



App 1

The Polyglots in the Playroom

Indonesian

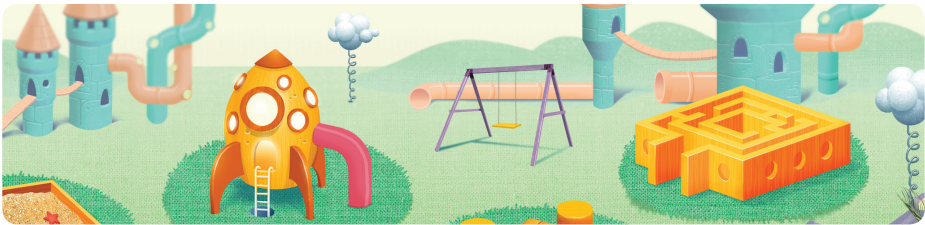
Explore *The Polyglots in the Playroom!*
Children meet playful characters, and learn
greetings, introductions, farewells, likes and dislikes.



Learning experiences

Playspace

Children explore a fun, animated playroom, where they can tap on a rocket, maze, sandpit and more to open the learning experiences in the app.



Links to the EYLF

Outcome 1: Children have a strong sense of identity. Children feel safe, secure, and supported. This is evident, for example, when children confidently explore and engage with social and physical environments through relationships and play.

Links to the Australian Curriculum

Understanding: Systems of language – Recognise questions, commands and simple subject-focus sentences, and develop vocabulary for people, places and things in their personal world (ACLINU013)

Phone

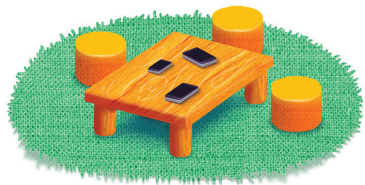
Children phone characters, and are encouraged to use informal greetings and goodbyes. Their voices are recorded and played back in funny voices.

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 practise the actions of others, either immediately or later.

Links to the Australian Curriculum

Communicating: Socialising – Participate in structured play and class activities, exchanging with peers and teacher greetings and information about self, family and interests (ACLINC001)



Playmat

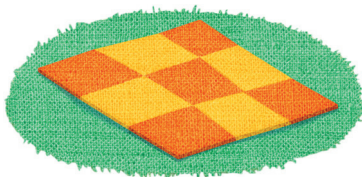
Children give food and objects to characters, who respond playfully – accepting or rejecting the items, depending on whether they like them. Children learn greetings and how to express likes and dislikes.

Links to the EYLF

Outcome 2: Children are connected with and contribute to their world. Children respond to diversity with respect. This is evident, for example, when children become aware of connections, similarities and differences between people.

Links to the Australian Curriculum

Communicating: Socialising – Participate in structured play and class activities, exchanging with peers and teacher greetings and information about self, family and interests (ACLINC001)



Maze

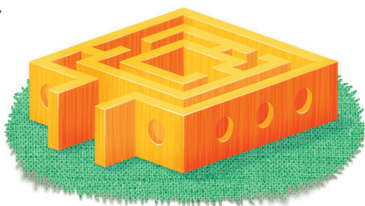
Children find their way out of a maze, meeting characters along the way. They learn greetings and introductions.

Links to the EYLF

Outcome 2: Children are connected with and contribute to their world. Children respond to diversity with respect. This is evident, for example, when children explore the diversity of culture, heritage, background and tradition, and that diversity presents opportunities for choices and new understandings.

Links to the Australian Curriculum

Communicating: Socialising – Participate in structured play and class activities, exchanging with peers and teacher greetings and information about self, family and interests (ACLINC001)



Rocket ship

Children pilot a rocket in space, meeting characters that fly by. They learn greetings, goodbyes and introductions.

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 explore the purpose and function of a range of tools, media, sounds and graphics.

Links to the Australian Curriculum

Communicating: Socialising – Participate in guided group activities such as games, songs and simple tasks, using movement, gesture and pictures to support meaning (ACLINC002)



Sandpit

Children create patterns in a sandpit, and add characters and found objects to their creation. They learn greetings and introductions.

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 explore ideas and theories using imagination, creativity and play.

Links to the Australian Curriculum

Communicating: Socialising – Participate in guided group activities such as games, songs and simple tasks, using movement, gesture and pictures to support meaning (ACLINC002)



Song

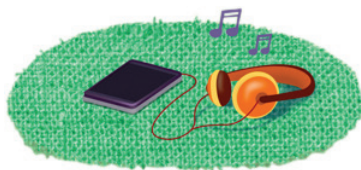
Children listen and sing along to the 'Hello' song. They learn greetings and introductions.

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 such as games, songs and simple tasks, using movement, gesture and pictures to support meaning (ACLINC002)

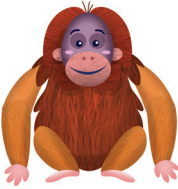


Note: Square brackets [] have been used to indicate elements of an Australian Curriculum content description that are not addressed by the ELLA activity.

Cultural references



A rambutan is a red, hairy fruit native to Indonesia. The name comes from the Indonesian word for 'hair' ('rambut').



Orangutans, with their long orange hair and appealing human-like faces, are well-recognised members of the great apes species. The Indonesian spelling is 'orang hutan', meaning 'person of the forest' in bahasa Indonesia. ('Orang' means person and 'hutan' means forest.)



The cicak (chit-chat or house lizard) is a type of gecko. It has a loud calling noise that sounds like the word 'cicak'. Cicaks are common house lizards in Indonesia, and they like to chase each other.



Traditional ceremonial masks are highly colourful and richly decorated. Ceremonial masks have been culturally important for thousands of years in Indonesia. Children may be familiar with mask-making and wearing masks.



Jasmine, with its sweet perfume and waxy white flowers, is one of Indonesia's national flowers. It is used to make perfume and flavour jasmine tea. The tea may be drunk ice-cold.

Extensions

You can support the children's learning on the apps by extending their play. Here are some ideas for App 1.

Bring the app environment into your play space



Rocket ship



Complete Kids ELC, Sunbury, Vic



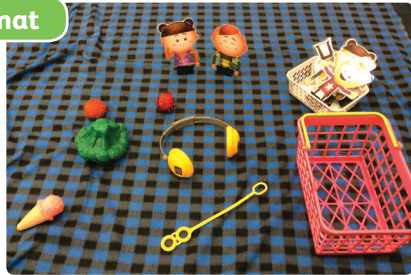
Sandpit



Re-create the experiences from the app



Playmat



Anzac Terrace Primary School,
Bassendean, WA



Maze



Anzac Terrace Primary School,
Bassendean, WA

Language

Greetings and introductions

Indonesian

Halo!

Halo!

Hai! Saya Finn!

Hai!

Hai! Nama saya Tam!

Ini Kai.

Siapa namamu?

English

Hello!

Hello! (*greeting on phone*)

Hi! I'm Finn!

Hi!

Hi! My name is Tam!

This/Here is Kai.

What's your name?

Likes and dislikes

Indonesian

Enak! Saya suka brokoli!

Aaah! Saya tidak suka musik!

English

Delicious! I like broccoli!

Uh-uh! I don't like music!

Farewells

Indonesian

Sampai jumpa!

English

See you later!

Incidental language

Indonesian

Brokoli

Gelembung-gelembung

Rambutan

Es krim

Melati

Daun

Lihat!

Topeng

Musik

Istana pasir

Kerang

Sepak bola

Bintang laut

English

Broccoli

Bubbles

Rambutan

Ice cream

Jasmine

Leaf

Look!

Mask

Music

Sandcastle

Shell

Soccer

Starfish

'Hello' song lyrics

Indonesian

Halo!

Halo!

Siapa namamu?

Siapa namamu?

Nama saya Beelee!

Senang bertemu!

Halo!

Halo!

Halo!

Siapa namamu?

Siapa namamu?

Nama saya Talo.

Senang bertemu!

Halo!

Halo!

Halo!

Siapa namamu?

Siapa namamu?

(Space for child to respond)

Senang bertemu!

Halo!

English

Hello!

Hello!

What's your name?

What's your name?

My name's Beelee!

Great to meet you!

Hello!

Hello!

Hello!

What's your name?

What's your name?

My name's Talo!

Great to meet you!

Hello!

Hello!

Hello!

What's your name?

What's your name?

(Space for child to respond)

Great to meet you!

Hello!