

The ALL Guidelines

Factors Influencing the Selection of Activities

Consider the following activities. What factors would you need to consider in deciding whether to use these activities?

Factors to consider:

Story book

Learners write and illustrate a book about leisure to give to a primary school class. For example, *Pada hari Senin saya bermain voli. Saya menonton televisi setiap hari. Pada hari Minggu saya tidur!*
AT6

Guiding a blindfolded partner

Learners practise giving directions by giving detailed instructions to their blindfolded partner. For example, *Terus satu langkah. Belok ke kiri. Belok ke kanan. Mundur dua langkah.*
AT2

Meet my family

Learners bring photos to school and introduce members of their family to the class, giving information about age, occupation and leisure time. For example, *Ini adik saya. Dia bernama Beni. Beni murid kelas 5, Sekolah Dasar Southerland. Dia suka tidur.*
AT1

Sound stories

Learners work in groups to record a sequence of sounds (such as a person walking, a car engine, a dog barking etc.) Groups then write a story to accompany the sequence of sounds put together by another group.
AT6

Out and About

GENERAL OBJECTIVES

Learners will be able to use Indonesian to:

- ask for and give locations of places
- ask for and give street directions
- bargain for transport
- ask for information about public transport
- give details about facilities, events and transportation in the local area
- extend and respond to invitations to do something with friends
- leave/take messages (in writing and via the telephone)
- prepare a simple brochure about the town or city in which they live

SOME SUGGESTED ACTIVITIES

N.B. It is intended that learners use Indonesian unless otherwise specified.

Following directions Learners tell their partners how to get from point A to point B using identical maps of an Indonesian town or village. (Refer TR.) Learner A draws a complex route on his or her map and gives the instructions, step by step, to Learner B who marks the path on his or her map. Learners compare the final destination and path then swap roles. For example, *Terus ke Jalan Kartini. Belok ke kiri. Terus ke Jalan Gunung Bromo. Belok ke kanan. Bioskop ada di Jalan Manado nomor empat puluh enam.* (Refer also to 'Maaf, ya, di mana ...?' SRB1 and AC.)

TR

SRB1

AC

AT2

Survey - Popular Pastimes Learners conduct a survey amongst classmates or another Indonesian class about popular recreational activities in their local area. For example, *Pada akhir minggu kamu suka pergi ke mana?* Learners then make a list of the five most popular places/activities.

AT1

Leave your message after the third beep Learners leave a message on an answering

machine (or tape) inviting a friend to do something, using the same pattern as the example provided. For example, *Halo Stoulla. Ini Kerry. Bagaimana kalau kita ke bioskop pada Jumat malam? Mau nggak? Telepon saya, ya, kalau sudah pulang.* NB: Learners need to be informed that the use of answering machines by Indonesian teenagers is rare.

AC

AT2

Find out where the party's at Learners read the instructions provided and mark the paths of the various characters as they proceed to the parties. (Refer TR and AC.)

TR

AC

AT3

I'm sorry, but I can't! Learners prepare and role-play telephone conversations in which Learner A wants to go out with learner B and extends an invitation but Learner B does not wish to go out with Learner A and makes excuses. (Refer TR for a sample conversation which could be used as a guide for learners, and to 'Mau ikut ...?', SRB1) For example:

+ *Halo. Ini Phillip. Boleh saya bicara dengan Susan?*

- *Ya, ini Susan.*

+ *O, apa kabar Susan?*

- *Eh...kabar biasa.*

+ *Bagaimana kalau kita ke kolam renang pada hari Sabtu? Mau, nggak?*

Out and About (continued)

- *Maaf ya. Saya mau ke rumah paman saya.*
- + *O.. bagaimana kalau kita ke pantai pada hari Minggu pagi? Mau nggak?*
- *Maaf ya. Saya mau ke gereja.*
- + *Bagaimana kalau siang?*
- *Maaf ya. Saya mau ke lapangan tenis.*
- etc, etc, etc.

TR SRB1

AT2

A town plan Learners design a town plan by taking turns to give statements about the town to a student who adds their suggestions to a large map on the board. For example, *Di sebelah kantor pos ada gedung bioskop ... Nama jalan itu Jalan Harbour View.*

AT2

Completing a map Learners are provided with two plans of the same town. Plan A has buildings and roads labelled and Plan B has roads and only some of the buildings shown but includes a list of the missing buildings. Learner B asks where particular buildings are located and Learner A answers. Learner B labels the buildings. For example:

- + *Di mana Bank Duta?*
- *Di jalan Jambu, di sebelah kanan 'Toko Indah'.*

TR

AT2

Commuters and their jobs Learners, take on various identities and exchange information about place of work and time taken to travel to work in order to match the characters with the illustrations provided on the cue cards.

- + *Kerja di mana?*
- *Di apotek.*
- + *Naik apa ke sana?*
- *Naik kereta api.*
- + *Berapa lama?*
- *Empat puluh menit.*

TR

AT2

I've gone to Sari's house, Dad Learners write messages to members of the family stating where they are going and when they will be back. For example, *Saya ke rumah Sari. Saya akan pulang pada jam setengah tujuh.* (Refer 'Untuk tahunya saja ...', SRB1, and AC.)

AC SRB1

AT2

House for sale Learners write a real estate advertisement about an imaginary house for sale giving details of the number of rooms,

size of yard, garden, age of house, location etc. For example, *Rumah dijual. 3 kamar tidur. Dapur modern. 2 kamar mandi. Garasi dan kolam renang. Halaman luas. Kebun indah. Rumah ini terletak di North Lakes. Dekat pusat pertokoan. Dekat sekolah.*

TR

AT4

Writing the message Learners listen to recorded conversations and write the message which would be left by one of the speakers. For example:

Mama - saya ke toko kaset sama Kay.

Hans - ada undangan makan di rumah Theo besok malam, jam setengah tujuh.

AC

TR

AT3

Holiday arrangements Learners make arrangements for every night of the week, going to a different place with a different person each night and fill in their diary accordingly. For example:

+ *Bagaimana kalau ke bioskop?*

- *Ya, mau. Hari apa?*

+ *Hari Selasa?*

- *Maaf, ada janji.*

+ *Hari Rabu?*

- *OK deh, hari Rabu.*

TR

AC

AT2

Ke Pasar Minggu, berapa?: Learners listen to recordings of conversations where people bargain for a *becak* or *dokar*. They then say where each person was going and how much it cost. E.g.:

+ *Berapa Pak, ke Jalan Supratman?*

- *Seribu rupiah.*

+ *Kok mahal! Tujuh ratus, Pak?*

- *Delapan ratus.*

+ *Mari Pak. Saya sudah cape. Saya mau pulang.*

AC

AT3

Places to go Learners design a brochure showing places to go in the local area, giving addresses, opening hours and cost of venues/entertainment. For example:

Kebun Binatang

Terletak di Bayview Road.

Buka pukul sembilan.

Tutup pukul lima.

\$7.00 dewasa

\$3.50 anak di bawah dua belas tahun

(Refer 'Mau ke Mana', SRB1)

SRB1

AT4

Out and About (continued)

Guiding a blindfolded partner: Learners practise giving directions by playing a game where each guide, in turn, directs his/her blindfolded partner across the room. Points may be awarded for clear crossings and deducted for each obstacle touched or each wrong move. For example, *Terus satu langkah. Belok ke kiri. Belok ke kanan. Berjalan tiga langkah. Mundur dua langkah.*

AT2

Bargaining for transport Learners take turns to act as *becak* driver and passengers, and negotiate cost of travel. Using an authentic street map the passengers select a destination and negotiate a suitable price with the *becak* driver. While this is taking place the rest of the class could be required to record (a) destination, (b) starting price and (c) final price. (Refer 'Ongkosnya berapa?', SRB1.)

SRB1

AT2&3

Timetables Learners use the given scenarios to obtain information from bus/train/plane travel officers and to make a booking. For example:

+ Ada bus ke Yogyakarta?

- Hari Senin, Selasa dan Jumat.

+ Pada hari Senin bus berangkat jam berapa?

- Setiap jam, mulai jam tujuh lebih seperempat.

+ Berapa lama ke sana?

- Lima jam.

+ Saya mau pesan satu tempat duduk untuk hari Senin, jam dua siang.

TR

AC

AT2

Out and About

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Stage:	Module:	Unit:
General Objectives		
<div> <div>Activities</div> <div>Exercises</div> </div>		
Other Learning Experiences		

Class:		Time Allocation:
Specific Objectives		
Language Development		Sociocultural Aspects
Skills Development	Language and Cultural Awareness	General Knowledge
Resources	Assessment	Evaluation

Identifying Specific Objectives (continued)

CHECKLISTS OF POTENTIAL UNIT CONTENT

Language Development

Functions

- ☐ asking for/giving information
- ☐ giving/taking messages
- ☐ suggesting
- ☐ inviting/reacting to invitations
- ☐ negotiating transport

Grammar

- ☐ modifier - *mau*
- ☐ compound nouns, e.g. *rumah sakit, orang tua, kereta api*
- ☐ question words
- ☐ numbers - hundreds and thousands
- ☐ prepositions, e.g. *ke, lewat, sampai*
- ☐ conjunctions, e.g. *lalu, sebelum, sesudah*
- ☐ interjections, e.g. *ayo, asyik*

Vocabulary/Themes/Topics

- ☐ buildings and transport
- ☐ going places
- ☐ messages
- ☐ time and days

Discourse forms

- ☐ brochure
- ☐ conversation
- ☐ diary
- ☐ itinerary
- ☐ map and legend
- ☐ message (telephone)
- ☐ telephone call

Sociocultural Aspects

Contexts/Roles/Relationships

- ☐ local area
- ☐ simulation of catching public transport
- ☐ self as visitor
- ☐ self as young person to friends (peers) and strangers (adults)

Sociocultural Data

- ☐ transportation system in Indonesia
- ☐ places in Indonesian towns and villages
- ☐ religious practices
- ☐ architecture in Indonesia
- ☐ bargaining
- ☐ business hours

Skills Development

Cognitive Processing Skills

- ☐ identify sequences, main ideas
- ☐ order and categorise data
- ☐ generate questions

Communication Strategies

- ☐ initiate speech, maintain and conclude conversations, and take turns in an appropriate manner

Language and Cultural Awareness

- ☐ the function of messages
- ☐ substitution into known phrase and sentence patterns
- ☐ words from Portuguese, Arabic, Dutch and English
- ☐ Indonesian words which cannot be easily translated into English
- ☐ the concepts of '*Malam Minggu* bargaining

General Knowledge

- ☒ knowledge about one's local area
- ☐ transport and communication
- ☐ use of twenty-four hour clock in other countries