The target language is not present during the construction based activities.

Initial situation Desired situation

The target language is present during the construction based activities.

Construction based activities often include characters that come from a cartoon your child may be familiar with (e.g. LEGO mini figure or series, Thomas the Tank Engine railroad set, etc.) that is also in the target language. If so, use one of the characters for introducing the target language. In a sense, this character becomes an alternative to the PASS language character and can be used in the same way. Alternatively, you can use any other part of the construction set for this purpose.

{take the next card 2}

LANGUAGE

Construction

Technology 5

Find some materials in the target language related to a particular construction activity you do with your child (e.g. a LEGO promotional booklet, books about Thomas and other engines, etc.). Look at them together before / after the activity - this may help you with additional input. (See Reading to the child for more ideas).

Technology 5 Construction

Get the character to ask you some questions your child would normally ask in a given situation:

Can you build a bridge here? Do you like my bionicle? Can you take this apart? Etc.

Technology 5 Construction

Get the character to react in a way similar to how your child may react in a given situation:

Don't build it here Pass me a short rail please. Look what I've done. Etc.

LANGUAGE

Technology 5 Construction

Try to get the character to behave like it does in the cartoon. If possible, make his language sound similar to that in the cartoon, at least at times. This will help your child to draw parallels with cartoons.

LANGUAGE

Technology 5 Construction

Find a video in the target language related to your chosen activity. Watching other children building something from Lego or playing with the Thomas railway set may be inspiring enough (see suggestions for computer technology for some additional activities that may be helpful).

LANGUAGE











