# **Communicating: Oral language and early literacy development**



# Learning possibilities

**Text:** Gleeson, L 2006, *Amy and Louis*, Scholastic Press, Lindfield, NSW.

## Engage

- Step 1. If you have this book at home, encourage your child/children to predict what the story is about from the cover. If not use the suggested video link in the Resources box and watch the story together. As you read or watch the story together encourage your child/children to join in using the refrain 'coo-ee'.
- Step 2. Invite your child/children to recall and talk about the play experiences that the two friends shared.

## Resources

#### Poem

'Sometimes I Feel Happy' by Jean Warren http://www.preschoolexpress.com/musicstation09/feelings-songs-april.shtml

#### Video

Amy and Louis (YouTube, Kinder Stories) https://www.youtube.com/watch?v=eG9pW7QDoM8

- Step 3. Here are some questions to ask your child/children about the story.
  - 1. What games did Amy and Louis like to play together?
  - 2. Louis and Amy were best friends. What kind of games do you like to play with your friends?
  - 3. How would you feel if your friend moved away?
  - 4. Can you think of a way that Amy and Louis could stay in touch with each other, even though they live far away from one another? (phone, email, video call)

### Respond

Discuss the play experiences that your child/children enjoys and encourage them to create a plan of experiences they would like to try. The plan could be drawn on paper (a story map), or made as a list with you modelling writing for a purpose. Your kindergarten child/children may like to draw/write or take photos of their favourite play pastimes and write their name.

## Extend

- Encourage children to take photos using an electronic tablet that can be used to create a photo story.
  - o 'At kindy we like to ... '
  - o 'At home I like to...'
  - o 'My favourite play space is ... '
  - 'I love to build ... with ... '
- Taking photographs of your child/children during play provides a reference point for reflection and to build on the learning. Some prompts for discussion can include, 'Tell me about ... '; 'When you were playing with the blocks I noticed ... '; 'What else could we use to ...?'

