



App 6

The Polyglots at the Park

German

Discover *The Polyglots at the Park!*
Children enjoy games and activities played
in an Australian park, and explore the
language of action words and phrases.

Learning experiences

Playspace

Children explore games and activities in an Australian park, where they can tap on a maze, a mat, a podium and more to open the learning experiences in the app.



Links to the EYLF

Outcome 3: Children have a strong sense of wellbeing. Children become strong in their social and emotional wellbeing. This is evident, for example, when children seek out and accept new challenges, make new discoveries, and celebrate their own efforts and achievements and those of others.

Links to the Australian Curriculum

Understanding: Systems of language – Recognise and reproduce the sounds and rhythms of spoken German, including distinctive sounds (ACLGEU114)

Follow the leader

Children copy Bim's actions, using the front-facing camera in the tablet. They learn action words such as **run and jump**, and hear supportive language such as **'That was fun'**.



Links to the EYLF

Outcome 4: Children are confident and involved learners. Children transfer and adapt what they have learned from one context to another. This is evident, for example, when children develop an ability to mirror, repeat and practise the actions of others, either immediately or later.

Links to the Australian Curriculum

Communicating: Creating – Engage with a range of imaginative texts through action, dance, singing, [drawing, shared reading] and collaborative retelling (ACLGEC108)

Warm-up trainer

Children direct the actions of characters who are training for an event. They pronounce a range of verbs, and phrases such as **'Jump fast'** and **'Jump slowly'**.

Links to the EYLF

Outcome 5: Children are effective communicators. Children engage with a range of texts and gain meaning from these texts. This is evident, for example, when children listen and respond to sounds and patterns in speech, stories and rhymes in context.



Links to the Australian Curriculum

Understanding: Systems of language – Recognise and reproduce the sounds and rhythms of spoken German, including distinctive sounds (ACLGEU114)

Ready, set, go!

Children move characters along a track in a race to the finish by selecting the correct image for the action word they hear (**run, jump, walk**).

Links to the EYLF

Outcome 5: Children are effective communicators. Children interact verbally and non-verbally with others for a range of purposes. This is evident, for example, when children exchange ideas, feelings and understandings using language and representations in play.

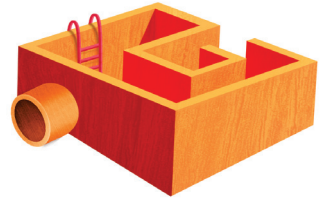


Links to the Australian Curriculum

Communicating: Creating – Engage with a range of imaginative texts through action, dance, singing, [drawing, shared reading] and collaborative retelling (ACLGEC108)

Obstacle maze

Children help Kai to move from the start to the end of a maze. They learn the verbs for specific actions, and revisit the language of introductions.



Links to the EYLF

Outcome 3: Children have a strong sense of wellbeing. Children take increasing responsibility for their own health and physical wellbeing. This is evident, for example, when children demonstrate spatial awareness and orient themselves, moving around and through their environments confidently and safely.

Links to the Australian Curriculum

Communicating: Creating – Engage with a range of imaginative texts through action, dance, singing, [drawing, shared reading] and collaborative retelling (ACLGEC108)

Movie builder

Children can create, then view, their own movie sequence of characters performing actions. They hear verbs for specific actions and language from App 4, such as ‘I’m hungry’.



Links to the EYLF

Outcome 4: Children are confident and involved learners. Children resource their own learning through connecting with people, place, technologies and natural and processed materials. This is evident, for example, when children manipulate resources to investigate, take apart, assemble, invent and construct.

Links to the Australian Curriculum

Communicating: Creating – Engage with a range of imaginative texts through action, dance, singing, [drawing, shared reading] and collaborative retelling (ACLGEC108)

Song

The ‘Action’ song invites children to join in a range of physical actions such as running, jumping, walking and singing. The children’s learning focuses on verbs.



Links to the EYLF

Outcome 5: Children are effective communicators. Children engage with a range of texts and gain meaning from these texts. This is evident, for example, when children sing and chant rhymes, jingles and songs.

Links to the Australian Curriculum

Communicating: Socialising – Participate in guided group activities using simple repetitive language in songs, rhymes, games and transactions (ACLGEC104)

Note: Square brackets [] have been used to indicate elements of an Australian Curriculum content description that are not addressed by the ELLA activity.

Cultural references



In Germany, sausages are a source of national pride with a great variety available and particular to different regions of the country. When grilling sausages it is important not to poke holes in them as this will cause the juices to flow out and with them, the flavour!



The oak tree is the national tree of Germany, and oak twigs appear on German euro coins. The 'Bridegroom's Oak' in the Dodauer Forest is a 500-year-old tree that has traditionally been used as a public letterbox for love letters.



In the game of 'Katze und Maus', two children are chosen to be the cat and mouse. The other children hold hands in a circle. The cat must try to catch the mouse. When the game starts, the cat is outside the circle and the mouse is inside. The children let the mouse in and out by taking turns raising their arms.



Igel Ärgern is a board game in which players race a team of four hedgehogs across a track, trying to avoid mud pits. Igel Ärgern translates literally as 'annoying hedgehogs' but the game is known as 'hedgehogs in a hurry' in English.

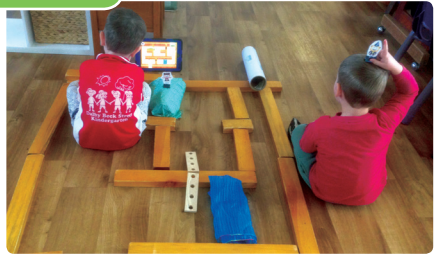
Extensions

Bring the app environment into your play space

Ready, set, go!



Obstacle maze



Re-create the experiences from the app

Warm-up trainer



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Language

Verbs

German

Gehen!

Rennen!

Springen!

Hüpfen!

Klettern!

Tanzen!

English

Walk!

Run!

Jump!

Hop!

Climb!

Dance!

Verb combinations

German

Schnell tanzen!

Schnell springen!

Langsam springen!

Lass uns gehen!

Lass uns rennen!

English

Dance fast!

Jump fast!

Jump slowly!

Let's walk!

Let's run!

Incidental language

German

Park

Fertig? Los!

Ein Spiel!

Super!

Ich habe gewonnen!

Das war gut!

Stopp!

Bewegen!

Auf geht's!

Prima! Danke!

English

Park

Ready? Go!

A game!

Excellent!

I won!

That was good!

Stop!

Move!

Let's go!

Great! Thank you!

'Actions' song lyrics

German

English

Aufstehen!

Stand up!

Rennen!

Run!

Rennen!

Run!

Springen!

Jump!

Springen!

Jump!

Gehen!

Walk!

Gehen!

Walk!

Singen!

Sing!

Sitzen!

Sit down!