rows. The aim of the game is to move your stones around so that you can capture more stones than your opponent. Players need to have at least two stones to move to a desired hole and place one in each hole within the row. If

		the player places their last stone, and there are two or more stones in their inner hole, he/she gains the opponent's stones. You win when the opponent's stones are all on your side or they are unable to move.
	Omboti	This is a game where hooks are attached to the wall, numbered 1-12. The aim is to toss 8 rings onto the hooks from a distance of 5 meters.
	Oma-Tupa	To play Oma-Tupa, 2 persons stand opposite each other with about 2 meters distance and a piece of wool stretched from one side to the other around their ankles. 1 person goes in the middle and does different movements/routines while singing different songs. To make the game more difficult the wool rope is moved up to the knees, waist and eventually shoulders.
	String twists	One person makes a pattern using string that they intertwine between their fingers and hands into different shapes
	Kites	Homemade kites, using plastic, strings and reeds. The game is to see whose kite is nicer, which one can rise the highest and go the furthest without falling.
	Trop Poppies	Different variations of rhythmic dance movements, often done by girls
	Tyre games	The tyres are used for play by boys, be it racing each other downhill, or filling parts of the tyre with sand and bricks and then doing some back and front flips off the tyre.
	Kapadi/ Hopscotch	Skipping game, where 12 circles are drawn on the ground. The participant throws a stone into a circle and hops from circle to circle, avoiding the one with the stone. On the way back, the stone is picked up.
	Wire cars	Cars are made from wire and other recycled materials. The boys race each other with their wire cars. They compete on whose car is faster, bigger, nicer or more innovative.
	Okaepua/ Bolgoi	This is a dodge-ball game, similar to the one where the tins are filled with sand, but instead a bottle is filled with sand.
Kalkfeld (20 participants)	u/hurus	Directly translated this means "playing with food". Kids play "house", cook in little pots and have the typical traditional roles in the family as they play. The kids are creative in terms of roles, family set up and what they cook and what utensils they use

	!gaga!gugus	This is a skipping game, done in variations, 2 kids move the rope, and others go in and dance, this is done by the San, and they sing a song as they dance together while skipping the rope.
	Inas	This is a game mostly played by the girls, they dig a hole and they put in 10 stones in the hole. You have 1 stone in the hand that you throw in the air, while the stone is in the air, you take out a stone at a time from the hole.
	Ou Piet se kos	This game is played on a 16 square block of 4 by 4 rows, the kids are in a line, and there is a routine they follow. The target is to not mess up the steps and to complete the routine successfully.
	Dixurusa hase	This game is a variation of skipping, they sing and dance while moving their shoulders singing " dixurusa"
	Xu e neba ha	Directly translated as "is there something in this hole". 12 holes are dug, with a stone in each hole. One person is blindfolded and is asked by the other player who points at each hole, " is there something in this hole?". The blindfolded player must say if there's a stone in the hole or not.
Opuwo (20 participants)	Ondikuri	Ondikuri is played with 5 stones and a circle. To start, the participant has to be able to catch all 5 stones with the back of their hand. Then, they must try to pick up the stones with the back of their hand.
	Okarombo	This is a tag game, everyone comes to the middle, and they count up to a certain number, usually 5. Once that number is reached, everyone runs in different directions and the person 'beast' catching them, must chase them only within a certain area. Whoever is tagged is stuck on one spot and can be rescued by the others crawling through their legs without getting caught.
	Ondjona	All participants stand in a row behind each other, the first person is the mother/father and the ones behind them are the children. There is one beast who will ask: "where is my lamb?", no one will answer, the beast will then try to sneak around in order to grab one kid and the mother must protect them at all costs.
	Ombungu	In this game, there are several key roles: the wolves, the mother and the children. The children on one side, the mother on the other side and the wolves in the middle. The mother calls the children to come home and as the children cross, they can be caught by the wolf. Whoever is taken becomes a wolf, the target is to eventually get everyone caught including the mother and then the roles can be reversed.

	Omambwende	In this game, 2 players make a house with their arms up and holding hands, the other participants go underneath as they sing a song. Occasionally, the hands are lowered to catch a person who is told a secret and asked to choose a side behind one of the 2 players. Once all chose a side, one side is the catcher and the other the taggers and they have to catch each other.
	Okukondja	This is a wrestling game, common in this area. Boys wrestle each other in the grass, the aim is to win by pinning the other till they surrender or are counted out.
	Outi/ Obwindje	This game is common in the Himba culture, boys fight each other with sticks and branches from trees. The aim is to not be hit, and the one who gets hit the most loses the game.
Rundu (26 participants)	<i>Kwakara</i>	In this game, played in 2 teams, the challenge is for the participants to use their feet to pick up crushed cans and stack them on top of each other in order of size. While they do this, they have to dodge a ball thrown by the opposing team.
	<i>Karuncantu</i>	In Karuncantu hands are piled alternatively on top of each other, each person pinches the hand of the other person below them. Together the participants move the hands up and down, the aim is to reach a certain number without giving up.
	<i>Cise ncaba!</i>	Game played with the hands, they sing cise ncaba and there's different variations to the game and routine which they must follow. Whoever fails is out.
	<i>Somush quatru</i>	This is a game with 4 participants, the target is to follow a complicated routine of hand-clap movements without losing the rhythm or missing steps. As it is played, the participants sing different songs including the national anthem.
	<i>Kirio kirio</i>	This game is played with 2/4 people. 4 by 4 squares are drawn on the ground and the players rhythmically jump at the same time into the squares. Every time they jump forward into a new square they say: "kuri bouncer" to describe the movement. The game finished when one person makes a wrong step.
likokola Uukwaludhi, (18 participants)	<i>Nghandeka</i>	This game is played mostly by men, 2 men enter the circle and challenge each other to not get hit. They switch between attacking and defense mode, as they threaten each other to hit on either the body or face, whoever is hit the most times, loses.
	<i>Omupembe</i>	In this game, men jump over each other without touching each other, while singing a song that is dedicated to the leaders who have passed this tradition on. As a competition, the Omupembe is about jumping as high as you can over the other and the other team loses either by not jumping high enough or by failing to jump over the other.

Indigenous Games: Route 1
(Mariental, Omaruru, Kalkfeld, Opuwo)
26- 30 March 2022



Area & Date	Games to be captured	Group to be Captured	Contact Persons	Remarks
Mariental/ 26 March (25 participants)	Amaghoes 3 Blikkies Gaitiepot Touspring Ilhoes Blikkie vol maak Hand klap	Mariental youth group and women's sports club.	Pandu/ Regional Sports Officer 0812736432, Mathilda Joseph Chief Arts Extension Officer 0812065706, Brumilda Gertze Culture Officer	The team will drive to Mariental in the morning and sleep in Windhoek the evening of the 26 th of March

<p>Omaruru/ 27 March (45 participants)</p>	<ol style="list-style-type: none"> 1. Onjune 2. Omboti 3. Rope jumping 4. String twists 5. Trop Poppies 6. Tyre drives 7. ! karas 8. Amangus 9. Bolgoi 	<ol style="list-style-type: none"> 1.1 Tavari 1.2 Ruben 1.3 Abel 1.4 Matsuib 1.5 Omaruru Children's Haven 1.6 kids at Kasu field 	<ol style="list-style-type: none"> 1. Dirck Kuzatjike 2. Riaana Nuses, 081 272 7828 3. Tavari Gugowas 4. Abel 5. Paul Mbahuma 	<p>Team arrives in Omaruru on the 27th and spends a full day in Omaruru and overnight in Omaruru before progressing to Kalkfeld.</p>
<p>Kalkfeld / 28 March (20 participants)</p>	<p>u/hurus !gaga!gugus Inas Ou Piet se kos Dixurusa hase Xu e neba ha</p>	<p>!Hapuros Cultural Group</p>	<p>Dirck Kuzatjike, 0814212435, Chriselda 0815818565</p>	<p>By virtue of Kalkfeld being on the route to Otjiwarongo, games will be captured in the afternoon and team will sleep over in Otjiwarongo.</p>
<p>Opuwo/ 29 March (20 participants)</p>	<ol style="list-style-type: none"> 1. Onyune 2. ondikuri 3. okarombo 4. ondjona 5. ombungu 6. okaepwa 7. omambwende 8. ozombopi, 9. ongoze 10. ouma 11. Outi 12. Obwindje 13. okukondja 14. okootiri 	<p>2 Himba men, 15 children and 3 adults from the OvaHerero cultural group</p>	<ol style="list-style-type: none"> 1. Annelie Rutavi (main contact) 081 445 9578 2. Uetuurika Matundu 081 42 13 405 3. Sincerley Rutavi 081 717 8268 	<p>Drive from Otjiwarongo to Opuwo in the morning, capture activities in Opuwo and sleep over in Opuwo. Drive back to Windhoek on the 30th</p>

Indigenous Games: Route 2
(Rundu, Iikokola Uukwaludhi, Windhoek)
20-22&26 April



Area& Date	Games to be Captured	Group to be captured	Key Contact(s) and group to be filmed	Remarks
Rundu, 20 April (26 participants)	<ol style="list-style-type: none"> 1. Cise ncaba! 2. Somush quatru 3. Kirio kirio 4. Karuncantu 	Rundu Senior Primary School,	Edward, 0812399787	Film in Rundu in the afternoon, overnight in Rundu, then drive to Oshakati in the morning

<i>likokola Uukwaludhi</i> (18 participants)	Nghandeka and Omupembe	Falaniko Omupembe Cultural Group	Mr B. Uushona Omusati sport officer 0812497366 Mr Elia (head of Falaniko) 0812563991	Drive to likokola, film in the afternoon and drive back to Oshakati, overnight in Oshakati and drive back to Windhoek on the 22nd of April.
<i>Windhoek. 26 April</i> (13 participants)	Game 1: Game 2:	Mountview High School	Hulda 0813198763	Film around Windhoek, and capture some of the games kids play in an urban setting

5. Costs

Item	Responsible	Cost
Travel cost photographer	Goethe institute	
Travel of S4DA personnel	S4DA	
Gift packs	S4DA	
Exhibition	Goethe Institute	
Festival	S4DA	
Total Project Cost	N\$	

(To provide detailed breakdown)

"THE CELEBRATION OF INDIGENOUS
AND TRADITIONAL FORMS OF
SPORTS AND GAMES, WHICH
DERIVE FROM THE ROOTS OF MANY
DIFFERENT COMMUNITIES, MUST BE
A A GROWING FEATURE OF
CONTEMPORARY CULTURE."

”

— KIOCHIRO MATSUURA, UNESCO
DIRECTOR-GENERAL, 2003 (WORLD
SPORT ENCYCLOPEDIA)

