



App 6

The Polyglots at the Park

French

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 French, noticing how they are produced [and how they are represented in words and symbols] (ACLFU012)

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: Socialising – Participate in guided [group] activities using simple repetitive language in songs, rhymes, games and transactions (ACLFRC002)

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 French, noticing how they are produced [and how they are represented in words and symbols] (ACLFRO12)

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.

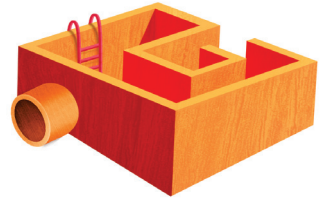


Links to the Australian Curriculum

Communicating: Socialising – Participate in guided [group] activities using simple repetitive language in songs, rhymes, games and transactions (ACLFRC002)

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: Socialising – Participate in guided [group] activities using simple repetitive language in songs, rhymes, games and transactions (ACLFRC002)

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 – Participate in shared performance and presentation of stories, songs or nursery rhymes, playing with sound patterns, rhyming words and non-verbal forms of expression (ACLFRC007)

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 (ACLFRC002)



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



From the first days of summer, French butchers sell popular barbecue items such as sausages and skewers of meat – chicken, for example – with capsicum and onion slices. There may also be pork ribs and duck breasts wound around skewers.



The oldest oak in France is the Chêne Chapelle, estimated to be 800 years old.



'Escargot' is a hopscotch game. Children hop within a snail shape to the middle 'home' square and back out, losing a turn if they step on a line or outside a square. If they make it out, they initial one square for their 'house' which the next person has to hop over. The game ends when no one can reach home. The player with the most houses wins.



The Gallic rooster shown on the medal is an unofficial symbol of France. It represents watchfulness. Often known as 'Chanteclair', this rooster is used as a mascot in sports such as rugby and soccer.



The famous mime artist Marcel Marceau (mime is acting without words) created the character 'Bip'.

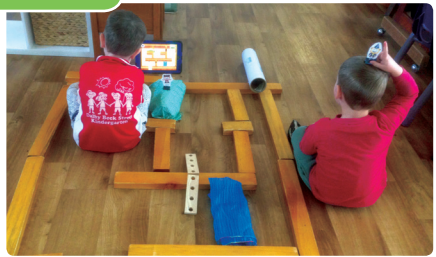
Extensions

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

French

Marchez!

Courez!

Sautez!

Sautez à cloche-pied!

Grimpez!

Dancez!

English

Walk!

Run!

Jump!

Hop!

Climb!

Dance!

Verb combinations

French

Dancez vite!

Sautez vite!

Sautez lentement!

On marche!

On court!

English

Dance fast!

Jump fast!

Jump slowly!

Let's walk!

Let's run!

Incidental language

French

Le parc

Prêt, partez!

Un jeu!

Excellent!

J'ai gagné!

C'était chouette!

Arrêtez!

Bougez!

On y va!

Excellent! Merci!

English

Park

Ready, go!

A game!

Excellent!

I won!

That was fun!

Stop!

Move!

Let's go!

Great! Thank you!

‘Actions’ song lyrics

French

English

Tout le monde debout!

Everybody stand up!

Courez!

Run!

Courez!

Run!

Sautez!

Jump!

Sautez!

Jump!

Marchez!

Walk!

Marchez!

Walk!

Chantez!

Sing!

Asseyez-vous!

Everybody sit down!