

DHARAWAL COUNTRY

Josh Kerr
Dragons
Front Rower

"We are very proud
indigenous men
and love sharing
information about
our culture"

**Tristan
Sailor**
Dragons
Utility

UNDERSTANDING COUNTRY

The importance of the Sky, Land and Sea to the Dharawal speaking People.

All the elements of the natural world, the earth, the sea and the sky are aspects of the unique relationship that all Aboriginal people have with the world. These parts all make up the idea of 'Country'. It is significant to note that the Dragons Community coincides with much of the lands of the nations and clans of Dharawal language.

The training headquarters of the Dragons in Wollongong, sits in an area of stunning natural beauty that is the ancestral home of the Wadi Wadi people. The most substantial stretch of our catchment, the south coast of New South Wales from the Shoalhaven River, all the way to the Victorian border in the south, is Yuin Country.

The three major spiritual guides (totems) of this region are the sea eagle of the air, the humpback whale of the ocean and the red-bellied black snake (Illawarra and Southern Sydney) and the black duck of the vast Yuin nation to the south.

KNOWING OUR HISTORY

Many Australians are unaware of our region's true history. It is important to note that in many places across Australia, including our region, we have a dark and shameful history in regard to the treatment of our First Nation's People.

Between 1814 – 1816, by order of the then governor, nearly all of the three thousand Dharawal speaking people had been killed or driven off their ancestral lands.

CLASS ACTIVITY

Do you know your cultural background?

1. What is your cultural heritage

2. List below the cultural heritage of all your classmates

How does your school recognise Aboriginal and Torres Strait Islander People?

1.

2.

3.

ACKNOWLEDGEMENT OF COUNTRY

The St George Illawarra Dragons acknowledge the Traditional Custodians of the lands on which our games are played, where our programs are conducted and in the communities we support. We acknowledge their continuing connection to land, sea and community. We pay respect to them and their Elders past and present and acknowledge them as the oldest living culture in the world.

We acknowledge the consequences of the impact of western settlement for peoples, communities and our nation. We believe we can walk together to a stronger future and are committed to Reconciliation and to promoting greater understanding of Aboriginal and Torres Strait Islander peoples' cultures within our catchment and the wider community.



TODAY

Today, the Dharawal culture is kept alive by Aboriginal people who descend from the ancient Dharawal people.

The Elders are advocates and cultural historians for this rich and inspiring culture, that has thrived for over 8500 years in this area. Research and study of many hours of spoken language has helped enormously.

This is now our shared heritage for which we all have a responsibility to know and understand. This inheritance must then be used to enrich the lives of future generations.

We acknowledge that all Australians have a cultural heritage that is worthy of respect, and we hope that you all embrace this Dharawal heritage, adding to the fabric of our wonderfully diverse and rich Australia.

TRADITIONAL INDIGENOUS GAMES

Buroinjin 'Bur-oin-jin'

Buroinjin is a running and passing game. The game was played with a ball made of kangaroo skin. The ball smaller than a soccer ball, was sewn with tendons and stuffed with grass.

Players

- Two teams of six to eight players

Playing Area

- Use a designated area approximately 50-70 metres long and 35-50 metres wide

Equipment

- A size 2 or 3 soccer ball

Basic Rules

1. The buroinjin is thrown into the air in the middle of the playing area to begin the game.
2. The aim is for a player of one team to run as far as possible with the ball and cross over a line at the other end of the field. He or she attempts to do this without being touched by an opponent.
3. There are no player positions or offside, and the buroinjin can be thrown in any direction. The buroinjin may be passed from player to player but it cannot be hit with the fist or kicked.
4. The game is played by running and passing and does not stop if a player drops the buroinjin. Players may not dive on the buroinjin if it is on the ground – they must bend over and pick it up.
5. Immediately a player with the buroinjin is touched, it has to be thrown up and away (at least 2-3 metres in the air) by that player, for team-mates or the opposing players to attempt to pick up. The player who was touched may not catch the buroinjin.

Scoring

- If a player is able to run past the score line one point is scored. The game is then restarted at the halfway mark.



GO TO [SPORTAUS.GOV.AU/YULUNGA](https://sportaus.gov.au/yulunga)