# Reception to year 6 Languages

Indonesian

September 2021

Scope and sequence

V1.0



# Languages – Indonesian: Reception to year 6

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# **Context Statement**

In Languages, students communicate and make meaning in the language being learnt; they reflect on the interrelationship between language, culture, learning and identity and thereby develop their intercultural capability.

The Australian Curriculum: Languages is organised through 2 interrelated strands:

- Communicating: using language for communicative purposes in interpreting, creating and exchanging meaning
- Understanding: analysing language and culture as a resource for interpreting and creating meaning.

The 2 strands are divided into sub-strands which reflect dimensions of language use. Across the year levels, the content descriptions in each sub-strand present a development sequence of knowledge, understanding and skills and the related content to be taught and learnt. These sub-strands are further organised into threads that provide a deeper level of detail. Each content description has a number of elaborations as suggestions for teaching at each year level. The processes of listening, speaking, reading, viewing and writing are integrated across all content descriptions.

The Australian Curriculum: Languages provides a number of entry points, or pathways, into language learning, Foundation to Year 10.

This Indonesian scope and sequence is for second language learners, that is, learners who are learning the target language at school as an additional, new language. Teachers will make appropriate adjustments to the curriculum to cater for the range of learners and for their context.

For the second language learner pathway, there are 2 learning sequences:

- Foundation to Year 10 sequence
- Years 7 to 10 (Year 7 Entry) sequence.

The South Australian Languages Scope and Sequence provides:

- achievement standards written in dot points with key verbs highlighted to provide clarity and to emphasise the progression of achievement
- explicit plain English interpretations of the content descriptions at each year level
- advice through content elaborations for each content description to support understanding of the content, context and level of learning expected at each year level
- all structural elements of the Australian Curriculum presented in a cohesive way as a guide on planning interrelated teaching and learning experiences
- a conceptual approach to expose students to deep inquiry to develop transferable skills, knowledge and understandings
- an intercultural language learning orientation to develop respect for diversity, an openness to multiple experiences and perspectives, and the capability to reflect on their own cultural identity and positioning
- a multilingual literacy approach, recognising that learning languages contributes to students' literacy in English, in their own languages and across the curriculum.

# Achievement standards

Skills  By the end of Year 2, students:  interact with teachers and peers through play- and action-related language and respond to instructions through actions pronounce the vowel sounds, and c (ch).  respond to questions with responses that include ya/tidak, verbs, and/or names and numbers (up to ton) identify specific words or items in oral and written texts such as names of objects and people, and respond by using actions or drawing or labelling a picture persent factual information at word and simple sentence level, such as lists, labels, descriptions and sharing/news reports, relying on formulaic language and modelled examples to some of som	Year 2	Year 4	Year 6
<ul> <li>interact with teachers and peers through play- and action-related language</li> <li>use greetings and respond to instructions through actions</li> <li>pronounce the vowel sounds, and c (ch).</li> <li>respond to questions with responses that include ya/tidak, verbs, and/or names and numbers (up to ten)</li> <li>identify specific words or items in oral and written texts such as names of objects and people, and respond by using actions or drawing or labelling a picture</li> <li>present factual information at word and simple sentence level, such as Isits, labels, descriptions and sharing/news reports, relying on formulaic language and modelled examples</li> <li>show comprehension and create simple texts such as a description, story or comic by matching pictures and captions</li> <li>use vocabulary related to their class and home environments</li> <li>use simple verbs</li> <li>use pronouns to address others</li> <li>use adjectives, including adjectives of size and colour following the noun</li> <li>interact in classroom routines and structured interactions with texpond and gand the final sound k</li> <li>follow instructions, make requests and respond with actions</li> <li>respond to questions by using simple phrases</li> <li>respond to questions on damining in texts</li> <li>respond to questions on the following the noun following the noun following the noun daw reproduct the sounds of and the final sound k</li> <li>follow instructions, make requests and respond with actions</li> <li>respond to questions or graphics, key words and examples to support understanding, and respond using formulaic language and modelled examples</li> <li></li></ul>	Skills	Skills	Skills
with teachers and peers  use greetings and respond to instructions through actions  pronounce the vowel sounds, and c (ch).  respond to questions with responses that include yo/tidak, verbs, and/or names and numbers (up to ten)  identify specific words or items in oral and written texts such as names of objects and people, and respond by using actions or drawing or labelling a picture present factual information at word and simple sentence level, such as lists, labels, descriptions and draws mples to show comprehension and create simple texts such as a description, story or comic by matching pictures and captions  use vocabulary related to their class and home environments  use simple verbs  use pronouns to address others  comment on similarities and differences in meanings of words, noticing that some cannot be readily translated  comment on aspects of using Indonesian.  with teachers and peers  reproduce the sounds of au and g and the final sound k  follow instructions, make requests and respond with actions  respond to questions by using simple phrases  respond to questions of wards and share factual and imaginative ideas and experiences, using formulaic phrases and modelled examples to support understanding, and respond using formulaic language to reate their own texts, such as sequencing pictures and statements to create a comic or use word lists to complete a paragraph or simple story  use vocabulary related to school, home and some interests to create simple info	By the end of Year 2, students:	By the end of Year 4, students:	By the end of Year 6, students:
<ul> <li>use simple possessive word order, the prepositions di and ke, and the conjunction dan</li> <li>use simple possessive word order, the prepositions di and expressions, describing how meanings may vary</li> </ul>	Skills  By the end of Year 2, students:  interact with teachers and peers through play- and action-related language  use greetings and respond to instructions through actions  pronounce the vowel sounds, and c (ch).  respond to questions with responses that include ya/tidak, verbs, and/or names and numbers (up to ten)  identify specific words or items in oral and written texts such as names of objects and people, and respond by using actions or drawing or labelling a picture  present factual information at word and simple sentence level, such as lists, labels, descriptions and sharing/news reports, relying on formulaic language and modelled examples  show comprehension and create simple texts such as a description, story or comic by matching pictures and captions  use vocabulary related to their class and home environments  use simple verbs  use pronouns to address others  comment on similarities and differences in meanings of words, noticing that some cannot be readily translated  comment on aspects of using Indonesian and express	<ul> <li>Skills</li> <li>By the end of Year 4, students: <ul> <li>interact in classroom routines and structured interactions with teachers and peers</li> <li>reproduce the sounds of au and g and the final sound k</li> <li>follow instructions, make requests and respond with actions</li> <li>respond to questions by using simple phrases</li> <li>engage with texts, relying on graphics, key words and examples to support understanding, and respond using formulaic language</li> <li>present factual information in texts through, for example, describing, listing and using tables</li> <li>work with modelled language to create their own texts, such as sequencing pictures and statements to create a comic or use word lists to complete a paragraph or simple story</li> <li>use vocabulary related to school, home and some interests to create simple informative and descriptive texts</li> <li>describe amounts using cardinal numbers with belas and puluh, and create plurals by doubling nouns</li> <li>state preferences</li> <li>use adjectives, including adjectives of size and colour following the noun</li> <li>create subject-focus sentences</li> <li>use simple possessive word order, the prepositions di and</li> </ul> </li> </ul>	Skills  By the end of Year 6, students:  • use Indonesian to convey information about themselves, their family and friends, and daily routines and activities  • locate specific details and use familiar words and phrases to predict meanings in texts  • respond to and create texts to describe and share factual and imaginative ideas and experiences, using formulaic phrases and modelled language  • produce ng/ny/ngg sounds  • apply knowledge of pronunciation and spelling to predict the sound, spelling and meaning of new words  • ask and respond to questions  • interact spontaneously with peers in discussions on familiar topics  • use subject-focus construction with a range of ber- verbs and formulaic me- verbs  • express numbers using ratus and ribu  • describe character and appearance using noun + adjective word order  • use possessive word order  • describe events in time using pada with whole numbers and days of the week  • use prepositions and conjunctions  • translate texts, relying on key words and formulaic

#### **Understandings**

By the end of Year 2, students:

- know that Indonesian is written using the same alphabet as English but that some sounds are different
- know that they communicate in English (and possibly other languages) and that Indonesian is spoken in a country called Indonesia
- identify Indonesian words that are similar to English
- **identify** some distinctive Indonesian words
- know that language and culture are related.

#### **Understandings**

By the end of Year 4, students:

- differentiate statements from questions according to intonation
- **state** that possessive word order in Indonesian differs from English
- know that language use varies according to who is using it and with whom and that some terms have specific cultural meanings, such as pronouns derived from family terms
- make comparisons between Indonesian and English, particularly identifying similarities and differences in cultural practices related to daily routines and special occasions.

#### **Understandings**

By the end of Year 6, students:

- know that Indonesian is a language system that has rules, and that word order in (subject-focus) sentences is similar to English
- **identify** features of texts such as adjectives in descriptions, superlatives in advertisements and imperatives in signs
- know that language use varies according to age, relationships and situation, particularly in relation to terms of address and the nature of what is discussed
- identify loan words from English and their Indonesian spelling and pronunciation
- describe similarities and differences between aspects of language and culture, such as celebrations, leisure and the environment
- **know** that in both Indonesian and English some terms and expressions reflect culture-specific items and practices that cannot be directly translated.

# Scope and sequence

#### **Strand: Communicating**

Using language for communicative purposes in interpreting, creating and exchanging meaning.

#### **Sub-strand: Socialising**

Interacting orally and in writing to exchange ideas, opinions, experiences, thoughts and feelings; and participating in planning, negotiating, deciding and taking action. **Thread: Socialising and interacting** Reception Year 1 Year 2 Year 3 Year 4 Year 5 Year 6 Recognise and respond to Share information about self **Interact** with peers in play Exchange and respond to Exchange information about **Interact** with peers to Interact in modelled in interactions with teacher information about self and daily life using formulaic exchange information about modelled greetings, and activities to exchange daily life, interests and instructions and class and peers using simple, greetings and share family, using modelled questions, and responses, exchange information about routines using modelled modelled sentences. information about self and questions and responses. and cultural etiquette. personal preferences. interests, leisure activities familiar objects. and pastimes. language and gestures. Students: Students: Students: Students: Students: **Students: Students:** • recognise and repeat • exchange information • share information about exchange dialogues with words and simple about favourites, likes daily life or leisure time peers enquiring about • recognise greetings and • exchange information • interact with peers to modelled sentences and dislikes using using modelled questions preferences and show about daily and weekly farewells in class exchange greetings and relating to familiar modelled questions and and responses, for interest using rehearsed routines using time and routines and respond farewells at different people and things, for responses, for example, example, Kamu bermain with formulaic phrases, expression and location, for example, times of the day, such as example, Anjing saya ... Apakah kamu suka apa? Saya bermain bola intonation, for example, for example, Selamat Pada hari Senin saya Selamat paqi/Paqi! Bapak/Ayah saya ... mangga? Saya suka net pada Hari Selasa Kamu suka musik apa? pagi Ibu/Bu/Pak, Sampai bermain sepak bola di • introduce and describe mangga, saya tidak suka Saya suka musik pop, jumpa lagi klub, Saya sikat/gosok gigi • **share** information about • **share** information self or familiar people mangga, Ya saya juga. Asyik, saya juga! jam 7 pagi, Saya pergi ke familiar things, such as relating to days of the • participate in simple, using modelled sekolah jam 8 pagi • use language and week, months of the year • apply cultural etiquette favourite food, colours, repetitive songs, descriptive sentences, pets and common behaviour associated and seasons such as Hari when greeting an • exchange information rhymes and games and such as, Mata saya hijau, objects using gestures, with cultural etiquette, ini hari apa? Hari ini unfamiliar person, such as mimic actions, words about likes and dislikes. Teman saya tinggi actions, movement or for example, Selamat adalah hari Kamis, a handshake, nodding the and expressions interests and leisure • describe pets and simple statements, such siang Bu/Pak to adults, Sekarang musim panas, head and using formulaic activities, for example, • introduce self, using favourite objects using phrases, for example, as Saya suka ..., Saya Selamat siang Ibu/Bapak Sekarang bulan Maret, Saya suka berbelanja modelled sentences, adjectives, for example, tidak suka ... to the principal, Siang or Kenalkan, nama saya ... Sekarang jam 9, Kapan dengan teman saya pada such as, Nama saya..., Anjing saya hitam, rumah Hai to friends and peers, hari ulang tahun kamu? Siapa namamu? hari Sabtu, Saya lebih • respond to simple, Umur saya....tahun, Saya saya kecil, kucing putih Pada tanggal ... Sampai jumpa suka bermain futbal modelled questions • **share** opinions through berumur 5 tahun lagi/Sampai Australia daripada sepak • express feelings, opinions about self, such as, Siapa • express concern or activities such as a class use actions and modelled besok/Sampai minggu bola, Saya kurang suka and reactions, using namamu/kamu? Nama interest in each other survey or role-play using depan to a teacher, dah language to respond to modelled language, such bulu tanakis saya ... Berapa umurmu? using language related to simple phrases, for questions such as, how to friends

- they feel, for example,
- senang/gembira, baik, sakit.
- Umur saya ..., Saya berumur 8 tahun
- engage with peers in interactive games and play-based experiences such as, action songs, games, puppets and
- as, saya gembira, saya sedih, saya senang/tidak senang, Kancil pintar, Buaya jahat saya melihat, saya mendengar.
- recount an event of personal significance and share feelings, for example, Saya pergi ke Lombok, Saya sangat suka pesawat
- special occasions or wellwishes, for example, by sending a greeting card or message using Selamat Hari Paskah, Semoga Sembuh Cepat.
- example, Saya suka/tidak suka, Saya rasa, saya pikir
- describe physical attributes of friends or familiar people using modelled descriptive statements, for example,

exchanges with each other to

• describe familiar people, such as, their physical appearance, characteristics or qualities, for example, Saya suka guru saya

					Langua	<b>ges – Indonesian</b> R to 6 (F to 10)	
	dress-ups using modelled words, phrases and simple sentences.		• ask and respond to simple, modelled questions about self and family, such as, Kapan ulang tahunmu? Ulang tahun saya 13 Mei, Apa film favoritmu? Kemana kamu pergi?		teman saya punya rambut coklat dan mata hijau.	karena beliau pintar, baik hati dan lucu sekali  • interact and sustain exchanges using strategies such as, asking questions, and using interjections and exclamations, such as Oh begitu, ya, maaf? Dan kamu/Anda?	
Key concepts:			Key concepts:		Key concepts:		
self, family, friendship, respect			identity, socialising, relationships, etiquette		identity, communication, interaction, respect		
Key questions:			Key questions:		Key questions:		
• What makes me, me?			How does the language I use change when		How will I know that I have		
What makes a family?			interacting with people in my world?		<ul><li>Is there a right or wrong way to communicate?</li><li>What would make me change the way I interact?</li></ul>		
<ul><li>Why do we need friends?</li><li>How do I show respect to</li></ul>			<ul><li>How do I choose what I share about myself?</li><li>How do I know I have been understood?</li></ul>		<ul> <li>What would make me change the way linteract?</li> <li>How does the way I speak change in different situation</li> </ul>		
Thow do I show respect to	the people around me:		How do our manners change in different situations?		<ul> <li>How do we show respect in different situations?</li> </ul>		
Thread: Taking action and transacting							
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Participate in guided,	Participate in guided, play-	Participate in guided,	Participate in and contribute	Interact in and contribute to	Collaborate and plan	Collaborate and conduct a	
play-based language	based language activities	play-based language	to class discussions and	activities and tasks that	activities with peers using	shared event or activity with	
activities using gestures,	using modelled phrases,	activities using gestures,	activities using modelled	require planning and	language to express information and ideas.	peers, using language to express information,	
actions and pictures to support meaning.	gestures and visual cues to support meaning.	key words, modelled phrases and expressions,	language to cooperate with each other.	transacting, using modelled questions and responses.	information and ideas.	preferences and ideas.	
sapport meaning.	Sapport meaning.	p ases and expressions,		questions and responses.	C. d. d.	1	

#### **Students:**

- participate in choral singing of repetitive songs with familiar tunes using actions and movement, for example, Dua Mata Saya, Topi Saya Bundar, or Selamat pagi / siang / sore / malam / tidur to the tune of *Frere Jacques*
- participate in teachermodelled games or playbased activities with visual cues, for example, by counting or sorting using

#### **Students:**

- participate in action songs and games, for example, Simon Says, Kepala Bahu Lutut Kaki
- participate in a range of games and play-based activities relating to numbers, counting and sorting, for example, by size and colour, using modelled phrases such as, angka genap, angka ganjil, besar, kecil, warna tua, warna terang

visual and spoken cues.

#### **Students:**

- participate in games or play-based learning activities that involve taking turns, making choices, swapping, sorting and classifying items, using modelled language, such as sekarang giliranmu, sekarang giliran saya, saya menang, kamu kalah
- participate in singing or performing action songs, for example, *Di Sini* Senang, Burung

#### **Students:**

- participate in class discussions and **contribute** ideas for a class activity or to create a display, such as ideas for titles, images or captions for a welcome poster, for example, Selamat datang di Kelas Tiga, Silakan masuk
- contribute to class discussions by asking and responding to modelled questions, for example, Siapa namamu? Berapa

#### **Students:**

- contribute ideas to class discussions, take on roles and responsibilities, and help make decisions, for example, take part in a performance item for the school assembly or help plan a suggested menu for the school canteen
- **negotiate** and **plan** with peers about set tasks, such as creating a model with captions, or producing a poster or invitation to a class event, for example, Undangan untuk

### Students:

- collaborate with peers to **plan** a shared experience, a class party or special event, and create invitations, schedules or programs using descriptive language related to people, time and place, Hari apa? Di mana? Kapan? Jam berapa?
- plan and rehearse a short role-play, skit or presentation with peers using transactional language, for example,

#### **Students:**

- collaborate and organise a shared activity, for example, by creating a pasar for a school open day or an event for an Indonesian Day, for example, Siapa mau membuat undangan? Saya mau menulis artikel
- **express** preferences when making plans, for example, when planning a class garden, a real or simulated excursion, a festival or school event, using language related to cost,

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- simple adjectives, such as, numbers and colours
- identify familiar objects in the classroom by naming, pointing or matching, drawing or labelling
- participate in guided group activities, crafts or games and respond by repeating or mimicking key words and modelled phrases
- view, listen to or share reading using actions, movement or props to express meaning, for example, by using puppets or picture cards.

- participate in shared reading, singing, roleplays or dance using movement, actions or dramatic expression
- identify, name and sort everyday items by size, colour and shape, for example, classroom objects
- show an interest in each other by using modelled expressions or by creating a greeting card for a special occasion, for example, hari ulang tahun.

- Kakaktua, Satu, Satu Aku Sayang Ibu
- draw pictures or participate in craft activities using simple descriptive sentences, for example, ini ... saya, anjing saya besar
- participate in activities or tasks to name, illustrate, list or label items, for example, for a class display
- state preferences, such as by choosing objects, for example, saya mau ..., saya suka ....

- umurmu? Apa ini/ itu? Suka apel atau mangga?
- cooperate with peers to, for example, complete a shared activity, play a game or to complete written tasks, using modelled language to share ideas, agree or disagree, such as oke, setuju, tidak setuju, baiklah, ya, tidak, mungkin.
- permainan kelas kami, by following instructions, Tolong ambil itu, Mari ikut saya ke ..., Undangan ke pesta ulang tahun saya
- negotiate with peers to make decisions, for example, by choosing ways to get around in Indonesia, for example, Mau naik apa? Saya mau naik becak, Berapa ongkosnya?
- interact with the teacher and peers by asking and responding to questions related to making decisions, for example, Siapa bisa? Kapan waktunya? Dimana tempatnya? Bagaimana caranya?

- a simulated shopping expedition, a trip to a restaurant or purchasing tickets for transport or entertainment
- plan and develop questions for an interview or survey using language related to interests and preferences, for example, Apa olah raga favoritmu? Kamu lebih suka berlibur di Adelaide atau di luar Adelaide?
- time, place and transport, such as, *lebih* ..., *daripada* ..., *paling* ....
- participate in simulated transactions or role-plays to purchase goods or services, for example, bargaining scenarios, ordering food from a kaki *lima* or *warung* and exchanging currency, noticing the respective value of Indonesian rupiah to Australian dollars, and purchasing processes, for example, fixed prices, Harga pas, and negotiable prices, Boleh tawar?

7

#### **Key concepts:**

play, participation, rules

#### **Key questions:**

- Is play the same all around the world?
- How does play help us to learn?
- Why do we need rules?

#### Key concepts:

cooperation, roles and responsibilities

#### **Key questions:**

- How can we work together?
- Why do I need to give or follow instructions?
- Why is it important to have roles and responsibilities?

#### **Key concepts:**

transactions, collaboration, planning

#### **Key questions:**

- What language choices do we make when transacting?
- How can we collaborate?
- What steps do we follow when planning?

## Thread: Building language for classroom interaction

#### Year 2 Year 3 Year 4 Year 5 Year 6 Reception Year 1 Participate in class routines **Interact** in and **lead** class Recognise class routines and **Recognise** and **respond** to **Engage** in class interactions **Engage** in class interactions **Interact** in class routines follow teacher instructions modelled class routines and and activities, follow using language to follow to ask and respond to and interactions using routines and activities using modelled gestures and instructions using modelled instructions and take turns. instructions and respond to questions, give and follow language to ask questions, using language to question, simple responses. phrases and gestures. questions. instructions and requests. seek permission and state express opinions and share Students: preferences. experiences. **Students: Students: Students:** Students: • participate in class **Students:** Students: routines, such as • ask and respond to recognise and respond recognise and respond • engage in listening and to routines such as roll to classroom routines, responding to the class speaking activities and questions or requests • take on different roles • interact in real or roll, saying the date, call and introducing for example, Ada siapa di recognise intonation to from teachers or peers, and responsibilities in simulated conversations. observing and kelas hari ini? Ada Joe? themselves, for example, discern a question from for example, Boleh using modelled questions the classroom and lead commenting on the Ada ...? Ya ada Ibu/Pak, Ya ada Pak a statement pinjam pensil? Ya, boleh and responses, for class routines, such as Nama saya ... example, when meeting opening and closing the a friend or ordering food, lesson, leading activities

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- identify and respond to modelled routine instructions, for example, berdirilah, duduklah, diamlah
- use modelled gestures and expressions such as, ya, bagus, hati-hati
- sing action songs related to routines or instructions, such as singing cuci tangan before and during handwashing.
- recognise teacher instructions and gestures, for example, bukalah bukumu, silakan masuk, silakan duduk
- give and follow simple instructions using modelled language and taking turns with a partner, for example, berdirilah, duduklah, diamlah
- use modelled formulaic phrases to thank, apologise, praise and offer wishes or congratulations, such as tepuk tangan, terima kasih, permisi, maaf, selamat, bagus, hebat.

- weather, for example, hari ini, kemarin, besok
- follow teacher or peer instructions, such as to locate an object in the classroom or to perform a movement, for example, Ambillah satu blok, Carilah teman, Tepuk tangan lima kali
- respond to spoken teacher or peer instructions, for example, silakan makan, tutuplah pintu, bukalah jendela
- respond to instructions using numbers to form groups, for example, Buatlah kelompok empat orang
- participate in games or play-based activities which require turn-taking and asking permission, for example, congklak, lompat tali, Boleh saya ...?
- remind each other of instructions when needed, for example, pakai topi, cuci tangan, berbaris.

- listen to and follow instructions focussing on intonation, for example, berlari di sana, menyanyi bersama, mendengar
- follow instructions or directions in activities or games, for example, a simple obstacle course, maze or drawn map using language such as, sebelah kiri/kanan, lurus
- engage in games and activities, ask questions and request help when needed, for example, Giliran siapa? Saya tidak tahu, Boleh saya ...?
- ask for assistance, clarification or permission to leave the classroom, for example, Maaf Bu, Mohon ulangi, Maaf Bu/Pak bisa bantu saya? Boleh saya ke kamar kecil? Ya, silakan. Permisi Bu/Pak
- give and follow instructions in class routines or games, for example, Saya pertama, Giliran saya
- contribute to establishing class rules, for example, jangan berlari di ruang kelas.

- such as Ayo, kita...., mau...?
- interact with peers, respond to rehearsed questions and state preferences, for example, in an interview, a questionnaire or a survey, Saya suka bola net tetapi saya tidak suka bola voli
- use gestures, actions and modelled language to seek permission, for example, Boleh pinjam kamus/penggaris/pena merah?
- remind or advise peers, using appropriate intonation, for example, Pakailah sepatumu, Jangan bercakap-cakap.
- use intonation to ask for repetition or seek clarification, for example, Sekali lagi Bu, Maaf Bu, saya tidak mengerti, Di mana kata itu?

- and transitioning to different tasks
- respond to and give instructions and commands, for example, Masuklah, Bukalah laptop kamu, Jangan lari, Tulislah di bukumu, Bacalah lebih keras, Berdirilah di depan kelas, engarkanlah, Ulangilah
- apply cultural etiquette and practise formal and informal language, gestures and intonation, such as, inviting a respected guest into the classroom and politely asking them questions, for example, Silakan masuk Ibu/Bapak, Permisi, boleh saya tanya ...?
- express opinions, negotiate, and agree or disagree, and practise turn taking in conversations with peers, for example, Saya setuju/ tidak setuju karena ...

routine, politeness

#### **Key questions:**

- What are our daily routines?
- What does being polite look, sound and feel like?

#### **Key concepts:**

procedure, instruction, routines, responsibility

#### **Key questions:**

- Why is it important to follow instructions?
- Why do we need routines?
- How can I take responsibility for my learning?

#### **Key concepts:**

responsibility, respect, negotiation

#### **Key questions:**

- Why do we need to share responsibility?
- What qualities make a good leader?
- How does showing respect help us to learn and grow?
- What skills do we need to work well with each other?

#### **Sub-strand: Informing**

Obtaining, processing, interpreting and conveying information through a range of oral, written and multimodal texts; and developing and applying knowledge.

Thread: Obtaining and using information						
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	
<b>Recognise</b> images, symbols and key words in simple	Recognise familiar words and phrases in simple	Recognise and locate key words and phrases in	<b>Locate</b> and <b>share</b> key information from various	<b>Locate</b> factual information relating to home or school	Collect and compa	
texts relating to their	written and spoken texts and	simple, familiar texts and	texts relating to family, home	routines, interests and	lifestyles or exper	
personal world and use with	use in modelled tasks with	use in guided tasks.	and local environments and	leisure activities and <b>share</b> in	respond in differe	
teacher support.	teacher support.		share with peers.	a variety of ways.	suit the purpose.	
		Students:				
Students:	Students:	• listen to or view simple	Students:	Students:	Students:	
• recognise key words in	• recognise key words	spoken texts and locate	• listen to or view spoken	• question peers to obtain	• collect and com	
spoken texts and	and phrases in shared	key words, for example,	texts and <b>identify</b> key	information related to	information fro	
respond with actions,	reading or singing of	relating to likes and	information, for	their personal world,	sources, such as	
such as touching their	simple texts, with	dislikes, such as <i>Dia suka</i>	example, by following	such as, by using a	catalogue, adve	
eyes when they hear the	teacher support	es krim, Dia tinggi	directions to locate	survey, questionnaire or	or commercial a	
<ul><li>word, mata</li><li>listen for sounds and key</li></ul>	• find familiar key words, images or symbols in	• locate key words in a range of texts and write, draw,	landmarks on a map or objects in a game, using	interview relating to weekly routines and	information to i	

• begin to notice key words in shared reading of simple repetitive or predictable texts, such as big books, digital texts,

songs, rhymes or chants

words in songs, videos and

teacher statements and

respond using gestures,

actions or movement

• match images and words of familiar objects and people in their personal world.

- simple texts using visual and spoken cues and use information to complete tasks, such as drawing, labelling or matching
- show the sequence of a story or event using a simple flow chart or by sequencing picture and word cards
- listen to or view simple texts and **respond** to modelled questions about details relating to colour, size, shape and number.

- label or list in groups related to parts of speech, such as nouns or adjectives
- identify key information in texts and **use** in own writing, for example, to write key words or simple sentences in speech bubbles
- respond to simple questions in shared reading or viewing using contextual and visual clues, such as Apa warna ...? Apakah kamu melihat ...? Dimana ...?
- classify and tabulate information from others relating to personal world, for example, results from a class survey related to favourite foods, toys and games.

- language such as, di sebelah Barat, kanan/kiri, bagian atas/bawah
- **survey** peers using modelled questions relating to family and home, using language such as, Ada berapa? Apakah kamu punya? Berapa umur? and share results in a simple graph
- recall factual information from digital texts, such as video clips, songs or movies and use to write simple sentences with illustrations, or to caption a diagram
- listen to and identify key words in a predictable text, for example a class announcement, such as the day and date or a simple weather report.

- interests, and **record** the data in a graph, table, diagram or chart
- listen to or view texts relating to Indonesian children's school routines, interests or leisure activities, and **compile** and **share** factual information in a variety of ways, such as a profile, graph or simple report
- view digital or print texts, such as images, photos or videos relating to cultural activities or festivals, and compare factual information relating to people, place, date and time
- locate key information in informative texts, such as, a menu, catalogue, timetable or schedule, and categorise the information relating to

pare ted to eriences and rent ways to

- mpare rom at least 2 as a vertisement I and use o **make** o inform others
- **listen** to or **view** simple texts such as a recount of an event or experience and **sequence** or **order** the information related to people, time, location, transport and actions, such as Kapan, Di mana, Ke mana, Dengan siapa? Bagaimana?
- **compare** informative texts such as a holiday brochure, tourist website or poster, record key information and use to create an itinerary or simple travel blog
- watch a documentary video or interview relating to Indonesian lifestyles or the environment, take notes and **summarise** the main points, making connections with own experiences.

Gather and compare information from a range of sources and **respond** in different ways to suit the purpose.

#### Students

Year 6

- gather factual information, from websites, books and articles, about Indonesian and Australian population density, compare the data and create a table or graph to share the findings
- view or read texts relating to young people's interests and preferences, and consider for example, Apakah informasi ini benar? Informasi ini dari mana? Siapa yang menulis teks ini? Berapa orang setuju? and **present** using digital formats, such as a voice recording, presentation or video.
- read, listen to or view texts and **extract** key points, for example, about housing, city or rural lifestyles and discuss the information with peers, for example, Anak itu tinggal di kampung/desa/kota, Ada berapa orang tinggal di dalam banjar?

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Key concepts: discovery, locating, recognising Key questions: • How do we find out new info • Where can we find the infor • How can we recognise the in	ormation? mation we need?		Key concepts: obtaining, selecting, processing Key questions: • What is factual information? • What are useful ways to gat • How do we select the most in	e her information?	Key concepts:  comparing, evaluation, reliabil  Key questions:  • How do we know what sour trust?  • Why is certain information to or spoken texts?	,
Thread: Conveying and	d presenting information	ı				
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Share simple information about self, familiar people and objects using gestures, pictures, familiar words, songs and rhymes.  Students:  • share information about themselves, familiar people or objects using modelled phrases and key words, such as Ini keluarga saya, Ada lima orang di keluarga saya: ayah, ibu, kakak, saya dan adik  • view pictures or images of various people and label using key words, such as, ibu, bapak, perempuan, laki-laki  • listen to descriptions and use visual cues to identify or sort items into categories related to	Share information about self, people and places of significance using familiar modelled language, pictures, captions, labels and songs.  Students:  • show something of personal significance, such as a favourite toy or a family photo, and share using simple modelled sentences, such as Ini saya, Ini mobil mainan saya, Ini guru saya  • label and display objects or classroom items, using familiar words and modelled phrases, such as pensil, penggaris, meja, kursi  • listen to or view a repetitive song or story and select key information relating to	Share factual information about self, people, places and daily life using key words and modelled language.  Students:  • share factual information about themselves, family or daily life using simple descriptive sentences, such as, Saya ke pantai, Ini kelinci, dia putih  • create a class recount about a shared experience, such as a class excursion, incursion or school event using modelled sentences, for example, Pada Hari Jumat, kami ke museum, Pada Sports Day, saya pertama di lompat tinggi  • share key information visually and in writing, such as by labelling	Present information about school and neighbourhoods using modelled statements and simple descriptions.  Students:  • gather data on aspects of their school, such as subjects taught, the number of teachers and students or types of buildings and present using graphs or tables or simple statements, such as Di sekolah kami, Di sekolah saya ada lima belas kelas, Ada lima ratus murid, Ada kantin, gymnasium, perpustakaan dan kolam renang  • collect information related to own and others' neighbourhoods, and present as a labelled map or a class mural with captions, for example,	Present information relating to personal experiences, interests and the local neighbourhood using simple descriptive statements.  Students:  • gather information relating to personal experiences or interests and present in a table or graph or use to make simple statements, such as, Dia bermain sepak bola pada hari Sabtu, Ada lima orang suka film itu, Tidak ada murid pergi ke Papua, Kita semua berbicara bahasa Indonesia  • present information relating to holidays, special events or experiences, for example, by writing a recount using formulaic language and visuals,	Convey information relating to each other's personal, social and cultural experiences and present using diagrams, charts, timelines, or as a descriptive report.  Students:  • convey personal information such as a family tree, daily schedule or favourite holiday and present as a labelled diagram, illustration with captions or as a digital presentation using modelled sentences  • compare aspects of culture, daily life or the environment and present information using a graphic organiser such as a Venn diagram	Convey information and opinions relating to personal, social and cultural experiences and present in a variety of ways for different audiences.  Students:  • convey information relating to a significant event such as, attending a concert, festival or sporting event and present in a multimodal format to suit a specific audience, for example a digital presentation or a blog  • create an informational poster or video, such as an introduction to their class, school or hometown, for an intending exchange student visit or sister school correspondence

- number, colour, shape or size, such as, Itu merah. jumlah binatang ada ..., baju ukuran besar adalah...
- order or sequence events from a familiar story or song, using picture cards, illustrations, by pointing to key words in subtitles or by re-telling using key words and actions.
- people, places or objects to draw, label or caption
- write captions on a map or on images from Indonesia, such as orang utan for Kalimantan, cabai for Lombok, harimau for Sumatra.
- images on a picture graph or places on a map
- draw and label aspects
   of daily routines relating
   to time using word
   bubbles or simple
   modelled sentences,
   such as, pagi, siang, sore,
   malam, makan
   pagi/siang/malam,
   makanan kecil
- view a video clip about an aspect of Indonesian life, and share using a table or graph, for example, types of transport, sepeda, truk, sepeda motor, bis, perahu.

- Ada rumah sakit, kantor polisi, dan perpustakaan.
- view images or video clips about aspects of culture, such as products for sale at a market, for example, Bisa membeli buahbuahan dan pakaian, and present as a poster or catalogue with labels or descriptive captions.
- such as images, symbols, photos, illustrations, captions and diagrams
- gather information from a brochure, menu, advertisement or shop sign and present in a new format, such as a shopping list or guide
- present short statements relating to lifestyles, transport or holidays, for example, Saya berjalan kaki ke sekolah, Saya bermain dengan teman saya, Saya berlibur di pantai.

or a simple descriptive report

• write a recount or create

- a simple timeline relating to, for example, a festival, celebration or special event, and present using titles, captions and sentences indicating past tense, such as Pada tahun 2020 ..., Minggu kemarin ..., Dua hari yang lalu ..., Tadi malam ..., Pagi ini ....
- gather information relating to geographical, cultural or environmental interests and present using a variety of informative texts, such as an infographic, interactive poster or digital display
- convey information
   about leisure activities, a
   school excursion or
   personal experience and
   present in a variety of
   ways, such as, a report
   for a school newsletter, a
   class website, or a short
   digital presentation.

#### **Key concepts:**

sharing, presenting

#### **Key questions:**

- What information do we like to share?
- What are the ways we can share information?

#### **Key concepts:**

informing, presenting

#### **Key questions:**

- How can we present information we have gathered?
- How do pictures help us share our ideas?
- How can description add richness?

#### **Key concepts:**

informing, conveying

#### **Key questions:**

- Does format matter?
- Do all texts have an audience?
- How do you think visuals help to get our message across?

# **Sub-strand: Creating**

Engaging with imaginative experience by participating in, responding to and creating a range of texts, such as stories, songs, drama and music.

## Thread: Participating in and responding to imaginative experience

	n and responding to ima	•	· · ·	· ·		
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Participate in shared	Participate in shared	Participate in listening to,	Engage in imaginative texts	Engage in a range of	Engage in and identify key	Engage with a variety of
imaginative experiences	listening, viewing and reading	viewing and reading a range	and <b>respond</b> by sequencing	imaginative texts and	aspects of imaginative	imaginative texts and
and texts and respond	of imaginative texts and	of imaginative texts and	events and answering	respond by answering	texts and <b>share</b> own	identify cultural meaning or
through actions, singing,	respond through singing,	respond using modelled	questions relating to	questions and sharing	feelings and responses	aspects, such as main events,
dancing and movement.	dancing and chanting.	language to act-out or re-tell.	characters using simple	opinions and reactions to	using modelled language.	themes and key messages.
Students:	Students:	Students:	descriptive language.	characters and events.	Students:	Students:
<ul> <li>participate in shared singing or reading of an imaginative text and respond through actions, such as clapping, dancing or movement</li> <li>listen to or view stories and respond through movement, actions, playacting and drawing</li> <li>participate in singing songs, reciting rhymes and chants and imitate pronunciation of key words or mimic sounds and expression</li> <li>begin to notice word patterns in repetitive imaginative texts.</li> </ul>	• participate in shared reading of imaginative texts and respond by re-telling, drawing pictures and labelling characters, events or parts of the story  • listen to or view songs, rap or chants, and respond using actions, sound, dance and movement  • respond to imaginative texts, for example, by using props, puppets or dress-ups to illustrate characters or events.	<ul> <li>respond to a range of imaginative texts by illustrating, labelling, writing or speaking about characters, places or events</li> <li>re-tell or re-create texts using actions, puppets, props or pictures with captions</li> <li>respond to familiar or repetitive imaginative texts by suggesting a new character, location or an alternative ending and acting out scenes</li> <li>explore imaginative texts such as Indonesian myths, legends, folktales or authentic children's books and respond by making connections with known stories.</li> </ul>	• sequence events in texts, for example, by creating a storyboard using pictures, illustrations and captions using simple modelled language  • respond to a range of imaginative texts by answering questions about characters, places and events, such as, Siapa? Apa? Di mana?  • listen to, read and view a range of imaginative texts and respond using movement or drama to re-tell events or to describe characters  • act out favourite scenes, characters or events from familiar imaginative texts using movement, actions and modelled statements.	• listen to, read and view a variety of imaginative texts and respond to questions about characters, ideas and events, before, during and after reading, such as Apa judulnya? Kamu melihat apa? Apakah kamu melihat? Apa nama dalam Bahasa Indonesia? Mau apa? Mengapa? berlari/berteriak/makan? Mengapa sedih/takut/marah? Bagaimana karakter/sifat?  • express personal opinions and reactions relating to characters or events from imaginative texts, for example, by using a puppet or mask to share opinions about a character or event using modelled language, for example, Saya suka, Dia lucu, Tikus pintar dan baik	<ul> <li>share key messages in imaginative texts, such as the moral of a story, a message in a song, or a quality of a character, cerdik, sombong, baik hati</li> <li>adapt key aspects to create a new version of a familiar text, such as, by changing the order of events, creating a new character, changing the location or giving an alternative ending, and share responses to the new versions with peers</li> <li>make personal connections with own experiences, in relation to the characters or events, and share opinions, thoughts and feelings using modelled language, such as Ceritanya tentang, Lagunya tentang, Lagunya tentang, Saya pikir</li> </ul>	<ul> <li>engage with imaginative texts, recall characters, events and cultural meanings or messages, and respond to questions, for example, Siapa? Di mana? Berapa lama? Apa?</li> <li>share and discuss reactions to texts such as stories, television programs and songs that reflect contemporary Indonesian culture or values such as respecting parents, appreciating diversity or being a good friend</li> <li>share understanding of a plot, message or sequence in a text, such as by sequencing using a storyboard, labelling key events or creating a timeline</li> <li>respond to imaginative texts, such as a short story, comic or television program, by writing a recount, short description or a review, using modelled language.</li> </ul>

		<b>Languages – Indonesian</b> R to 6 (F to
	• respond to the chara places and themes in imaginative texts, by sharing reactions, su Saya sedih/takut/sen saat/waktu	n , ich as
Key concepts:	Key concepts:	Key concepts:
imagination, participation, interaction	engagement, character, description	message, response, opinions, relating
Key questions:	Key questions:	Key questions:
<ul> <li>What is imagination?</li> <li>How does joining in help us enjoy an experience?</li> <li>What makes a good story?</li> <li>How does the story make me feel?</li> </ul>	<ul> <li>How does a story draw me in?</li> <li>How do I connect with the characters?</li> <li>How can descriptions help us to enjoy a story and connect with a character?</li> <li>How can stories help us learn about languages and cultures?</li> </ul>	<ul> <li>Is there a message in every story?</li> <li>What experiences in my own life does this imaginative text remind me of?</li> <li>What do I think about the message in this imaginative experience?</li> <li>How can we learn about languages and cultures through performances and stories?</li> </ul>

Throad: Croating and c	varocina imaginativo c	vnoriones			cultures through performan	ces and stories?
Reception	expressing imaginative e	Year 2	Year 3	Year 4	Year 5	Year 6
Create and share simple imaginative texts with teacher and peers using verbal and non-verbal forms	Create and share simple imaginative texts using actions, sounds, familiar words and phrases.	Create simple imaginative texts using familiar words and phrases and participate in shared	Create and present short imaginative texts using familiar phrases and modelled language.	Create and present short imaginative texts using formulaic expressions and modelled language.	Create imaginative texts using modelled language and perform or present to a specific audience.	Create imaginative texts to express own ideas and perform or present to a variety of audiences.
of expression.	Students:	performances and games.	Students:	Students:	Students:	Students:
• rehearse and perform familiar songs or action stories, with support, using sounds, familiar words and non-verbal forms of expression, such as clapping, facial expressions and movement  • share ideas in class discussions to create shared imaginative texts, for example, act out or re-tell a familiar story  • express own understanding of imaginative texts	<ul> <li>contribute ideas to create         a shared text using         modelled words and         phrases, such as a class big         book based on a shared         experience, for example,         Hari ini kelas kita pergi ke         kebun binatang</li> <li>participate in the         performance of songs,         chants and rhymes using         repetitive language or         rhyming words</li> <li>create an imaginative         creature, character or         object using familiar         words, for example, a         new fruit using the first</li> </ul>	<ul> <li>create own version of a story, such as by sequencing picture cards with captions, creating a mini book or a storyboard with labels using modelled language, for example, Pada hari Senin, si ulat makan</li> <li>create simple imaginative texts such as a mini book using familiar words and phrases</li> <li>create new versions of familiar texts by, for example, changing characters or the setting,</li> </ul>	<ul> <li>create or re-imagine         imaginative texts such as         a dialogue or short skit         using familiar phrases         and expressions and         perform to the class or a         buddy class</li> <li>write or re-create part of         an imaginative text, for         example, by contributing         a page for a class big         book, using modelled         text with repetitive,         predictable language</li> <li>select and sequence a         variety of images,         illustrations and written         captions to create</li> </ul>	<ul> <li>create, rehearse and perform a range of imaginative texts with peers, for example, by singing an original song, participating in a mock talent show or performing a wayang scene using both rehearsed and spontaneous language</li> <li>create written, digital or visual imaginative texts, such as a big book, comic or slideshow, for example, Harimau menangis, Kodok cari teman</li> </ul>	<ul> <li>create own short, imaginative texts, such as a story, skit, song or poem and perform for a younger class, a visiting guest or as part of an online sister school presentation</li> <li>adapt an alternative version of a known song, rhyme or poem using formulaic language structures and perform to a younger class</li> <li>create an imaginative character, storyline and mode of delivery to</li> </ul>	<ul> <li>create texts for enjoyment and interest, such as, a picture or model of an imaginative character, event or location with a title, captions or a detailed description</li> <li>create imaginative texts to share, such as, a radic advertisement, a TV commercial for a new product or a short film</li> <li>create and perform a poem, rap or song, experimenting with repetition, rhyme and rhythm, such as, a shape</li> </ul>

through drawing, making	
or painting	

- copy or re-create new actions for a traditional or modern Indonesian dance, song or story
- participate in a range
   of Indonesian children's
   games or action songs
   and create own
   pictures for a shared
   book or class display.
- part of *mangga* and last part of *jeruk*
- listen to or view various types of Indonesian music played with traditional and modern instruments and express personal response through movement.
- adapting key words in a song, or adding a new verse
- perform short, simple imaginative texts, such as a song, rap or rhyme using familiar words, phrases and language patterns
- create a visual artwork with titles or captions and use modelled language to present to the class or at an assembly.

- different stories and share with the class
- create a photo montage, visual display or original artwork with captions, using familiar descriptive phrases
- create a simple descriptive poem, based on a familiar structure, such as a shape or acrostic poem.
- produce short texts to express own ideas and imagination, such as a visual artwork with captions or titles, a cartoon, story or rap and present or perform using formulaic phrases and modelled language.
- present a short story,
  using modelled language
- rehearse and perform a traditional, modern or popular Indonesian song or dance
- create a digital avatar,
   write and record short
   texts using modelled
   language, and use the
   avatar to present the text.
- or acrostic poem, or a song, for example, about sport, *Tim saya hebat*
- design an original creative artwork, such as a painting or sculpture and describe own ideas using modelled, formulaic sentences.

re-creating, imagination

#### **Key questions:**

- When we listen to the same song in different languages, what changes and what stays the same?
- What do we need to tell a good story?

#### **Key concepts:**

creating, re-imagining, presentation

#### **Key questions:**

- How can I re-tell a story without losing the message?
- How can I make my presentation or performance entertaining?

#### **Key concepts:**

adapting, performance, engagement

#### **Key questions:**

- How can I make my work more engaging?
- How can I adapt am imaginative text without losing the key message?
- How can I share my languages and cultures through performance?

# **Sub-strand: Translating**

Moving between languages and cultures orally and in writing, recognising different interpretations and explaining these to others.

# Thread: Translating and explaining

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to translate familiar words and simple phrases with teacher support using words, actions and images to show meaning.  Students:  • listen to and sing familiar songs, read illustrated stories and match words to pictures in games, noticing that both words and actions have meaning  • listen for similar sounding words in Indonesian and English to predict meaning, for example, sekolah, balon  • view or watch videos, photos, posters and charts to predict meaning of words, expressions and gestures.	Translate familiar words and simple phrases using visual cues and word lists and share meanings of common gestures.  Students:  • notice familiar and unfamiliar words in shared texts and begin to translate using classroom resources, such as wordlists, charts, posters and visual displays  • recognise and translate high frequency words when participating in shared reading or viewing texts, using contextual clues to assist meaning-making  • share the meaning of common gestures used in Australia and Indonesia with peers.	Translate familiar words and commonly used phrases and notice how words and gestures have meanings across languages.  Students:  • translate frequently used words and phrases and notice the meanings of the components of some words, for example, Selamat is a salutation and pagi refers to the time of day  • translate familiar words using visual dictionaries, word lists and picture cards, and share meanings with peers  • begin to notice word order when translating simple, modelled sentences  • notice culture-specific words and practices, for example, sholat, Pancasila  • notice that gestures carry meaning, for example, using a thumb compared to the index finger to point.	Translate high-frequency words and phrases in familiar texts and share meanings.  Students:  • translate high-frequency words and phrases from a range of familiar texts, for example, labels, captions or posters in the classroom  • translate familiar phrases, such as greetings, and share meanings, for example, Sampai jumpa, Sampai jumpa lagi  • interpret common gestures, body language or facial expressions, noting how meanings can change between languages or contexts  • translate high-frequency words or phrases, images and symbols from simple texts, noticing that some carry cultural meaning  • share words, phrases and expressions that are difficult to translate, noticing that words do not always correspond across languages.	Translate words, phrases and expressions in simple texts, and share those that do not translate easily.  Students:  • identify key vocabulary from a story or song and translate using a dictionary, word list or poster, noticing when there is non-equivalence  • translate Indonesian texts such as street or public signs, using visual or contextual cues and share interpretations with peers  • notice that some words or phrases require further explanation, for example, Tanah Air, sedikit-sedikit  • notice that some expressions do not translate easily due to cultural meaning, for example, cuci mata.	Translate simple texts and discuss words, phrases, images or gestures that require interpretation or explanation.  Students:  • translate simple texts with graphics, such as infographics or posters, noting that word for word equivalence is not always possible  • translate simple texts and interpret words and expressions that do not translate directly, such as gayung  • notice that expressions and phrases used in greeting cards or personal interactions reflect culture, such as Assalamu'alaikum.	Translate short texts and recognise that meanings do not always correspond across languages and cultures.  Students:  • translate the meanings of words or phrases according to the context used, for example, the phrase Ayo cepat! could be encouraging or scolding depending on why or how it is used and who uses it  • translate information texts such as advertisements, brochures, menus and food packaging and discuss how meanings and graphics might be interpreted  • translate texts between languages using a variety of resources, such as digital or hard copy dictionaries, or online translators and compare the results with peers  • recognise and interpret gestures, behaviours and expressions, for example, when viewing a television commercial, video clip or interview.

noticing, translation, sharing, prediction

#### **Key questions:**

- What does translate mean?
- When do I need to translate?
- What helps us predict what words might mean in another language?
- Why do people use body language and gestures when explaining?

#### **Key concepts:**

translation, interpretation, equivalence

#### **Key questions:**

- Do words that look and sound the same always have the same meaning?
- What words and gestures are similar in the languages you know?
- What do I notice about word order when translating simple sentences?

#### **Key concepts:**

interpretation, explanation, translatability, context

#### **Key questions:**

word order.

• create a bilingual

online bilingual

with the school

description of a person,

place or object using

dictionaries and share

community, for example,

- When is translating and interpreting needed?
- How can I translate a text without losing the meaning?
- How do I explain cultural sayings or expressions that have no direct translation?
- When should I interpret or translate?

			simple sentences?					
Thread: Creating bilingual texts								
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Create shared bilingual texts using modelled words and phrases.  Students:  • create bilingual texts such as labels, posters, table mats or charts to display in the classroom or to share with family  • draw pictures and copy or trace frequently used words, for example, ibu, bapak, anak, guru  • create and share a bilingual or multilingual spoken text, such as a song or simple repetitive story  • create a page for a bilingual story, shared dictionary or phrase book for shared use.	Create simple bilingual texts using modelled words, phrases and simple sentences.  Students:  • create a personal or shared bilingual picture dictionary using words and illustrations  • create a shared bilingual text such as a big book, captions for a picture montage, a song or puppet play  • use key words or familiar phrases from a familiar song to create a bilingual text such as a picture and word list or poster.	Create simple bilingual texts using modelled words, phrases and sentences.  Students:  create a bilingual display for the classroom or school using titles, simple captions or signs, for example, sawah, sepak takraw, lapangan sepakbola, lapangan bola net  create sets of bilingual word cards in Indonesian and English to play matching games, such as Memory or Snap  recount a shared event or experience using modelled phrases and sentences in Indonesian and English, for example, Ini kelas kita di kolam renang, Ini marmot kelas	Create simple bilingual texts using modelled vocabulary and language noticing similarities and differences between languages.  Students:  • create a simple bilingual text, for example, to introduce a person or character, using visual and print resources such as a dictionary, word list or grammar chart, noticing changes in word order  • create a bilingual mini book based on a familiar text noticing similarities and differences between versions and translations, and share with peers or younger students  • create a simple bilingual text with illustrations and captions, such as a	Create bilingual texts and resources for peers and the school community.  Students:  • produce bilingual versions of school signs or posters using print or digital resources for the school community and discuss how to represent meaning in various languages  • create a bilingual resource to assist peers to engage in a simple story or song, such as a wordlist or sentence card  • create a bilingual personalised text, such as a greeting card, for a peer, family member or a member of the school community	Create descriptive and informative bilingual texts for a range of purposes using bilingual dictionaries and online translators.  Students:  • create a bilingual procedural text such as instructions to play a game or a recipe for cooking, noticing words which are difficult to translate  • create classroom resources with simple instructions, such as a bilingual card game or boardgame  • create a bilingual recount of events or experiences for the school newsletter or website and discuss choices available between languages, such as word choice, expressions and	Create bilingual texts for a range of purposes to suit a range of audiences, using bilingual dictionaries and online translators.  Students:  • create a bilingual invitation or advertisement for a class or school event using print or digital resources to inform a range of audiences, for example, an invitation to Languages' Day  • produce and access shared bilingual learning resources, such as a print or digital word bank or a glossary of expressions  • create, modify or adapt an information text, such as a weather report or a virtual tour of the school		

comic strip, using

• create and share

familiar songs or

modelled language

bilingual versions of

stories, selecting key

kita, namanya Henry

bilingual presentation,

using modelled phrases

**present** to peers or at a

and sentences and

school assembly, for

• create a simple

# or presentation for a buddy class, assembly

or concert, using

using an online translator

and digital dictionary

• perform or present a

bilingual role-play, skit

#### 16

	example, an introduction to greetings In Indonesian, English and other known languages.	words to alternate between languages.	on a blog or in the school newsletter.		Indonesian and English for supporting explanations.
Key concepts:		Key concepts:		Key concepts:	
creating, bilingualism, multilingualism		creating, bilingualism, multilingualism		creating, audience, bilingualism, mutlingualism	
Key questions:		Key questions:		Key questions:	
<ul><li>Why do we need bilingual stories?</li><li>What languages can I use?</li></ul>		Why could it be useful to have more than one language when creating texts?		<ul> <li>What would help or hinder me when creating bilingual texts?</li> </ul>	
		<ul> <li>How can we communicate when we don't speak the same language?</li> </ul>		<ul> <li>What real-life situations would be helped by a bilingual or multilingual text?</li> <li>How does being bilingual or multilingual help our learning</li> </ul>	
				• How does being bilingual or	multilingual neip our learning?

# **Sub-strand: Reflecting**

Participating in intercultural exchange, questioning reactions and assumptions; and considering how interaction shapes communication and identity.

## Thread: Reflecting on intercultural experience

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
•						
Notice ways in which	Notice and share how	Notice ways that people	Recognise that behaviours,	Recognise that language	Engage in intercultural	Explore and compare
Indonesian people	Indonesian looks and	behave or communicate	expressions and gestures	and behaviour reflect	experiences and share	reactions or assumptions
communicate and <b>share</b> what	sounds when interacting	and make connections to	carry cultural meaning.	cultural values.	reflections, reactions or	before, during and after
feels new or interesting.	with teacher and peers.	own experiences.			assumptions about	intercultural experiences.
			Students:	Students:	those experiences.	
Students:	Students:	Students:	• recognise that	• recognise that culture is	a	Students:
<ul> <li>notice people interacting</li> </ul>	• experiment with using	• explore and respond to	expressions, gestures	reflected through language	Students:	• explore and compare ways
in various cultural	Indonesian to interact	Indonesian lifestyles,	and body language carry	by terms and expressions	<ul> <li>engage in intercultural</li> </ul>	of showing politeness or
contexts, such as when	with each other, <b>noticing</b>	cultural practices or	cultural meaning, for	such as, jam karet	experiences, such as	respect, such as, giving an
viewing videos, images,	changes in the use of	celebrations and make	example, the choice of	• recognise ways of	sitting on the floor and	answer that may be
stories or songs and	voice, sounds, gestures	connections with their	finger when pointing or degree of eye contact	showing respect and	eating quietly, using only	incorrect as a way of
share ways that	and body language	own experiences	,	politeness in Indonesia,	the right hand during a	saving face, or using facial
messages are communicated, such as	<ul> <li>participate in playing</li> </ul>	<ul> <li>describe what they</li> </ul>	• recognise ways of showing	such as bending when	class party, or watching	gestures such as smiling
by using words, body	Indonesian children's	notice when using	politeness, such as,	passing between people,	an Indonesian dance or wayang kulit	when being reprimanded
language or gestures	games and <b>share</b>	Indonesian, such as	making requests and	nodding when greeting	performance, and <b>share</b>	<ul> <li>view a variety of images,</li> </ul>
	responses or reactions,	when singing a song,	expressing gratitude, for	others and using a soft	reactions to those	photos or videos of
• begin to notice some	such as 'I like it when' or	engaging in shared	example, Tolong, Terima	handshake	experiences	authentic interactions
words, phrases and	'That word sounds like'	reading, interacting with	kasih, Boleh saya?	• share own experiences of		and record and discuss
gestures that are new or interesting	<ul> <li>notice ways of speaking</li> </ul>	peers or watching or hearing people speak	notice etiquette	how they communicate in	engage in modelled	assumptions or reactions
	in Indonesian that are	Indonesian, for example,	associated with eating,	different contexts and	conversations with	• engage in intercultural
<ul> <li>notice similarities and</li> </ul>	similar or different to	Kamu melihat apa	such as not eating with	situations, and <b>discuss</b>	Indonesian speakers, in person or online,	experiences, for
differences in children's	their own ways, such as	•	one's left hand and	differences in gestures,	noticing language choice	example, applying the
lives in Indonesia and	ways of greeting,	• notice and share ways that	waiting to be invited to eat, <i>Silahkan makan</i>	behaviour, language choice and politeness	and cultural behaviours,	principles of gotong
Australia, such as everyday activities in the home, at	thanking or apologising	children in Australia and Indonesia play games, eat	,		such as body language	royong in the school or
school or ways of	<ul> <li>view images and texts</li> </ul>	food, participate in school, o	• explore and discuss how	recognise cultural	when greeting, volume	classroom, and <b>compare</b>
celebrating special events.	showing aspects of	speak with family or friends	their own language or	practices related to	of speech or choice of	assumptions before, during and after the
cerestating special events.	Indonesian daily life and	,	behaviour changes in a	special occasions such as	information to share	experience, <b>identifying</b>
	make connections to their	• share observations or	variety of contexts or	Ramadan, Idul Fitri and	• consider how it feels to	any perceived changes,
	own experiences, for	experiences of ways	situations, such as at home, school or a	<b>explore</b> connections with their own experiences.	adjust own behaviour or	for example, 'I first
	example, ways of travelling	people might demonstrate	friend's house.	their own experiences.	language when using	thought, Now I
	to and from school or eating meals at home.	respect or politeness, for example, by addressing	mena s nouse.		Indoensian, for example,	thinkWhat about you?'
	cating means at nome.	others with			beckoning by pointing	• consider how it might
		Mbak/Mas/Kak/Dik/Tante			with index finger or with	feel to visit a school or
		/Paman and allowing older			palm down or touching	home in Indonesia and
		people to walk in front of			top of head	be asked questions, such
		the younger people.			• notice own assumptions	as sudah mandi?
					about languages and	
					cultures when engaging	
					in intercultural	

					experiences, such as assuming that all people in Indonesia live a similar lifestyle, and consider what assumptions people in Indonesia might hold about people living in Australia.	
	s are around us at home and sch n experiencing a new laguage?	ool?	Key concepts: exploration, connection, variat Key questions: • What unites our class and so • What connections do I have cultures? • When do we adjust the way	hool? with Indonesian and its	Key concepts: reflection, comparison, diversit Key questions:  • What is an intercultural experiment of the communicate?  • How can we show respect for	erience? es change the way I
Thread: Identity in inte	ercultural interaction  Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Notice that they and others belong to groups and recognise that languages are used to communicate.	Identify various groups to which they belong noticing ways that people communicate.	Identify and share aspects of self, noticing how these are part of one's identity.  Students:	Recognise and explore the relationship between identity and a sense of belonging.  Students:	Recognise and share how intercultural experiences influence communication, relationships and identity.	Reflect on and discuss how learning Indonesian influences own thinking, behaviour and interactions.	Reflect on and discuss the impact intercultural experiences and the learning of Indonesian have
• notice groups that they belong to such as, family, class and school • recognise that people use languages and gestures to communicate • notice languages they speak, know or are learning and the people with whom they speak these languages • recognise that specific	• identify self as being a member of various groups, such as, friendship, sports or activity groups and notice ways that each group communicates  • notice and share languages spoken in the class or community and share some ways of communicating, such as gestures words or	<ul> <li>identify broader groups         to which they belong,         such as friendship,         interest or community         groups and share by         drawing pictures and         writing simple captions</li> <li>reflect on and share their         own characteristics,         interests and preferences         and understand how these         form part of their identity,         for example, favourites,         skills and preferences</li> </ul>	<ul> <li>explore aspects of belonging to different groups, such as the roles, relationships, behaviours and languages used in each group</li> <li>create and share personal texts that represent elements of their own identity, such as a personal crest, photo journal, self-portrait or identity poster and explore</li> </ul>	• create a digital profile, avatar or montage and consider elements of their own identity they would choose to share, for example, with a peer or Indonesian pen friend, Saya berasal dari Saya berumur, tahun, Saya anggota klub, Saya anak ke di keluarga saya  • reflect on interactions with different groups	• consider own interactions or experiences and reflect on behaviours or language choices such as, conscious use of gestures or ways of showing respect and politeness  • listen to, view or read a variety of Indonesian and English texts, and reflect on and discuss perspectives and assumptions	Students:  • create and share a personal text, such as a digital profile, emblem, motto, self-portrait or caricature that express their identity, including their identity as a language learner, and consider how learning Indonesian has impacte on their own identity
terms are used to identify people, for example, anak,	gestures, words or phrases they have heard  • notice how people	<ul> <li>identify and share the languages they know</li> </ul>	responses to these  • recognise and describe	with different groups, such as teachers, coaches, family members or new acquaintances	<ul> <li>engage in and reflect on a variety of intercultural experiences, such as real</li> </ul>	<ul> <li>describe how learning Indonesian might influence their own</li> </ul>

contribute to belonging

and language, school

such as shared behaviour

uniforms, sports' colours,

use inside or outside of

record reflections using

digital or written tools

the classroom, and

to an Indonesian school,

restaurant or market and

consider how they might

and **share** how language

choice and behaviour

might impact on

relationships

perempuan, laki-laki,

• begin to notice how

aspects of language and

adik, kakak

such as when viewing

videos, stories or songs

example, Bisa berbahasa

Indonesia dan Inggris.

culture contribute to their own identity, such as ways of behaving or use of greetings and gestures.	identify what makes them who they are, for example, by drawing pictures, symbols, logos or flags, or beginning to write words or expressions in known languages.		shared ideas or common goals, for example, Saya bermain bola basket, Seragam berwarna merah dan putih.	recognise and share     visual representations     such as concept maps,     digital posters or     multimodal     presentations to     illustrate relationships     and membership of     various groups or     communities.	behave or interact with each other  • create and share texts that represent elements of their own identity.	such as a blog or learning log  • reflect on and share thoughts, feelings or reactions to learning Indonesian and consider whether own assumptions about learning have changed, for example, ask themselves, 'What did I first think about learning Indonesian and what do I think now?'
Key concepts:			Key concepts:		Key concepts:	
identity, sharing, belonging			reflection, identity, self-awareness		identity, reflection, decentring	
Key questions:			Key questions:		Key questions:	
<ul> <li>What makes me, me?</li> <li>What does belonging look like, sound like and feel like?</li> </ul>		<ul> <li>What language groups and cultures do I belong to?</li> <li>What do we all have in common?</li> <li>How do I fit in the world?</li> </ul>		<ul> <li>When I learn Indonesian, what can I learn about myself?</li> <li>Who am I when I interact?</li> <li>What's my place in this world?</li> </ul>		

# **Strand: Understanding**

Analysing and understanding language and culture as resources for interpreting and shaping meaning in intercultural exchange.

# **Sub-strand: Systems of language**

Understanding the language system, including sound, writing, grammar and text.

Reception Year 1	Y	Year 2	Year 3	Year 4	Year 5	Year 6
sounds and rhythms of simple spoken Indonesian, and how they are represented in writing.  Students:  • begin to notice that Indonesian words are made up of sounds which can be written using combinations of letters  • imitate or repeat the Indonesian sounds and notice the shape and feel of their mouth and throat  • mimic modelled pronunciation of words to hear the sounds, for example, es krim, apel  • build phonic awareness by repeating words and phrases to practise focus sounds, such as trilled r, by singing repetitive songs, playing games and engaging in choral reading of texts  • begin to notice punctuation in texts.  sounds a spoken in notice the represent Roman and spoken in the present Roman and the represent Roman and the represent Roman and the spoken in the present Roman and the represent Roman and the sounds and the sounds and the formed but so are dimensional to imitate Indonusing videor.  • imitate or repeat the Indonusing videor.  • imitate Indonusing and the formed but so are dimension and the form	and rhythms of Indonesian, and that the sounds are ented using the alphabet.  Solts:  Ce that the nesian and English abets look the same the letters are ned the same way some of the sounds different ate the sounds of the nesian alphabet gletter and word os and songs  ic and begin to oduce orally and in ang, the sounds and hms of Indonesian by ning for particular ads in words, such as nitial or final sound writing or saying the	Students:	Recognise and develop pronunciation, intonation and phonetic knowledge in high frequency words and experiment with them in simple familiar texts.  Students:  • recognise high frequency words in written and spoken texts and reproduce Indonesian pronunciation in own spoken texts  • recognise loan words in written texts and read them aloud using Indonesian pronunciation  • create and refer to own or a shared dictionary of high frequency words when creating texts  • copy, sound out and spell sounds in high frequency words and phrases and use these sounds when writing new words.	Recognise pronunciation and intonation, further develop phonetic knowledge, and use in familiar texts.  Students:  • recognise that different intonation and writing conventions are used for statements and questions, for example, Kamu suka apel with falling intonation is a statement and is written with a full stop, and Kamu suka apel? with rising intonation is a question and is written with a question mark  • recognise connections between Indonesian and English sounds, for example, c is the ch sound in 'cheese'; g is the hard g in 'gun' but never soft as in 'germ'; k is a soft sound if it appears at the end of a word, for example, tidak, kakak  • recognise that using the imperative form -lah with appropriate intonation softens its force and shows consideration, for example, Berbarislah, Angkatlah tangan.	Recognise even stress patterns and apply phonetic and syllabification knowledge when writing familiar texts.  Students:  • recognise that Indonesian words can be broken into syllables and each syllable has even stress, for example, me-rah, ke-pa-la  • reproduce the Indonesian sounds of letters to make close approximations when decoding and encoding less familiar words  • recognise that some letters and letter combinations of the English alphabet do not feature in Indonesian words, such as, 'q', 'qu'  • demonstrate increasing automaticity in applying Indonesian letter/ sound knowledge  • recognise how to use emphasis to enhance meaning, for example, by extending the stress on word endings besarrr, takuuuut.	Recognise the sound and pronunciation of less familia phonemes in words and apply Indonesian spelling conventions when writing a variety of texts.  Students:  • recognise the difference in pronunciation of less familiar phonemes in the middle of words, such as, ng, ngg, dengan, tangan, tinggal, tanggal, and intonation of polysyllabic words, for example, mendengarkan, berbelanja, berselancar  • notice the pronunciation and spelling of phonemes ny and ng at the beginning of words, for example, nyamuk, Nyoman, ngantuk  • recognise and apply the Indonesian pronunciation and spelling conventions to loan words from English or other languages, for example, komputer, roket, telepon.

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systems, speech, symbols

#### **Key questions:**

- What connections are there between alphabets?
- What sounds do I recognise?
- How is Indonesian like/not like English?
- What symbols do we use for sounds when writing?
- What is punctuation and what does it do?

#### **Key concepts:**

systems, sound, pronunciation, writing, pattern

#### **Key questions:**

- What is similar about the sounds of Indonesian?
- What is similar about the way Indonesian is written?
- What patterns do I recognise?
- Why are some sounds in Indonesian hard for me to make?
- Does punctuation matter?

#### **Key concepts:**

systems, sound, intonation

#### **Key questions:**

- How are symbols used to communicate meaning?
- How can the sound of a word help us to write it?
- How do questions and statements sound different?
- How is language like a code?

# Thread: Grammatical and vocabulary knowledge

Year 1

Begin to notice basic features of grammar and frequently used words.

#### Students:

Reception

- notice that words are ordered in a particular way, for example, Selamat is said first in many greeting and farewell salutations
- notice and use concrete nouns to name and label common objects, for example, pensil, buku, pintu
- imitate and follow modelling of action words using simple verbs, such as, duduk, makan, minum
- recognise that quantities of things are referred to by cardinal numbers, for example, number words nol to sepuluh
- begin to use
   metalanguage to name
   simple grammatical
   terms or punctuation,
   such as letter, word, full
   stop and capital letter.

Notice context-related vocabulary and some basic features of grammar.

#### **Students:**

- notice and use appropriate pronouns, for example, Ibu, Pak
- notice the function of imperatives and use them to give peers instructions, for example, duduk, lipat tangan, berdiri
- use the word tidak to negate verbs
- interact with each other using auxiliary verbs, for example, ada, mau, boleh, bisa
- notice how things are described using nounadjective phrases, for example, meja biru, marmot nakal
- notice patterns and repetition in counting when using cardinal numbers and use when talking about age or number of items, for example, Umur saya enam tahun. Ada tiga buku.

**Notice** and **use** high frequency words and phrases and key features of grammar to create simple sentences.

#### Students:

Year 2

- recognise question words relating to people, actions, location or quantity, for example, siapa, apa, di mana, berapa
- recognise possessive word order, for example, Nama saya ..., Ibu saya ...
- use demonstratives, nouns and adjectives to describe the colour, size, shape or character of a person, place or thing using modelled sentences, for example, Ini pena ungu, Itu anjing besar
- express modality, for example, mau, ingin, boleh, bisa
- recognise joining words or phrases and use conjunctions, for example, dan, tetapi
- use metalanguage to name sentence level grammatical elements,

Recognise and use familiar context-related vocabulary and common features of grammar.

#### **Students:**

Year 3

- use nouns to identify places in the community, for example, taman, gereja, mesjid
- use simple base verbs to describe actions, for example, main, jalan, lompat
- recognise and apply the basic rules of punctuation, such as, capital letters and full stops for sentences
- describe people and animals using pronouns, adjectives and conjunctions, for example, dia, teman saya baik hati, kucing saya lucu dan kecil
- recognise that plurals are made by duplicating words, for example, buku-buku
- **expand** use of metalanguage to talk

**Recognise** and **use** contextrelated vocabulary and key features of basic grammar.

#### Students:

Year 4

- use the rules for subjectverb-object sentence construction to create texts related to personal world, for example, Saya makan soto ayam
- use possessive word order, for example, Adik laki-laki saya ..., Tas teman Budi
- describe objects using adjectives and concrete nouns related to personal world, for example, kamar tidur saya kecil, di ruang kelas saya ada meja-meja dan kursi-kursi tulis besar
- describe quantity using cardinal numbers, such as, puluh, ratus and ordinal numbers using ke- prefix
- specify location and direction using prepositions, for

**Understand** and **use** key grammatical features and context-related vocabulary.

#### Students:

Year 5

- use prepositions to specify the location in time using pada, and place using di, dekat, and position such as atas, dalam, belakang, for example, Teman saya tinggal dekat rumah saya, Sepupu saya bermain tenis pada hari Kamis
- use pronouns to refer to people and things, for example, kami, kita, kamu, and indicate possession using -nya, mereka, kami/kita
- seek information and explanation using question words, for example, dengan siapa? untuk apa?

• use exclamations to

express reactions, for example, kasihan, hebat, asyik, direct each other using imperatives, for example, jangan, cepat and invite each other using polite forms, for

Understand and apply knowledge of grammatical features and vocabulary to create a range of sentence types.

#### **Students:**

Year 6

- apply knowledge of vocabulary and grammar to construct descriptive texts about people, activities and things using expanded simple, compound and complex sentences, for example, Saya suka membaca buku misteri karena menarik
- use prepositions or adverbs to subject-verbobject word order, for example, Saya menonton film di bioskop dengan teman saya
- describe frequency using adverbs, for example, selalu, kadang-kadang
- create cohesion using conjunctions, for example, lalu, sebelum, sesudah
- refer to relationships between people and things using prepositions,

		such as joining words, conjunctions.	about grammatical terms and punctuation, for example, plurals, nouns, verbs, pronouns.	<ul> <li>example, Ada buku di atas meja, Belok kanan</li> <li>use conjunctions to link ideas, for example, tetapi, atau</li> <li>refer to a developing bank of grammatical terms and punctuation using metalanguage.</li> </ul>	example, duduklah, silakan  • describe actions using ber- and me- verbs, for example, berbicara, memakai  • understand and apply basic rules for sentence structure, word order and the use or non-use of verb tenses  • use metalanguage to name grammatical elements such as parts of speech and syntax.	for example, untuk, kepada  Iocate events in time, for example, hari ini, besok, kemarin, sudah, belum, Besok saya akan pergi ke toko untuk membeli bola  express quantity using cardinal numbers such as, ratus, ribu  compare and evaluate using comparatives and superlatives, for example, lebih, daripada, paling.
Key concepts: systems, grammar, vocabulary Key questions:	, naming		Key concepts: systems, parts of speech Key questions:		Key concepts: systems, application, metalang Key questions:	guage
<ul><li>What are the building blocks</li><li>What do I notice about word</li></ul>	<u> </u>		<ul> <li>Why do we name the difference</li> <li>When does a phrase become</li> </ul>	·	<ul> <li>How does metalanguage hel</li> <li>What elements improve a se</li> <li>Does grammar always matte</li> </ul>	entence?
Thread: Text structure	and organisation	Year 2	Year 3	Year 4	Year 5	Year 6

• Do texts in all languages have the same features?

• Does format matter?

books, spoken and written texts, wall charts and displays in the classroom  • begin to use metalanguage to name familiar oral and written texts, such as a story, rhyme, song or video  • notice that rising intonation indicates a question and short, sharp intonation indicates a warning.	<ul> <li>begin to use         metalanguage to share         ideas about different         types of texts, such as         stories, songs, poems,         games, rhymes</li> <li>notice that different         types of stories can be         translated into different         languages and presented         in written, spoken or         multimodal ways.</li> </ul>	in a song, or the rhyme or rhythm in a poem  • recognise that texts may include images, symbols, words, phrases and sentences  • use simple text features, such as titles, diagrams and labels, or illustrations and captions in own texts.	book, e-book, video clip or movie  • recognise features of written texts, including any accompanying images, for example, a greeting card, postcard or written message.	create another, for example, create a shopping list from a recipe, a wordlist from a weather report or a poem from story.	example, in a short skit, interview or script  • choose a specific type of text and its relevant features according to the purpose, such as when creating a recipe, instructions, poster or advertisement  • recognise how the layout, graphics, language conventions are used to convey meaning.	types of texts, such as voice or text messages, comics, or menus and apply to own texts  • identify and apply language features, such as, superlatives in advertisements that persuade, for example, terbaru, paling sehat, the imperative in signs that advise or prohibit, for example, dilarang, salutations in emails, for example, yang baik, salam dari, and declaratives in announcements that inform, such as, Minggu depan pada waktu.
Key concepts:			Key concepts:		Key concepts:	
conventions, structure, noticing  Key questions:		conventions, presentation  Key questions:		conventions, format, comparison  Key questions:		

• How does the layout of a text help?

• How can images help us understand writing?

• When do words become a text?

• What do I notice about texts around me?

# Sub-strand: Language variation and change

Understanding how languages vary in use (register, style, standard and non-standard varieties) and change over time and place.

# Thread: Language variation in use

Thread: Language varia	ation in use					
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to notice that there are different ways to greet and interact with different people.  Students:  • begin to notice the greetings that are used at different times of the day and with different people  • notice that adults are referred to as Ibu or Bapak  • notice that language use and behaviour vary according to the context, such as, formal and informal language or voice volume used inside and outside of the classroom.	Notice that language use varies according to the situation and relationships.  Students:  notice expressions used when requesting permission or giving an invitation, for example, permisi, silakan  recognise that there are different ways to address people, such as Ibu/Bu, Bapak/Pak, guru, kamu  notice that different words can be used for the same person, according to relationship, for example, referring to siblings by name or position, adik, kakak.	Notice that language use varies according to situation, relationships and context.  Students:  • notice that language varies in formality depending on the people involved, for example, when using greetings, use Hai for friends and Selamat pagi for adults  • recognise the appropriate pronouns for different people, for example, kamu for friends, Ibu for women and Bapak for men  • notice that people use different expressions according to their relationship or the situation, for example, Aku sakit at home with family or at school with a teacher, such as Saya sakit.	Recognise that language use varies according to formality age and gender.  Students:  • recognise variations of language use when interacting in formal and informal settings, for example Pak/Bu, Oom/Tante, kak/dik, Mas/Mbak  • understand that language use varies according to position, such as place in the family  • recognise and use certain pronouns and their abbreviations, for example, kamu/mu, Anda, Ibu/Bu  • understand the use of gestures to accompany language when addressing teachers, friends or visitors to school.	Recognise that language use and behaviour vary according to age, relationship and the context.  Students:  • recognise that Ibu/Bapak replaces 'you' when speaking to adults and that kamu is not appropriate  • recognise that language use varies in texts such as advertisements for games or toys for different age groups or genders  • recognise that language use varies depending on the occasion and the relationship, such as an invitation or a greeting card  • recognise gestures or behaviours that may be used in some situations but not others, such as, waving hands with peers, shaking hands and nodding head with adults.	use and formality vary according to cultural expectations and context.  Students:  • understand that language use reflects cultural expectations such as respect and social distance, and making requests using different levels of formality, for example, Minta, Mohon, Bolehkah?, showing respect for authority, Pak Guru, Mas, Mbak, or expressing familiarity with friends by using nicknames, nama panggilan  • recognise the variations of formality in written texts, such as a text message to a friend or an email to the teacher  • recognise that there are informal versions of formal words and phrases, for example, nggak/tidak, makasih/terima kasih.	Understand that language use varies according to context, purpose and audience.  Students:  • understand that there are language choices available to vary the level of politeness, such as when giving instructions, for example, duduk, duduklah, silakan duduk  • recognise the importance of formality when interacting, such as, with close friends, family or acquaintances  • understand how language varies depending on the context and the purpose, for example, when ordering a meal in a fast-food restaurant, Satu paket, compared to a dine-in restaurant, Minta segelas air, Bu.
Key concepts: noticing, variation, respect  Key questions:  • How do we vary our language when talking to family, friends or adults?		Key concepts: variation, formality, comparison  Key questions: • How do we change our language in different situations?		Key concepts: variation, context, register, status, respect  Key questions: • Is there more than one way to get the same		
, 3***	How do we vary our language when talking to family, friends or adults?				<ul><li>message across?</li><li>How is respect shown through</li><li>When is it okay to use slang,</li></ul>	gh language?

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Notice that Indonesian is the main language of Indonesia and one of the many languages spoken in Australia.  Students:  understand that many people speak more than one language  notice that some words in English may be borrowed from many languages, for example, words used in martial arts or words related to food, such as satay, mie goreng  recognise that Indonesian is the main language spoken in the country called Indonesia  notice that many languages are spoken and taught in Australia, including Indonesian, English, and Aboriginal and Torres Strait Islander languages.	Notice that Indonesian and English, as well as many languages, borrow words and phrases from each other.  Students:  • notice when familiar-sounding loan words are spoken or heard in Indonesian, for example, when hearing the words, telepon, partisipasi, bank, buku, kelas, bola  • notice that Indonesian and English borrow words and expressions from each other as well as from other languages, such as pizza, kebab  • explore words that classmates know that are similar or used in more than one language.	Recognise that languages borrow words, phrases and expressions from each other.  Students:  • recognise that Indonesian and English borrow words from various languages with some changes in spelling and pronunciation, such as komputer, televisi, orangutan, rendang, sarung, restoran  • notice that some Indonesian words may look the same in English, but sound different and have different meanings for example, sore.	Recognise that bahasa Indonesia is the official language of Indonesia, and that languages change over time and according to context.  Students:  • understand that languages change over time, such as expressions, words or phrases used across generations by grandparents, parents, siblings or themselves  • consider how people communicate in various contexts and how borrowed words or phrases might be pronounced or spelt, for example, televisi, komputer, apotek and consider why they have been adopted or modified in Indonesian  • recognise the origins of bahasa Indonesia and understand that it is the official language of Indonesia, and that Indonesia, and that Indonesia is linguistically and culturally diverse, and that it is one of Australia's neighbours in the region known as Asia.	Understand that languages change over time and influence each other according to context and place.  Students:  • understand that bahasa Indonesia is a standardised language and is used in official contexts such as in government, the media and education  • understand that islands and regions of Indonesia have their own languages, each with its own culture, and that Indonesia, like Australia, is a linguistically diverse nation with many languages which influence each other  • undertsand that languages change over time due to the influence of other languages, for example Malay, Javanese, Balinese and Sundanese influence bahasa Indonesia.	Understand that bahasa Indonesia is constantly changing over time and is influenced by globalisation and technology.  Students:  • understand that Indonesia is linguistically and culturally diverse due to its local languages  • understand that languages change due to the influence of technology, such as movies, television and social media  • understand that language used in advertisements commercials and other types of informative texts is influenced by global travel and the tourist industry, for example, paket, berinternet, koneksi bisnis.	Understand that languages are dynamic and change due to the influences of languages and cultures, globalisation, technology and social change.  Students:  • understand that Indonesian is influenced by other languages and cultures, in many areas, including food, music, pop culture and sport  • understand that languages change due to contact with other languages, such as through travel, tourism and digital communication  • understand that languages change, that some continue to grow, evolve and expand, while some are being revived or are endangered, for example, the many local languages of Indonesia and some Aboriginal and Torres Strait Islander languages.

diversity, change

#### **Key questions:**

- Which languages do I hear or see around me?
- Where in our community is Indonesian spoken?
- Is the English language the same around the world?

#### **Key concepts:**

diversity, change

#### **Key questions:**

- Where can I see and hear Indonesian in our community, in Australia, or in the world?
- How do languages change over time?
- Is this language the same wherever it is spoken?
- Why do languages borrow words?

#### **Key concepts:**

diversity, change, origin

#### **Key questions:**

- How and why has Indonesian evolved and changed over time?
- Who uses Indonesian and why?
- Why is Australia a multilingual country?
- How does knowing the origin of words help our learning?

# **Sub-strand: Role of language and culture**

Analysing and understanding the role of language and culture in the exchange of meaning.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Begin to notice connections between languages and cultures.  Students:  • begin to notice where they have seen or heard Indonesian or other languages and cultures in the community, such as at home, at school, in the neighbourhood or in the supermarket  • explore a variety of cultural artefacts, including those unique to Indonesia and share what they see, think or wonder about, and begin to use the language associated with them, for example, wayang kulit, angklung  • begin to understand that when learning bahasa Indonesia they are also learning about Indonesian cultures.	Notice connections between each others' languages and cultures.  Students:  • notice and share the ways that Indonesian cultures and languages are expressed through music, dance, stories and celebrations, for example upacara bendera, senam pagi  • begin to make connections between Indonesian language and culture, such as, tidur siang, bantal guling and ways of communicating, such as bringing hands to forehead when greeting the teacher  • make connections between each other's languages and cultures through play-based activities, for example, a market or stall, using cultural artefacts and associated language.	Notice and share ideas on connections, similarities and differences in languages and cultures.  Students:  explore the meaning of culture, and understand that it involves visible elements, such as food, music or celebrations, as well as invisible elements, such as manners, gestures and ways of showing respect  explore cultural practices and related language use through games, for example, suten/suwitan, Semut, gajah, orang, and Hom Pim Pah  explore connections between languages and cultures, such as, how people live, how people greet each other, ways of eating or sharing food or ways to celebrate.	Recognise ways that cultural values are reflected in everyday language use.  Students:  • identify examples of Indonesian and English words related to cultural practices and values, such as, kaki lima, becak, warung, sopan santun, sungkem, riyayan, packed school lunch, camping in a tent or swag  • recognise that language carries cultural ideas, for example, upacara compared to a school assembly  • understand that some words carry cultural significance, for example, rice is an important, staple food in Indonesia with multiple words to describe it, for example, padi, beras and nasi  • recognise how gestures and their meanings differ between cultures and understand that miscommunication can cause offence, for example, beckoning with palm down and moving all fingers.	Recognise connections between cultural practices, values and language use.  Students:  • recognise cultural values and practices represented in Indonesian texts, for example, that animal heroes in fables are usually native animals of Indonesia, Si Kancil and Harimau  • recognise that behaviour and language often reflect cultural values, for example, relating to cultural practices such as sports games, family gatherings, food and celebrating  • understand that language reflects cultural values, for example, using terms of address reflects the value of respect  • explore how facial expressions and gestures can convey cultural meaning, for example, smiling may suggest confusion, shyness, nervousness, embarrassment or offence.	Understand that cultural practices reflect language use, ways of thinking, behaving and cultural values.  Students:  • make connections between ways of communicating that may reflect cultural values or practices, for example, ways of accepting or refusing offers of food or drink, turn-taking, the use of personal space or language choice in different contexts  • identify and discuss cultural expressions, gestures and behaviours, such as ways of thanking, showing appreciation, praising each other, ways of displaying gratitude or politeness  • compare own and peers' behaviour and language used in informal and formal interactions, such as at school, at home, at a presentation or at a party, and discuss how these might reflect cultural values.	Understand that cultural practices and values affect language choice and communication.  Students:  • understand that cultural values and language choice are related, for example, the language associated with cultural practices such as having a barbeque, picnic, swimming, mandi  • understand that values depicted in texts, such as stories, have a social and cultural purpose, for example, the moral of a story such as Bawang Putih dan Bawang Merah  • understand that images, symbols, words and language choice carry cultural meaning and values, for example, in everyday texts, such as posters, advertisements and street signage  • understand that generalisations and stereotypes exist, and that languages and cultures are complex and varied.

Key concepts:	Key concepts:	Key concepts:
culture, connection	culture, connection	culture, connection
Key questions:	Key questions:	Key questions:
<ul> <li>What do I already know about Indonesian and its cultures?</li> <li>What do I want to know about Indonesian and its cultures?</li> </ul>	<ul> <li>Language and culture - how are they connected?</li> <li>What cultural words or expressions do I notice in Indonesian?</li> </ul>	<ul> <li>When I communicate, what cultures are at play?</li> <li>How can I see culture within language?</li> <li>Is it possible to learn a language without learning its cultures?</li> </ul>

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