Scaffolding Play for English Language Learners

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Agenda

- I. Why make-believe play
- II. Dual language development
- III. Levels of play
- IV. Planning instructional scaffolds
- V. Implications

Foundational Skills

- Self regulation
- Working memory
- Cognitive flexibility
- Social/cultural skills
- Oral language

The Problem

Less opportunity to develop foundational skills

More need for 'interventions' later

Funds of Knowledge-Moll

"We believe that a meaning-centered model allows bilingual students to take full advantage of their first language abilities, and to surpass the limits set by their more limited knowledge of their second language."

Ask.....In Play Opportunities

- How well does my classroom link child learning to families and communities?
- How do I tap into each child's "funds of knowledge"?
- In what ways do I affirm a child's home language, while linking it to standard English?

Early English Language Development Performance Definitions - Receptive Language

		Language Criteria	Ages 2.5-3.5 Years (30-42 mos.)	Ages 3.5-4.5 Years (43-54 mos.)
At all levels of language acquisition, home language and English language development influence and reinforce each other; and mediate understanding, construction of meaning, and demonstration of knowledge.	Level 5 Bridging	Linguistic Complexity	 Series of simple sentences related to familiar stories or events An idea with 1-2 details; 1-step direction related to daily routine 	 Series of extended sentences related to familiar stories, learning activities, or events Related ideas; 2-step directions related to daily routine
		Language Usage	 Short and compound sentences related to daily routine, familiar people, songs, and stories General and some specific vocabulary words associated with familiar environments and stories 	 Compound and some complex sentences related to familiar stories and learning activities Specific vocabulary words associated with stories, learning activities, and various environments
	Level 3 Developing	Linguistic Complexity	 Related phrases and simple sentences An idea with 1 detail 	 •Multiple related simple sentences; wh-questions • An idea with 2 details
		Language Usage	 Short sentences related to daily routine, familiar people, songs, and stories Repetitive phrasal patterns related to daily routine and familiar stories 	 Short and some compound sentences related to familiar stories and learning activities Sentence patterns related to familiar stories and learning activities
			 General vocabulary words related to daily routine and familiar stories 	 General and some specific vocabulary related to daily routine, familiar stories, and learning activities
	Level 1 Entering	Linguistic Complexity	 Words and repetitive phrases related to daily routine An idea within simple questions or statements related to self, familiar people, or daily routine 	 Words and phrases related to daily routine An idea within simple questions or statements related to familiar environments
		Language Usage	 Repetitive phrases associated with daily routine Yes/no questions related to self, familiar people, and/or daily routine Words associated with familiar environments 	 Repetitive phrases and simple statements associated with daily routine Yes/no questions related to self, familiar people, and/or daily routine

non-verbal in English and rely primarily on their home language and/or gestures to communicate their needs, wants, and ideas.

...within sociocultural contexts for language use.

Early English Language Development Performance Definitions - Expressive Language

		Language Criteria	Ages 2.5-3.5 Years (30-42 mos.)	Ages 3.5-4.5 Years (43-54 mos.)
At all levels of language acquisition, home language and English language development • influence and reinforce each other; and • mediate understanding, construction of meaning, and demonstration of knowledge.	Level 5 Bridging	Linguistic Complexity Language Usage	 Multiple phrases and some familiar 3+ word sentences Expression of single ideas Emerging comprehensibility of familiar phrases and short sentences General and a few specific vocabulary words associated with familiar environments 	 Variety of original sentences of 3-5+ words Emerging expression of related ideas Comprehensible sentences that may contain nouns, verbs modifiers, and pronouns Specific and a few technical vocabulary words associated with various environments
	Level 3 Developing	Linguistic Complexity Language Usage	 Phrases with a few familiar 3-word sentences Emerging expression of single ideas Familiar phrases with emerging comprehensibility Short repetitive language patterns used in familiar fingerplays, songs, and stories General vocabulary words associated with familiar environments 	 Short sentences of 3-4 words that combine formulaic phrases with some new words and phrases Emerging expression of ideas Short sentences with emerging comprehensibility Repetitive language patterns used in fingerplays, songs, stories, or learning activities General and a few specific vocabulary words associated with familiar environments; common expressions
	Level 1 Entering	Linguistic Complexity Language Usage	 Words and short formulaic phrases 1-word utterances to convey entire message Single words associated with daily routine and familiar stories Repetitive phrases 	 Words and formulaic phrases 1-2 word utterances to convey entire message or idea Familiar words and expressions associated with daily routine Repetitive and formulaic phrases General vocabulary words related to familiar environmen

...within sociocultural contexts for language use.

As Make-Believe Play Matures..

- more deliberate plans
- more roles
- more props
- more time
- more complex language
- more scenarios

Stages of Make Believe Play Bodrova & Leong

- **A. Beginning:** No plan, no roles, limited language, plays with objects as objects, short time frame
- **B. Roles**: No plan, roles emerge from action, creates stereotypic scenarios, language describes action, plays with objects as props, plays for a few minutes
- **C. Roles with Rules and Beginning Scenarios:** Plans roles and actions, uses language for roles and actions, needs props for roles, 10-15 minutes of play, plays familiar scripts fully

Stages of Make Believe Play

D. Mature roles: Plans scenarios and plans evolve, multiple roles interact, symbolic props &/or invents props, uses role speech, 30-60 minutes of play, series of coordinated scenarios with "problems" that evolve over time with emotional aspects

Scaffolding Dramatic Play using PROPELS

- Plan
- Roles
- Props
- Extended time
- Language
- Scenarios

Comprehensible Input in English

- Repetition
- Routine
- Rate of Speech
- Prior Knowledge
- Cultural Background
- Language level
- Wait time

Second Language Supports

- Real objects
- Manipulatives
- Photos and pictures
- Videos
- Charts
- Language partners/buddies
- Adult modeling and prompts
- Action/Gestures
- Home language support

Plan Scaffolds for the Grocery Store

- Props
- Roles
- Scenarios

Instructional Planning

	Vocabulary	Structures	Input/Supports
Entering			
Developing			
Bridging			

Turn and Talk

How will you use this information in your professional practice?

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