



App 6

The Polyglots at the Park

Indonesian

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 questions, commands and simple subject-focus sentences, and develop vocabulary for people, places and things in their personal world (ACLINU013)

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

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

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

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.

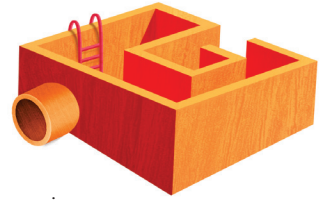


Links to the Australian Curriculum

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

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

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 reading and play-acting, and respond through singing, chanting, action and movement (ACLINC006)

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 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



'Kelapa' (coconut) trees are common on the islands of Indonesia. Coconut milk, made by boiling coconut pieces with water and straining it, is often used in cooking. Coconut water can be drunk from the coconut or mixed with fruit juice.



Variations of this street food, sate, are sold throughout Indonesia. Local recipes reflect the traditions and available food. Outdoor eating is extremely common. Food carts and street stalls sell dishes such as sate, nasi goreng and 'bakso' (meatballs). Bakso is served in a bowl with noodles, fried wontons and eggs.



Popular sports in Indonesia are badminton, soccer and a martial art called 'pencak silat'. There are many stories of the origins of pencak silat. One is that a woman saw a fight between a tiger and a large bird and copied their movements.



The Garuda, a large bird-like mythical creature, is a national symbol and appears in many stories, especially in Java and Bali. It is seen on this medal.



What sound does the cicak lizard make? It may sound like 'tchak tchak tchak' (often heard three times in a row). This lizard is common and can be heard any time of day, but usually at night.

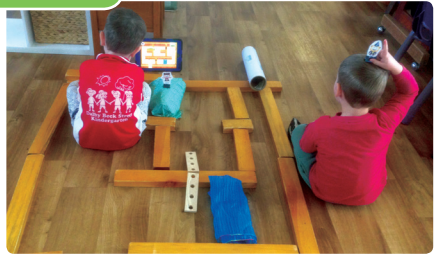
Extensions

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

Indonesian

Jalan kaki!

Lari!

Lompat!

Lompat!

Naik!

Berdansa!

English

Walk!

Run!

Jump!

Hop!

Climb!

Dance!

Verb combinations

Indonesian

Berdansa cepat-cepat!

Lompat cepat-cepat!

Lompat pelan-pelan!

Ayo jalan kaki!

Ayo lari!

English

Dance fast!

Jump fast!

Jump slowly!

Let's walk!

Let's run!

Incidental language

Indonesian

Taman

Ayo, mulai!

Ada permainan!

Bagus sekali!

Saya menang!

Itu hebat sekali!

Berhenti!

Bergerak!

Ayo!

Hebat! Terima kasih!

English

Park

Let's start!

A game!

Excellent!

I won!

That was great!

Stop!

Move!

Let's go!

Great! Thank you!

‘Actions’ song lyrics

Indonesian

English

Ayo bangun!

Let’s stand up!

Ayo lari!

Let’s run!

Ayo lari!

Let’s run!

Ayo lompat!

Let’s jump!

Ayo lompat!

Let’s jump!

Ayo jalan!

Let’s walk!

Ayo jalan!

Let’s walk!

Ayo nyanyi!

Let’s sing!

Ayo duduk!

Let’s sit down!