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Study on the "Kallu Moose Aata" A Traditional Village Game in Kurnool District of Andhra Pradesh

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ABSTRACT

Kurnool District is a district in the state of Andhra Pradesh. , India, located in the west-central part of the state on the southern banks of the Tungabhadra and Handri rivers. The city of Kurnool is currently the headquarters of the district. In Kurnool district of Andhra Pradesh different types of traditional outdoor games, like "Chendata, Chuk Chuk Pulla, Dhaayakattam, Gudu Gudu Gunjam, Daadi, Kappa Gantulu, Bomma Borusa", etc. which are played mostly by kids. The aims of present investigation is to study one of the traditional game i.e "Kallu Moose Aata" and for this study I have been selected Maddur, Vempenta, Chinna Kandukur, Suddapalli villages in Kurnool district of Andhra Pradesh. Then I have been find characters and limitations of the "Kallu Moose Aata". Finally I conclude, this is one of the funny game and the speciality of this game is "no win or defeat in this game".

KEYWORDS Kurnool, Kallu Moose Aata, Traditional Game

INTRODUCTION

Kurnool District is a district in the state of Andhra Pradesh, India, located in the west-central part of the state on the southern banks of the Tungabhadra and Handri rivers (Venkatalakshmamma and Munirathnamma, 2013). The city of Kurnool is currently the headquarters of the district. It had a population of 4,053,463 of which 28.35% were urban as of 2011.The 10th Largest District in India. Area 17658 km^2. Population wise 53rd Place in India (Thoomati Donappa, 2001).

India has quite a number of traditional outdoor games which are played mostly by kids but still are cherished by other people of any ages, since it just reminds them of their own childhood days. These are absolute fun to play. Though with the advent of computer/video games and of late mobile games, kids prefer to spend their times indoors, but still these games are very popular in Kurnool district of Andhra Pradesh.

Traditional Games were not just games; they were designed in such a way that one can develop lot of skills like logical thinking, building strategy, concentration, basic mathematics, aiming, and lot more. Nowadays we develop these skills by paying money to centers that conduct personal development courses. Traditional Games act as learning aids. They teach us many things while playing like to learn to win and lose, develop sensory skills, count, add, improve motor skills, identify color, improve hand-eye co-ordination and finally to have fun, naturally one play or watch a game to have fun.

Traditional adult games of Andhra Pradesh include Gujjana Goollu, Toy Wedding, Ramudu Sita, Kothi Kommachi, Goli, Achenagandlu, Chendata, Chuk Chuk Pulla, Dhaayakattam, Gudu Gudu Gunjam, Daadi, Kappa Gantulu, Bomma Borusa, Bachaala Aata, Kiriki, London Aata, Tokkudu Billa, Karra Billa (Gilli Danda), Yedu penkulata (Lagori), Vamanaguntalu (Pallanguzhi), Naela Banda (Oonch Neech), Puli Joodam, Ashta Chamma - Board Game, Vaikuntapali (Snakes and ladders), Nalugu Stambalata, Nalugu Rallu Aata – Game of 4 stones, Goleelu and Kallu Muse Aata.

KALLU MOOSE AATA (HIDE AND SECK GAME):

This game was played both girls and boys. This game can be played by as many people as possible. When playing this game particular place was selected and the children should be hide to that particular area and some rules are kept to that game.

Before playing this game three or five or seven members arrange in a manner as shown in the Figure-1 by holding hands each other. By holding hands together as shown in the Figure-2 all members stretch their hands to the front and back and similarly as shown in Figure-2.

After doing this one-member in three people, two-members in the five people and three-member in seven people will get separated and marked as kings (Dora) which was shown in the Figure-3. Last by three-members will remain in them and those three members will start the game again. In doing like this lastly they do exactly as in the Figure-4. The people who mark differentially called Thotthu. One person who is different from the group will close the eyes of Thotthu and requested all people to arrange as shown in the Figure-5. All the members will arrange in the same manner. Then the member who closed the eyes ash the thotthu to show their finger of right hand to up, down and to side.

Judge: Ask her/him as "Eeeramusti Eeeramusti adenti? By showing downwards"

Thotthu: replies as "Bhumi"

Judge: Ask her/him as "Eeeramusti Eeeramusti adenti? By showing upwards"

Thotthu: replies as "Akasham" which was shown in the Figure-5&6.

They will ask again as "Eeeramusti Eeeramusti veellevaru? Up to time when all the members in a group are finished". They will tell the name of any one in the group. If she/he tells wrongly they will ask again to hide. When the name told by the person who closed the eyes is collect then considered him/her as "out". Those people also do similarly all the people will hide. The person who is called as thotthu will have to find the remaining persons. When that person went to find out the remaining persons on the one side the people on the other side will come near to the thotthu and will touch him/her. The person called thotthu when find someone then it is Ok otherwise the person will again become as thotthu. The person called thotthu firstly has to find someone if she/he not able to

find anyone then the remaining people will touch the person who closed the eyes then it is not possible to out the remaining persons by thotthu. When thotthu say any one that person should catch that person during this process those people would asked them to run. When that person catch the people will running then she/he will be released. If anyone is not caught by that person then that person will again become as thotthu.

This game was played for long time. These will be no win or defeat in this game.



Figure-1-6: shown the images related to traditional game stages of "Kallu Moose Aata"

DISCUSSION:

The values that we achieve by playing these games are more when compared to the games that we play nowadays. Some of the values that we gain are that they are environment friendly, we get a chance to learn about our culture and history, and an important thing is, it is suitable for all ages, so they increase the interaction between generations. Many modern games played around the world have their origin in these traditional games this is a pride to our country's culture

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