

Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Arabic language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Arabic
- say some simple greetings in Arabic. For example:

مرحبا!	marHaban!	Hello!
مع السلامة!	ma'a ssalaama!	See you later!
آلو!	aaloo!	Hello! (on the phone)

- introduce themselves in Arabic. For example:

أنا (name)	anaa (name)	I am (name)
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App 2: The Polyglots at the Beach

The *Polyglots at the Beach* provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Arabic. For example:

أزرق	azraq	Blue
أخضر	akhDar	Green
برتقالي	burtuqaali	Orange
وردي	wardi	Pink
أحمر	aHmar	Red
أصفر	aSfar	Yellow

- express some likes and dislikes in Arabic. For example:

أنا أحب الأحمر!	anaa uHibbul aHmar!	I like red!
أنا لا أحب الأصفر!	anaa laa uHibbul aSfar!	I don't like yellow!

App 3: The Polyglots at the Birthday Party

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Arabic

واحد	waHid	One
إثنان	ithnaan	Two
ثلاثة	thalatha	Three
أربعة	arba'a	Four
خمسة	khamisa	Five
ستة	sitta	Six
سبعة	sab'a	Seven
ثمانية	thamaniya	Eight
تسعة	tis'a	Nine
عشرة	'ashara	Ten

- say how old they are in Arabic. For example:

أنا خمسة!	anaa khamisa!	I am five!
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- say happy birthday in Arabic

عيد ميلاد سعيد!	'eedu milaadin sa'eed!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Arabic. For example:

تفاحة	tuffaHa	Apple
موزة	mawza	Banana
برتقالة	burtuqaala	Orange
فراولة	farawla	Strawberry

- say I'm hungry/thirsty in Arabic

أنا جائع!	anaa jaa'i!	I'm hungry!
أنا عطشان!	anaa 'aTshaan!	I'm thirsty!

- say thank you in Arabic

شكرا!	shukran!	Thank you!
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- make simple requests in Arabic. For example:

أريد عصيرا!	ureedu 'aSeeran!	I'd like some juice!
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App 5: The Polyglots at the Circus

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Arabic. For example:

رأس	ra's	Head
ذراع	thiraa'	Arm
ساق	saaq	Leg
قدم	qadam	Foot

- say some parts of the face in Arabic. For example:

عين	'ayn	Eye
أذن	uthun	Ear
فم	fam	Mouth
أنف	anf	Nose

- say something hurts in Arabic. For example:

آه! رأسي يؤلمني!	aaah! ra'see yu'limuni!	Oh! My head hurts!
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- use some adjectives in Arabic. For example:

كبير	kabeer	Big
صغير	sagheer	Small

App 6: The Polyglots at the Park

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Arabic. For example:

إمش!	imshi!	Walk!
أرقص!	urquS!	Dance!

- use some adverbs in Arabic. For example:

بسرعة	bisur'a!	Fast/quickly!
ببطء	bibiT!	Slowly!

App 7: The Polyglots in the Town

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Arabic. For example:

مثلث	muthallath	Triangle
مربع	murabba'	Square
دائرة	da'ira	Circle

- recognise the meaning of some words written in Arabic
- say goodbye in Arabic

إلى اللقاء!	ila liqaa'	Goodbye/See you later!
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Connections with the Australian Curriculum for Arabic

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Arabic.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Arabic. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Arabic at school.

It is important to note that the Australian Curriculum for Arabic is written for background speakers of Arabic as this is the dominant cohort of learners of Arabic in Australian schools. It will be more challenging for children learning Arabic at school or preschool for the first time to be able to reach the Achievement Standards described in the Australian Curriculum for Arabic. Educators will be required to adjust learning programs and expectations to reflect the individual needs and abilities of children.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with the educator and their peers to exchange information about themselves; for example: **اسمي ليلي / اسمي هاني / عمري ست سنوات**
- Children use repetitive language when participating in shared activities and transactions.
- When speaking, children use the sounds of the Arabic language; for example: **ق غ؛ غ؛ ص؛ ص؛ ظ؛ ظ؛ خ؛ خ؛ مثل حروف**
- Children locate information about people and objects in simple texts, and share information in different formats, using illustrations and gestures to support meaning.
- Children use familiar words and phrases; for example. **كبير؛/صغير؛ أكل؛ أحب.** and sentence patterns in simple texts, such as **احب ان اكل / لا احب ان**
- Children use vocabulary and simple sentences to communicate information about themselves, applying basic rules of word order and gender.
- Children identify letters of the Arabic alphabet.
- Children name some of the many languages that are spoken in Australia, including Arabic, and provide examples of simple words in Arabic that have been borrowed from English and vice versa such as **hello – aaloo ألو!**
- Children identify how the ways people use language reflect where and how they live and what is important to them.

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What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
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Key Chinese language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Chinese
- say some simple greetings in Chinese. For example:

你好 !	Nǐ hǎo!	Hello!
回头见 !	Huí tóu jiàn!	See you later!
喂 !	Wéi!	Hello! (on the phone)

- introduce themselves in Chinese. For example:

我是 (name).	Wǒ shì (name).	I'm (name).
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Chinese. For example:

蓝色	Lánsè	Blue
绿色	Lǜsè	Green
橙色	Chéngsè	Orange
粉红色	Fěnhóngsè	Pink
红色	Hón gsè	Red
黄色	Huángsè	Yellow

- express some likes and dislikes in Chinese. For example:

我喜欢红色！	Wǒ xǐhuan hóngsè!	I like red!
我不喜欢黄色！	Wǒ bù xǐhuan huángsè!	I don't like yellow!

App 3: The Polyglots at the Birthday Party

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Chinese

一	Yī	One
二	Èr	Two
三	Sān	Three
四	Sì	Four
五	Wǔ	Five
六	Liù	Six
七	Qī	Seven
八	Bā	Eight
九	Jiǔ	Nine
十	Shí	Ten

- say how old they are in Chinese. For example:

我五岁了！	Wǒ wǔ suì le!	I am five!
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- say happy birthday in Chinese

祝你生日快乐！	Zhù nǐ shēngrì kuàilè!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Chinese. For example:

苹果	Píngguǒ	Apple
香蕉	Xiāngjiāo	Banana
橘子	Júzi	Orange
草莓	Cǎoméi	Strawberry

- say I'm hungry/thirsty in Chinese

我饿了！	Wǒ è le!	I'm hungry!
我渴了！	Wǒ kě le!	I'm thirsty!

- say thank you in Chinese

谢谢！	Xièxie!	Thank you!
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- make simple requests in Chinese. For example:

我要喝果汁！	Wǒ yào hē guǒzhī!	I'd like some juice!
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Chinese. For example:

头	Tóu	Head
胳膊	Gēbo	Arm
腿	Tuǐ	Leg
脚	Jiǎo	Foot

- say some parts of the face in Chinese. For example:

眼睛	Yǎnjing	Eye
耳朵	Ěrduo	Ear
嘴巴	Zuǐba	Mouth
鼻子	Bízi	Nose

- say something hurts in Chinese. For example:

我的头疼！	Wǒ de tóu téng!	My head hurts!
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- use some adjectives in Chinese. For example:

大	Dà	Big
小	Xiǎo	Small

App 6: The Polyglots at the Park

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Chinese. For example:

走！	Zǒu!	Walk!
跳舞！	Tiàowǔ!	Dance!

- use some adverbs in Chinese. For example:

快快	Kuài kuai	Fast/quickly
慢慢	Màn man	Slowly

App 7: The Polyglots in the Town

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Chinese. For example:

三角形	Sānjiǎoxíng	Triangle
正方形	Zhèngfāngxíng	Square
圆形	Yuánxíng	Circle

- recognise the meaning of some words written in Chinese

- say goodbye in Chinese

再见！	Zàijiàn!	Goodbye!
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Connections with the Australian Curriculum for Chinese

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Chinese.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Chinese. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Chinese at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children use spoken Chinese to communicate with educators and peers.
- Children participate in structured and routine interactions using learnt sounds, formulaic phrases, and verbal and non-verbal responses.
- Children respond to and receive information.
- Children use the four tones of Chinese but not always with accuracy.
- Children respond to short predictable imaginative and informative texts, expressing simple likes and dislikes (喜欢, 不喜欢).
- Children use strategies such as imitation and basic contextual cues for comprehension.
- Children recognise the similarities and differences between Chinese and Australian contexts, language and culture.
- Children can identify themselves as learners of languages.

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- Language learning increases memory, concentration and critical thinking skills.
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Key French language included in the ELLA apps

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Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in French
- say some simple greetings in French. For example:

Bonjour!	Hello!
A bientôt!	See you later!
Allô!	Hello! (on the phone)

- introduce themselves in French. For example:

Je m'appelle (name)!	My name is (name)!
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in French. For example:

Bleu	Blue
Vert	Green
Orange	Orange
Rose	Pink
Rouge	Red
Jaune	Yellow

- express some likes and dislikes in French. For example:

Moi, j'aime le rouge!	I like red!
Moi, je n'aime pas le jaune!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in French

Un	One
Deux	Two
Trois	Three
Quatre	Four
Cinq	Five
Six	Six
Sept	Seven
Huit	Eight
Neuf	Nine
Dix	Ten

- say how old they are in French. For example:

J'ai (age) ans.	I am (age).
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- say happy birthday in French

Joyeux anniversaire!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in French. For example:

La pomme	Apple
La banane	Banana
L'orange	Orange
La fraise	Strawberry

- say I'm hungry/thirsty in French

J'ai faim!	I'm hungry!
J'ai soif!	I'm thirsty!

- say thank you in French

Merci!	Thank you!
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- make simple requests in French. For example:

Je voudrais du jus!	I'd like some juice!
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in French. For example:

La tête	Head
Le bras	Arm
La jambe	Leg
Le pied	Foot

- say some parts of the face in French. For example:

L'œil	Eye
L'oreille	Ear
La bouche	Mouth
Le nez	Nose

- say something hurts in French. For example:

J'ai mal à la tête!	My head hurts!
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- use some adjectives in French. For example:

Grand	Big
Petit	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in French. For example:

Marchez!	Walk!
Dansez!	Dance!

- use some adverbs in French. For example:

Vite	Fast/quickly
Lentement	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in French. For example:

Un triangle	Triangle
Un carré	Square
Un cercle	Circle

- recognise the meaning of some words written in French

- say goodbye in French

Au revoir	Goodbye
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Connections with the Australian Curriculum for French

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning French.

The statements below are taken from the Achievement Standards of the Australian Curriculum for French. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning French at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with educators and each other through action-related talk and play.
- Children exchange greetings such as *Bonjour! Comment ça va? Très bien, Merci.*
- Children make meaning using visual, non-verbal and contextual cues such as intonation, gestures and facial expressions.
- Children mimic French pronunciation, approximating vowel sounds and consonant combinations with some accuracy.
- Children identify key words in spoken texts, such as names of people, places or objects.
- Children use modelled examples and formulaic language to convey factual information at word and simple sentence level, such as making statements about themselves.
- Children identify ways in which spoken French sounds different to English and know that it uses the same alphabet when written.
- Children know that French is the language used in France and also in many other regions of the world.
- Children identify differences and similarities between their own and other's languages and cultures.

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Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in German
- say some simple greetings in German. For example:

.....	Guten Tag!	Hello!
.....	Bis später!	See you later!

- introduce themselves in German. For example:

.....	Ich heiße (name)!	My name is (name)!
.....		

App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in German. For example:

Blau	Blue
Grün	Green
Orange	Orange
Rosa	Pink
Rot	Red
Gelb	Yellow

- express some likes and dislikes in German. For example:

Ich mag Rot!	I like red!
Ich mag kein Gelb!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in German

Eins	One
Zwei	Two
Drei	Three
Vier	Four
Fünf	Five
Sechs	Six
Seiben	Seven
Acht	Eight
Neun	Nine
Zehn	Ten

- say how old they are in German. For example:

Ich bin (age) Jahre alt.	I am (age) years old.
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- say happy birthday in German

Alles Gute zum Geburtstag!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in German. For example:

der Apfel	Apple
die Banane	Banana
die Orange	Orange
die Erdbeere	Strawberry

- say I'm hungry/thirsty in German

Ich habe Hunger!	I'm hungry!
Ich habe Durst!	I'm thirsty!

- say thank you in German

Danke!	Thank you!
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- make simple requests in German. For example:

Ich möchte einen Apfelsaft.	I'd like/I want an apple juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in German. For example:

der Kopf	Head
der Arm	Arm
das Bein	Leg
der Fuß	Foot

- say some parts of the face in German. For example:

das Auge	Eye
das Ohr	Ear
der Mund	Mouth
die Nase	Nose

- say something hurts in German. For example:

Mein Kopf tut weh!	My head hurts!
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- use some adjectives in German. For example:

Große	Big
Kleine	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in German. For example:

Gehen!	Walk!
Tanzen!	Dance!

- use some adverbs in German. For example:

Schnell	Fast/quickly
Langsam	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in German. For example:

Ein Dreieck	Triangle
Ein Viereck	Square
Ein Kreis	Circle

- recognise the meaning of some words written in German

- say goodbye in German

Auf Wiedersehen!	Goodbye
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Connections with the Australian Curriculum for German

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning German.

The statements below are taken from the Achievement Standards of the Australian Curriculum for German. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning German at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

Foundation to Year 2 Achievement Standard

- Children interact with teachers and peers through action-related talk and play.
- Children introduce themselves and exchange greetings and farewells, for example, Ich heiße ..., Auf Wiedersehen! and express likes and dislikes.
- When interacting, children use short, formulaic expressions, for example, Danke!, Alles Gute zum Geburtstag! and make simple statements such as Das ist ..., Ich mag
- Children use repetitive language and respond to simple instructions when participating in games and shared activities.
- Children reproduce some distinctive sounds and rhythms of spoken German, including ch, u, r and z.
- Children identify specific words and information, such as the names of people, places or objects.
- Children convey factual information about self, family and possessions at word and simple sentence level.
- Children identify some words that are written the same in both German and English but pronounced differently.
- Children identify similarities and differences between German and their own language(s) and culture(s), noticing that using a language involves behaviours as well as words.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Hindi language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Hindi
- say some simple greetings in Hindi. For example:

नमस्ते!	namaste!	Hello!
फिर मिलेंगे!	phir milenge!	See you later!
हैलो!	hālo!	Hello! (on the phone)

- introduce themselves in Hindi. For example:

मेरा नाम (name) है।	merā nām (name) hāi	My name is (name).
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App 2: The Polyglots at the Beach

The *Polyglots at the Beach* provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Hindi. For example:

नीला	nīlā	Blue
हरा	harā	Green
नारंगी	nāraṅgī	Orange
गुलाबी	gulābī	Pink
लाल	lāl	Red
पीला	pīlā	Yellow

- express some likes and dislikes in Hindi. For example:

मुझे लाल रंग पसंद है!	mujhe lāl raṅg pasaṅd hā!	I like red!
मुझे पीला रंग पसंद नहीं है!	mujhe pīlā raṅg pasaṅd nahīn hā!	I don't like yellow!

App 3: The Polyglots at the Birthday Party

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Hindi

एक	ek	One
दो	do	Two
तीन	tīn	Three
चार	chār	Four
पाँच	pāñch	Five
छः	chhah	Six
सात	sāt	Seven
आठ	āṭh	Eight
नौ	nāū	Nine
दस	das	Ten

- say how old they are in Hindi. For example:

मैं पाँच साल का हूँ!	māin pāñch sāl kā hūñ!	I'm five years old! (male speaker)
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- say happy birthday in Hindi

जन्मदिन की बधाई!	janmadin kī badhāī!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Hindi. For example:

सेब	seb	Apple
केला	kelā	Banana
संतरा	sahtarā	Orange
स्ट्रॉबेरी	sṭrāberī	Strawberry

- say I'm hungry/thirsty in Hindi

मैं भूखा हूँ!	māin bhūkhā hūṆ!	I'm hungry! (male speaker)
मैं प्यासी हूँ!	māin pyāsī hūṆ!	I'm thirsty! (female speaker)

- say thank you in Hindi

धन्यवाद!	dhanyavād!	Thank you!
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- make simple requests in Hindi. For example:

मुझे एक सेब का रस चाहिए।	mujhe ek seb kā ras chāhiye!	I'd like/I want an apple juice!
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App 5: The Polyglots at the Circus

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Hindi. For example:

सिर	sir	Head
बाँह	bāNh	Arm
टाँग	ṭāNg	Leg
पैर	pāir	Foot

- say some parts of the face in Hindi. For example:

आँख	āNkh	Eye
कान	kān	Ear
मुँह	muNh	Mouth
नाक	nāk	Nose

- say something hurts in Hindi. For example:

मेरे सिर में दर्द है!	mere sir meḥ dard hāi!	My head hurts!
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- use some adjectives in Hindi. For example:

छोटा	chhotā	Small (for masculine pronouns)
बड़ा	baṛā	Big (for masculine pronouns)

App 6: The Polyglots at the Park

The *Polyglots at the Park* features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Hindi. For example:

चलो!	chalo!	Walk!
नाचो!	nācho!	Dance!

- use some adverbs in Hindi. For example:

तेज़!	tez!	Fast/quickly!
धीरे!	dhīre!	Slowly!

App 7: The Polyglots in the Town

The *Polyglots in the Town* provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Hindi. For example:

त्रिकोण	trikoṇ	Triangle
वर्ग	varg	Square
गोला	golā	Circle

- recognise the meaning of some words written in Hindi

- say goodbye in Hindi

फिर मिलेंगे!	namaste!	Goodbye!
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Connections with the Australian Curriculum for Hindi

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Hindi.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Hindi. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Hindi at school.

It is important to note that the Australian Curriculum for Hindi is written for background speakers of Hindi as this is the dominant cohort of learners of Hindi in Australian schools. It will be more challenging for children learning Hindi at school or preschool for the first time to be able to reach the Achievement Standards described in the Australian Curriculum for Hindi. Educators will be required to adjust learning programs and expectations to reflect the individual needs and abilities of children.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with the educator and their peers to exchange information about themselves; for example, नमस्ते, आप कैसे हैं?, मेरा नाम गीता है
- Children express thanks, likes and dislikes; for example, मुझे आम पसंद है।, मुझे संगीत पसंद नहीं है।
- Children use repetitive language when participating in guided activities; for example, नमस्ते, बैठ जाओ, धन्यवाद
- When speaking, children use the sounds and patterns of the Hindi language; for example, त, थ, ग, घ, ट, ठ, द, ध
- Children identify words and phrases in simple texts.
- Children respond to texts that they have listened to, or participated in through singing, drawing, movement and action, and use illustrations, familiar language and non-verbal forms of expression to interpret and adapt Hindi songs.
- Children use familiar words and phrases; for example, बैठ जाओ।, चलो चलें।
- Children use basic rules of word order, and gender in simple sentences.
- Children identify themselves as members of different groups and describe different words they use when communicating in Hindi and English.
- Children make connections between spoken Hindi, including vowels, consonants and conjuncts, and the use of Devanagari script.
- Children distinguish between question, answer and statement forms; for example, आप कैसे हैं?
- Children identify the use of pronouns and verbs in relation to actions and commands.
- Children name some of the many languages that are spoken in Australia, including Hindi, and give examples of simple words in English that have been borrowed from Hindi and vice versa, such as चटनी, रोटी, फुटबॉल, ब्रौकोली
- Children identify how language usage reflects where and how people live and what is important to them.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Indonesian language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Indonesian
- say some simple greetings in Indonesian. For example:

.....	
Halo!	Hello!
.....	
Sampai jumpa!	See you later!
.....	

- introduce themselves in Indonesian. For example:

.....	
Nama saya (name)!	My name is (name)!
.....	

App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Indonesian. For example:

Biru	Blue
Hijau	Green
Jingga	Orange
Merah muda	Pink
Merah	Red
Kuning	Yellow

- express some likes and dislikes in Indonesian. For example:

Saya suka merah!	I like red!
Saya tidak suka jingga!	I don't like orange!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Indonesian

Satu	One
Dua	Two
Tiga	Three
Empat	Four
Lima	Five
Enam	Six
Tujuh	Seven
Delapan	Eight
Sembilan	Nine
Sepuluh	Ten

- say how old they are in Indonesian. For example:

Saya (age).	I am (age).
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- say happy birthday in Indonesian

Selamat ulang tahun!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Indonesian. For example:

Apel	Apple
Pisang	Banana
Jeruk	Orange
Arbei	Strawberry

- say I'm hungry/thirsty in Indonesian

Saya lapar!	I'm hungry!
Saya haus!	I'm thirsty!

- say thank you in Indonesian

Terima kasih!	Thank you!
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- make simple requests in Indonesian. For example:

Minta jus.	I'd like some juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Indonesian. For example:

Kepala	Head
Lengan	Arm
Tangan	Hand
Kaki	Leg/Foot

- say some parts of the face in Indonesian. For example:

Mata	Eye
Telinga	Ear
Mulut	Mouth
Hidung	Nose

- say something hurts in Indonesian. For example:

Kepala saya sakit!	My head hurts!
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- use some adjectives in Indonesian. For example:

Besar	Big
Kecil	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Indonesian. For example:

Jalan kaki!	Walk!
Berdansa!	Dance!

- use some adverbs in Indonesian. For example:

Cepat-cepat	Quickly
Pelan-pelan	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Indonesian. For example:

Segitiga	Triangle
Segi empat	Square
Lingkaran	Circle

- recognise the meaning of some words written in Indonesian

- say goodbye in Indonesian

Sampai jumpa!	See you later!
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Connections with the Australian Curriculum for Indonesian

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Indonesian.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Indonesian. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Indonesian at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with educators and peers through play- and action-related language.
- Children use greetings such as *Selamat pagi/siang*.
- Children pronounce the vowel sounds, and c (ch).
- Children identify specific words or items in oral texts such as names of objects and people, and respond by using actions or drawing or labelling a picture.
- Children use vocabulary related to their class and home environments.
- Children know that Indonesian is written using the same alphabet as English but that some sounds are different.
- Children know that they communicate in English (and possibly other languages) and that Indonesian is spoken in a country called Indonesia.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

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- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Italian language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Italian
- say some simple greetings in Italian. For example:

Ciao!	Hello!
A dopo!	See you later!
Pronto!	Hello! (on the phone)

- introduce themselves in Italian. For example:

Mi chiamo (name)!	My name is (name)!
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Italian. For example:

Azzurra/Azzurro	Blue
Verde	Green
Arancione	Orange
Rosa	Pink
Rossa/Rosso	Red
Gialla/Giallo	Yellow

- express some likes and dislikes in Italian. For example:

Mi piace il rosso!	I like red!
Non mi piace il giallo!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Italian

Uno	One
Due	Two
Tre	Three
Quattro	Four
Cinque	Five
Sei	Six
Sette	Seven
Otto	Eight
Nove	Nine
Dieci	Ten

- say how old they are in Italian. For example:

Ho (age) anni!	I am (age)!
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- say happy birthday in Italian

Buon compleanno!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Italian. For example:

Una mela	An apple
Una banana	A banana
Un'arancia	An orange
Una fragola	A strawberry

- say I'm hungry/thirsty in Italian

Ho fame!	I'm hungry!
Ho sete!	I'm thirsty!

- say thank you in Italian

Grazie!	Thank you!
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- make simple requests in Italian. For example:

Vorrei un succo di mela.	I'd like an apple juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Italian. For example:

La testa	Head
Il braccio	Arm
La gamba	Leg
Il piede	Foot

- say some parts of the face in Italian. For example:

L'occhio	Eye
L'orecchio	Ear
La bocca	Mouth
Il naso	Nose

- say something hurts in Italian. For example:

Mi fa male la testa!	My head hurts!
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- use some adjectives in Italian. For example:

Grande	Big
Piccolo	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Italian. For example:

.....	Cammina!	Walk!
.....	Balla!	Dance!

- use some adverbs in Italian. For example:

.....	Veloce	Fast/quickly
.....	Piano	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Italian. For example:

.....	Un triangolo	A triangle
.....	Un quadrato	A square
.....	Un cerchio	A circle

- recognise the meaning of some words written in Italian

- say goodbye in Italian

.....	Arrivederci	Goodbye
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Connections with the Australian Curriculum for Italian

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Italian.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Italian. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Italian at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children use Italian to communicate with their educator and peers through action-related talk and play.
- Children demonstrate comprehension by responding both verbally and non-verbally.
- Children imitate simple words and phrases.
- Children respond to familiar games and routines such as questions about self (for example, *Come ti chiami?*).
- Children produce learnt sounds and formulaic expressions (for example, *Non mi piace*), or partial phrases, often providing only part of the required response in Italian or using a key word to convey a whole idea.
- Children experiment with and approximate Italian pronunciation, for example, producing vowel sounds and 'c' and 'ch' pronunciation with some accuracy.
- Children differentiate between statements and questions according to intonation.
- Children know that Italian is the language used in Italy.
- They know that simple sentences follow a pattern, and that nouns require an article and are gendered either masculine or feminine.
- Children know that languages borrow words from each other and provide examples of Italian words and expressions that are used in various English-speaking contexts.
- Children identify similarities and differences in the cultural practices of Italians and Australians.
- Children understand that they have their own language(s) and culture(s), and that they are also learners of Italian language and culture.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Japanese language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Japanese
- say some simple greetings in Japanese. For example:

こんにちは	Konnichiwa	Hello
またね	Mata-ne	See you later
もしもし	Moshi moshi	Hello (on the phone)

- introduce themselves in Japanese. For example:

わたしは (name)。	Watashi wa (name) desu.	I (used by girls) am (name).
ぼくは (name)。	Boku wa (name) desu.	I (used by boys) am (name).

App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Japanese. For example:

あお	Ao	Blue
みどり	Midori	Green
オレンジ	Orenji	Orange
ピンク	Pinku	Pink
あか	Aka	Red
きいろ	Kiiro	Yellow

- express some likes and dislikes in Japanese. For example:

あか が すき！	Aka ga suki!	I like red!
みどり が すきじゃない！	Midori ga sukijanai!	I don't like green!

App 3: The Polyglots at the Birthday Party

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Japanese

いち	Ichi	One
に	Ni	Two
さん	San	Three
し	Shi	Four
ご	Go	Five
ろく	Roku	Six
しち	Shichi	Seven
はち	Hachi	Eight
きゅう	Kyuu	Nine
じゅう	Jyuu	Ten

- say how old they are in Japanese. For example:

わたしは (number) さい。	Watashi wa (number) sai.	I (used by girls) am (age).
ぼくは (number) さい。	Boku wa (number) sai.	I (used by boys) am (age).

- say happy birthday in Japanese

たんじょうびおめでとう！	Otanjoubi omedetou!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Japanese. For example:

りんご	Ringo	Apple
バナナ	Banana	Banana
オレンジ	Orenji	Orange
いちご	Ichigo	Strawberry

- say I'm hungry/thirsty in Japanese

おなかがすいた。	Onaka ga suite.	I'm hungry.
のどがかわいた。	Nodo ga kawaita.	I'm thirsty.

- say thank you in Japanese

ありがとう	Arigatou	Thank you
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- make simple requests in Japanese. For example:

ジュース をください。	Juusu o kudasai.	Can I please have some juice?
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App 5: The Polyglots at the Circus

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Japanese. For example:

あたま	Atama	Head
うで	Ude	Arms
ひざ	Hiza	Knees
あし	Ashi	Feet

- say some parts of the face in Japanese. For example:

め	Me	Eyes
みみ	Mimi	Ears
くち	Kuchi	Mouth
はな	Hana	Nose

- say something hurts in Japanese. For example:

あたま が いたい。	Atama ga itai.	My head hurts.
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- use some adjectives in Japanese. For example:

おおきい	Ookii	Big
ちいさい	Chiisai	Small

App 6: The Polyglots at the Park

The *Polyglots at the Park* features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Japanese. For example:

あるいて	Aruite!	Walk!
おどって	Odotte!	Dance!

- use some adverbs in Japanese. For example:

はやく	Hayaku	Fast/quickly
ゆっくり	Yukkuri	Slowly

App 7: The Polyglots in the Town

The *Polyglots in the Town* provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Japanese. For example:

さんかく	Sankaku	Triangle
しかく	Shikaku	Square
まる	Maru	Circle

- recognise the meaning of some words written in Japanese

- say goodbye in Japanese

さようなら	Sayounara	Goodbye
またね	Mata-ne	See you later

Connections with the Australian Curriculum for Japanese

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Japanese.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Japanese. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Japanese at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with the educator and their peers through play- and action-related language.
- Children use formulaic expressions and appropriate gestures in everyday interactions such as exchanging greetings and farewells, for example, こんにちは、さようなら、また あした.
- Children use visual, non-verbal and contextual support, such as pictures, gestures, facial expressions and props to make meaning of simple texts.
- When listening to simple repetitive spoken texts, children identify key words such as names or numbers of objects or people, and demonstrate comprehension by actions, drawing or labelling.
- Children present information about themselves and favourite things at word and simple sentence level, using formulaic and modelled language.
- Children describe people and objects using adjectives to indicate colour, shape and size, for example, あかい りんご、おおきい、まるい.
- Children mimic Japanese pronunciation, intonation and rhythm through shared reading and singing.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

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The ELLA apps

- The ELLA apps are designed to be engaging and educational.
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- Children play together as they explore the apps, sharing ideas and helping each other.
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- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
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- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Korean language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Korean
- say some simple greetings in Korean. For example:

안녕!	Annyeong!	Hello!
다음에 만나!	Da-eum-e manna!	See you later!
여보세요!	Yeoboseyo!	Hello! (on the phone)

- introduce themselves in Korean. For example:

내 이름은 (name) 이야.	Nae ireum-eun (name)-iya.	My name is (name). [for names ending in a consonant, eg Alex]
내 이름은 (name) 야.	Nae ireum-eun (name)-ya.	My name is (name). [for names ending in a vowel, eg Anna]

App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Korean. For example:

노란색	Noransaek	Yellow
초록색	Choroksaek	Green
주황색	Juhwangsae	Orange
분홍색	Bunhongsae	Pink
빨간색	Ppalgansaek	Red
파란색	Paransaek	Blue

- express some likes and dislikes in Korean. For example:

난 빨간색을 좋아해!	Nan ppalgansaek-eul joh-ahae!	I like red!
난 노란색을 싫어해!	Nan noransaek-eul silh-eohae!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Korean

하나	Hana	One
둘	Dul	Two
셋	Set	Three
넷	Net	Four
다섯	Daseot	Five
여섯	Yeseot	Six
일곱	Ilgop	Seven
여덟	Yeodeol	Eight
아홉	Ahop	Nine
열	Yeol	Ten

- say how old they are in Korean. For example:

난 다섯살이야!	Nan daseotsariya!	I'm five years old!
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- say happy birthday in Korean

생일 축하해!	Saengil chukahae!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Korean. For example:

사과	Sagwa	Apple
바나나	Banana	Banana
오렌지	Orenji	Orange
딸기	Ttalggi	Strawberry

- say I'm hungry/thirsty in Korean

난 배가 고파!	Nan bae-ga gopa!	I'm hungry!
난 목이 말라!	Nan mogi malla!	I'm thirsty!

- say thank you in Korean

고마워!	Gomawo!	Thank you!
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- make simple requests in Korean. For example:

사과 주스 주세요.	Sagwa juseu juseyo.	I'd like/I want an apple juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Korean. For example:

머리	Meo-ri	Head
팔	Pal	Arm
다리	Da-ri	Leg
발	Bal	Foot

- say some parts of the face in Korean. For example:

눈	Nun	Eye
귀	Gwi	Ear
코	Ip	Mouth
코	Ko	Nose

- say something hurts in Korean. For example:

머리가 아파!	Meori-ga apa!	My head hurts!
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- use some adjectives in Korean. For example:

큰	Keun	Big
작은	Jageun	Small

App 6: The Polyglots at the Park

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Korean. For example:

걸어!	Georeo!	Walk!
춤춰!	Chumchwo!	Dance!

- use some adverbs in Korean. For example:

빠르게	Ppareuge	Fast/quickly
느리게	Neurige	Slowly

App 7: The Polyglots in the Town

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Korean. For example:

삼각형	Samgakyong	Triangle
정사각형	Jeongsagakyong	Square
원형	Wonhyeong	Circle

- recognise the meaning of some words written in Korean

- say goodbye in Korean

안녕!	Annyeong!	Goodbye!
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Connections with the Australian Curriculum for Korean

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Korean.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Korean. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Korean at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

Foundation to Year 2 Achievement Standard

- By the end of Year 2, students interact with peers and teachers through play- and action-related talk, exchanging greetings and introducing themselves (for example, 안녕하세요?; 안녕?; 저는 ...이에요/예요 used as a set phrase) with gestures.
- They make simple requests using ... 주세요 and thank each other or the teacher.
- They mimic and approximate Korean pronunciation of simple words.
- Students present simple information relating to themselves, their friends or everyday objects, using simple words and set phrases.
- Students use vocabulary related to their class and home environments.
- Students explain aspects of Korean language and culture in everyday language use, such as ways of greeting and thanking, identify differences or similarities to their own language/s and culture/s, and discuss the experience of learning and using the Korean language.
- They identify Korean language as the language of Korea and as one of the many languages used in Australia and in the world. Students identify some loan words from other languages and Korean words used in Australia and other countries. Students identify differences and similarities between their own and others' languages and cultures.

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- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
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The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Modern Greek language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Modern Greek
- say some simple greetings in Modern Greek. For example:

Γεια σου!	Gia soo!	Hello!
Τα λέμε μετά!	Ta leme meta!	See you later!
Παρακαλώ!	Parakalo!	Hello! (on the phone)

- introduce themselves in Modern Greek. For example:

Είμαι ο (name)	Ime o (name)	I am (name) <i>for a boy</i>
Είμαι η (name)	Ime i (name)	I am (name) <i>for a girl</i>

App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Modern Greek. For example:

Κίτρινο	Kitrino	Yellow
Πράσινο	Prasino	Green
Πορτοκαλί	Portokali	Orange
Ροζ	Roz	Pink
Κόκκινο	Kokkino	Red
Μπλε και ροζ	Ble	Blue

- express some likes and dislikes in Modern Greek. For example:

Μου αρέσει το κόκκινο!	Moo aresi to kokkino!	I like red!
Δεν μου αρέσει το κίτρινο!	Den moo aresi to kitrino!	I don't like yellow!

App 3: The Polyglots at the Birthday Party

The *Polyglots at the Birthday Party* is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Modern Greek

Ένα	Ena	One
Δύο	Dio	Two
Τρία	Tria	Three
Τέσσερα	Tessera	Four
Πέντε	Pente	Five
Έξι	Exi	Six
Εφτά	Efta	Seven
Οχτώ	Ohto	Eight
Εννέα	Ennea	Nine
Δέκα	Deka	Ten

- say how old they are in Modern Greek. For example:

Είμαι πέντε χρονών!	Ime pente hronon!	I'm five years old!
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- say happy birthday in Modern Greek

Χρόνια πολλά!	Xronia polla!	Happy birthday!
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App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Modern Greek. For example:

Το μήλο	To milo	Apple
Η μπανάνα	I banana	Banana
Το πορτοκάλι	To portokali	Orange
Η φράουλα	I fraoola	Strawberry

- say I'm hungry/thirsty in Modern Greek

Πεινάω!	Pinao!	I'm hungry!
Διψάω!	Dipsao!	I'm thirsty!

- say thank you in Modern Greek

Ευχαριστώ!	Efharisto!	Thank you!
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- make simple requests in Modern Greek. For example:

Θα ήθελα λίγο χυμό!	Tha ithela ligo himo!	I'd like some juice!
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Modern Greek. For example:

Το κεφάλι	To kefali	Head
Το χέρι	To heri	Arm
Το πόδι	To podi	Leg
Το πόδι	To podi	Foot

- say some parts of the face in Modern Greek. For example:

Το μάτι	To mati	Eye
Το αυτί	To afti	Ear
Το στόμα	To stoma	Mouth
Η μύτη	I miti	Nose

- say something hurts in Modern Greek. For example:

Το κεφάλι μου πονάει!	To kefali moo ponai!	My head hurts!
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- use some adjectives in Modern Greek. For example:

Μεγάλο	Megalo	Big
Μικρό	Mikro	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Modern Greek. For example:

Περπάτα!	Perpata!	Walk!
Χόρεψε!	Horepse!	Dance!

- use some adverbs in Modern Greek. For example:

Γρήγορα!	Grigora!	Fast/quickly!
Αργά!	Arga!	Slowly!

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Modern Greek. For example:

Τρίγωνο	Trigono	Triangle
Τετράγωνο	Tetragono	Square
Κύκλος	Kiklos	Circle

- recognise the meaning of some words written in Modern Greek
- say goodbye in Modern Greek

Τα λέμε μετά!	Ta leme meta!	See you later!
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Connections with the Australian Curriculum for Modern Greek

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Modern Greek.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Modern Greek. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Modern Greek at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

Foundation to Year 2 Achievement Standard

- Children interact with teachers and peers through action-related talk and play.
- They introduce themselves (for example, Με λένε Γιώργο) and exchange greetings and farewells (for example, Γεια σου), and express thanks (for example, Ευχαριστώ).
- They use simple, repetitive language when participating in shared activities and simple exchanges, and respond to simple instructions.
- When speaking, they reproduce distinctive sounds and letters of the Greek language such as γ-γάτα, ρ-νερό, μπ-μπαμπάς, ψ-ψάρι, ου-μου.
- Children identify specific words, such as names of people, places or objects, in simple spoken language (and a few written) texts, and respond to imaginative experiences through singing and performing.
- They present information about themselves, friends (for example, οι φίλοι μου) and possessions, using gestures and modelled language.
- They recognise questions and commands and use short sentences with appropriate word order, verb forms and personal pronouns to communicate about themselves.
- They identify features of familiar texts such as songs.
- They identify words in English that have been borrowed from Greek and vice versa; for example, 'music' (μουσική).
- They identify similarities and differences between Greek and their own language and culture.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Spanish language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Spanish
- say some simple greetings in Spanish. For example:

¡Hola!	Hello!
¡Hasta luego!	See you later!

- introduce themselves in Spanish. For example:

Me llamo (name).	My name is (name).
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Spanish. For example:

	Azul	Blue
	Verde	Green
	Naranja	Orange
	Rosa	Pink
	Rojo/Roja	Red
	Amarillo/Amarilla	Yellow

- express some likes and dislikes in Spanish. For example:

	¡Me gusta el rojo!	I like red!
	¡No me gusta el amarillo!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Spanish

Uno	One
Dos	Two
Tres	Three
Cuatro	Four
Cinco	Five
Seis	Six
Siete	Seven
Ocho	Eight
Nueve	Nine
Diez	Ten

- say how old they are in Spanish. For example:

¡Tengo (age) años!	I'm (age) years old!
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- say happy birthday in Spanish

¡Feliz cumpleaños!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Spanish. For example:

La manzana	Apple
La banana	Banana
La naranja	Orange
La fresa	Strawberry

- say I'm hungry/thirsty in Spanish

¡Tengo hambre!	I'm hungry!
¡Tengo sed!	I'm thirsty!

- say thank you in Spanish

¡Gracias!	Thank you!
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- make simple requests in Spanish. For example:

Quisiera un jugo de manzana.	I'd like/I want an apple juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Spanish. For example:

La cabeza	Head
El brazo	Arm
La pierna	Leg
El pié	Foot

- say some parts of the face in Spanish. For example:

El ojo	Eye
La oreja	Ear
La boca	Mouth
La nariz	Nose

- say something hurts in Spanish. For example:

¡Me duele la cabeza!	My head hurts!
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- use some adjectives in Spanish. For example:

Grande	Big
Pequeña	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Spanish. For example:

¡Camina!	Walk!
¡Baila!	Dance!

- use some adverbs in Spanish. For example:

Rápido	Fast/quickly
Lento	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Spanish. For example:

Un triángulo	A triangle
Un cuadrado	A square
Un círculo	A circle

- recognise the meaning of some words written in Spanish

- say goodbye in Spanish

Adiós	Goodbye
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Connections with the Australian Curriculum for Spanish

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Spanish.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Spanish. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Spanish at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

- Children interact with educators and peers through action-related talk and play.
- Children introduce themselves and exchange greetings and farewells.
- Children use simple repetitive language and respond to simple instructions when participating in classroom routines, games and shared activities.
- Children use visual, non-verbal and contextual cues such as intonation, gestures and facial expressions to help make meaning, and reproduce distinctive sounds of the Spanish language, including the sounds for the letters *ll, ñ, rr/r g/j, c* and *y*.
- Children identify specific words and expressions in simple texts, such as names of people, places or objects.
- Children convey factual information about self at word and simple sentence level,
- Children respond to and create simple spoken texts using modelled examples and formulaic language.
- Children use gender, simple verb forms, definite articles and vocabulary related to familiar environments to describe people, places and things.
- Children identify similarities and differences between English and Spanish language and culture in songs, stories, rhymes and pictures.
- Children know that Spanish uses the same alphabet as English when written, except for *ñ* as in *mañana* and *España*.
- Children identify Spanish as one of many languages spoken in Australia and give examples of words that English and Spanish have borrowed from each other.
- Children identify differences and similarities between their own and others' languages and cultures.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Turkish language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Turkish
- say some simple greetings in Turkish. For example:

Merhaba!	Hello!
Görüşmek üzere!	See you later!
Alo!	Hello! (on the phone)

- introduce themselves in Turkish. For example:

Benim adım (name)	My name is (name)
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Turkish. For example:

Sarı	Yellow
Yeşil	Green
Turuncu	Orange
Pembe	Pink
Kırmızı	Red
Mavi	Blue

- express some likes and dislikes in Turkish. For example:

Ben kırmızıyı severim!	I like red!
Ben sarıyı sevmem!	I don't like yellow!

App 3: The Polyglots at the Birthday Party

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Turkish

Bir	One
İki	Two
Üç	Three
Dört	Four
Beş	Five
Altı	Six
Yedi	Seven
Sekiz	Eight
Dokuz	Nine
On	Ten

- say how old they are in Turkish. For example:

Ben beş yaşımdayım!	I'm five years old!
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- say happy birthday in Turkish

İyi ki doğdun!	Happy birthday!
Doğum günün kutlu olsun	Happy birthday! (formal)

App 4: The Polyglots at the Zoo

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Turkish. For example:

Elma	Apple
Muz	Banana
Portakal	Orange
Çilek	Strawberry

- say I'm hungry/thirsty in Turkish

Acıktım!	I'm hungry!
Susadım!	I'm thirsty!

- say thank you in Turkish

Teşekkür ederim!	Thank you!
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- make simple requests in Turkish. For example:

Elma suyu istiyorum.	I'd like/I want an apple juice.
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Turkish. For example:

Baş	Head
Kol	Arm
Bacak	Leg
Ayak	Foot

- say some parts of the face in Turkish. For example:

Göz	Eye
Kulak	Ear
Ağız	Mouth
Burun	Nose

- say something hurts in Turkish. For example:

Başım ağrıyor!	My head hurts!
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- use some adjectives in Turkish. For example:

Büyük	Big
Küçük	Small

App 6: The Polyglots at the Park

The *Polyglots at the Park* features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Turkish. For example:

Yürü!	Walk!
Dans et!	Dance!

- use some adverbs in Turkish. For example:

Hızlı	Fast/quickly
Yavaş	Slowly

App 7: The Polyglots in the Town

The *Polyglots in the Town* provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Turkish. For example:

Üçgen	Triangle
Kare	Square
Daire	Circle

- say goodbye in Turkish

Hoşça kal!	Goodbye!
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Connections with the Australian Curriculum for Turkish

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Turkish.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Turkish. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Turkish at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

Foundation to Year 2 Achievement Standard

- By the end of Year 2, students interact with the teacher and peers to share information about themselves and to exchange greetings, for example Merhaba and Hoşça kal.
- Students use repetitive language when participating in guided activities and use movement, gestures, pictures and objects to support meaning-making, for example, by singing and performing actions to songs.
- When interacting, students reproduce the sounds of Turkish.
- Students use simple sentences with appropriate word order to communicate information about themselves.
- Students translate the meaning of Turkish words, phrases and gestures used in everyday contexts and situations.
- Students identify the sounds of the Turkish language.
- Students provide examples of different words, expressions and gestures that are used by speakers of Turkish to address and greet people in different contexts and situations.

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Early Learning Languages Australia (ELLA) program

Information for primary school educators

ELLA is a fun, digital, play-based language learning program for children in preschool. The aim is for children to recognise the different sounds and concepts of a language other than English through the introduction of words, sentences and songs in age-appropriate experiences and practices. Early experience in language learning is an important platform for encouraging language learning in the later years of education.

Preschools involved in this project have chosen one of the available languages to incorporate into their educational program. The ELLA apps are designed to provide children with early language learning experiences and are aligned to the Early Years Learning Framework (EYLF) and the Australian Curriculum (Foundation to Year 2).

The ELLA apps

- The ELLA apps are designed to be engaging and educational.
- The design and development of the ELLA apps was guided by experts in languages, early childhood and technology.
- Children play together as they explore the apps, sharing ideas and helping each other.
- Learning experiences within apps are play-based and draw on the interests and activities of young children; for example, a sandpit, cooking experiences, art activities, building and role-play.
- Educators and children learn together – an effective and collaborative learning method.

What are the benefits for children of participating in ELLA?

There are many benefits to learning another language in the ELLA program.

- Children expand their knowledge of how language works and apply these skills to other literacy tasks such as listening carefully to sounds in words. These skills will be used when children learn to read and write.
- Language learning increases memory, concentration and critical thinking skills.
- Children use social skills when they play with the apps. They share the tablets and their knowledge, and they interact and help each other.
- The apps provide opportunities for children to increase their digital skills.
- The apps create opportunities to celebrate culture and diversity, to share home languages, and to strengthen links between families and the preschool.
- The skills and understandings developed through ELLA can be extended in children's language learning experiences at school, whether this be continuing with the same language or transferring to a new language.

The ELLA program is funded by the Australian Government and managed by Education Services Australia.

Want to find out more? Visit the ELLA website: www.ella.edu.au

Key Vietnamese language included in the ELLA apps

Each of the ELLA apps engages children in play-based activities in different contexts to provide meaningful opportunities to hear and use language. There are also many cultural elements included in the apps.

Below is a brief description of each app and some of the key words and phrases that children are introduced to.

App 1: *The Polyglots in the Playroom*

When exploring *The Polyglots in the Playroom*, children become familiar with language relating to greetings, introductions, farewells and expressing likes and dislikes.

Through engaging with App 1, children will begin to develop skills to:

- sing the 'Hello' song in Vietnamese
- say some simple greetings in Vietnamese. For example:

Xin chào!	Hello!
Hẹn gặp lại!	See you later!
A lô!	Hello! (on the phone)

- introduce themselves in Vietnamese. For example:

Tôi tên là (name)!	My name is (name)!
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App 2: *The Polyglots at the Beach*

The Polyglots at the Beach provides a playful environment and opportunities to explore the language of colours. While playing above and below the water, children are encouraged to interact with the language of colours, sea creatures and expressions of preference.

Through engaging with App 2, children will begin to develop skills to:

- name some colours in Vietnamese. For example:

Màu xanh trời	Blue
Màu xanh lá cây	Green
Màu cam	Orange
Màu hồng	Pink
Màu đỏ	Red
Màu vàng	Yellow

- express some likes and dislikes in Vietnamese. For example:

Tôi thích màu đỏ!	I like red!
Tôi không thích màu vàng!	I don't like yellow!

App 3: *The Polyglots at the Birthday Party*

The Polyglots at the Birthday Party is an opportunity to explore the language of numbers through counting candles, singing songs, making cakes and saying how old children are.

Through engaging with App 3, children will begin to develop skills to:

- count to ten in Vietnamese

Một	One
Hai	Two
Ba	Three
Bốn	Four
Năm	Five
Sáu	Six
Bảy	Seven
Tám	Eight
Chín	Nine
Mười	Ten

- say how old they are in Vietnamese. For example:

Tôi (age) tuổi!	I am (age).
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- say happy birthday in Vietnamese

Chúc mừng sinh nhật!	Happy birthday!
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App 4: *The Polyglots at the Zoo*

The Polyglots at the Zoo features animals in an open-range zoo and introduces children to words for foods and drinks, and phrases for being able to say they are hungry and thirsty, for asking politely and saying thank you.

Through engaging with App 4, children will begin to develop skills to:

- name some fruits in Vietnamese. For example:

Táo	Apple
Chuối	Banana
Cam	Orange
Dâu	Strawberry

- say I'm hungry/thirsty in Vietnamese

Tôi đói!	I'm hungry!
Tôi khát nước!	I'm thirsty!

- say thank you in Vietnamese

Cảm ơn!	Thank you!
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- make simple requests in Vietnamese. For example:

Cho tôi nước táo!	I'd like/I want an apple juice!
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App 5: *The Polyglots at the Circus*

The Polyglots at the Circus takes children to the magical space of a circus, providing them with the opportunity to experience language related to parts of the body.

Through engaging with App 5, children will begin to develop skills to:

- name some body parts in Vietnamese. For example:

Đầu	Head
Cánh tay	Arm
Chân	Leg
Bàn chân	Foot

- say some parts of the face in Vietnamese. For example:

Mắt	Eye
Tai	Ear
Miệng	Mouth
Mũi	Nose

- say something hurts in Vietnamese. For example:

Đầu tôi đau!	My head hurts!
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- use some adjectives in Vietnamese. For example:

To	Big
Nhỏ	Small

App 6: *The Polyglots at the Park*

The Polyglots at the Park features games and activities that encourage children to actively engage in learning verbs and adverbs relating to actions.

Through engaging with App 6, children will begin to develop skills to:

- respond to some simple instructions in Vietnamese. For example:

Đi bộ!	Walk!
Khiêu vũ!	Dance!

- use some adverbs in Vietnamese. For example:

Nhanh	Fast/quickly
Chậm	Slowly

App 7: *The Polyglots in the Town*

The Polyglots in the Town provides an opportunity for children to use familiar language developed through apps 1–6 in a range of experiences in the town.

Through engaging with App 7, children will begin to develop skills to:

- name some shapes in Vietnamese. For example:

Hình tam giác	Triangle
Hình vuông	Square
Hình tròn	Circle

- recognise the meaning of some words written in Vietnamese

- say goodbye in Vietnamese

Tạm biệt!	Goodbye
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Connections with the Australian Curriculum for Vietnamese

The ELLA apps provide an engaging and enjoyable resource to support children in the initial stages of learning Vietnamese.

The statements below are taken from the Achievement Standards of the Australian Curriculum for Vietnamese. They capture some of the elements that children will have learnt by the end of Year 2 – after three years of learning Vietnamese at school.

The ELLA apps provide opportunities for children to engage with the following statements from the Australian Curriculum. Children's abilities and levels of achievement will be influenced by a range of factors.

Foundation to Year 2 Achievement Standard

- Children interact with teachers and peers through action-related talk and play.
- Children introduce themselves and others, and express thanks, likes and dislikes, needs and wishes, for example, Tôi tên là ..., Cảm ơn, Tôi thích/không thích ...
- Children use modelled, repetitive language when participating in games and shared activities.
- When interacting, children use the sounds and tones of Vietnamese and distinguish between questions and commands.
- Children identify information and key words, such as names of people, places or objects, and convey information about themselves using modelled sentences.
- Children identify how the ways in which people use language reflect where and how they live and what is important to them.

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