Summary of 12 Considerations for Teaching Young Learners

CHARACTERISTICS OF YOUNG LEARNERS		
CHILDREN ARE	SO TEACHERS SHOULD	
ENERGETIC AND PHYSICALLY ACTIVE	Use kinesthetic activities, like Total Physical Response (TPR), Simon Says game	
2. SPONTANEOUS AND NOT AFRAID TO SPEAK OUT AND PARTICIPATE	Use songs, rhymes, chants, and dialogs Use drama activities that encourage students to be expressive, like the Meet and Greet lesson on pg. 49	
3. CURIOUS AND RECEPTIVE TO NEW IDEAS	 Arouse students' curiosity with games, like Mystery Bag Use topics like exotic animals and plants and international cultures e.g., food, dress, music, holidays. 	
4. IMAGINATIVE AND ENJOY MAKE-BELIEVE	Use role plays and pretend games, like Animal Charades Use stories that involve fantasy and imagination Have students use their creativity to make their own pictures or puppets to retell stories Let students play make-believe by dressing in costumes and role	
5. EASILY DISTRACTED AND HAVE SHORT ATTENTION SPANS	 Make learning fun Capture students' attention with brightly colored pictures, photos, and posters Use audio-visuals like songs, TV shows, movie clips, YouTube videos Move quickly from activity to activity, spending about 5–10 minutes per activity Use brain breaks 	
6. EGOCENTRIC AND RELATE NEW IDEAS TO THEMSELVES	Encourage students to personalize new information and language like the acrostic name poem Relate new information and language to students' native culture and local surroundings	
7. SOCIAL AND ARE LEARNING TO RELATE TO OTHERS	Make learning interactive Incorporate group games and cooperative activities Use a variety of different kinds of interactions, i.e., S–S in pairs, Sts–Sts in groups, T–S one-on-one, T–Sts with whole class	
	Control children's frustration Assess if the task is too hard Break task down into smaller steps Give-students hints or make a game out of figuring out the right answer Create a comfortable classroom atmosphere in which students can succeed	

HOW CHILDREN LEARN		
CHILDREN	SO TEACHERS SHOULD	
8. LEARN BY DOING AND INTERACTING WITH ENVIRONMENT	Make learning active Use realia like food, toys, and other real objects Organize field trips in the local environment like the zoo, park, beach, or forest	
9. NEED OF SUPPORT AND SCAFFOLDING BY THE TEACHER	Create interest in the task Use engaging activities; see nos. 1–8 Be enthusiastic and passionate about tasks Simplify the task Break tasks down into smaller tasks, like Writing the Story from a Video on p. 30 and Singing a New Song on p. 35–36 Keep children on task Have a real purpose and goal like creating a valentine for a friend which must be completed by Valentine's Day Focus them on the task by praising, encouraging, reminding, and giving suggestions to students Model the task, including different ways to do it Clearly show your expectations and the ideal end product Cater to different learning styles, i.e., visual, audio, kinesthetic, and multiple intelligences: spatial-visual, linguistic, logical-mathematical, bodily-kinesthetic, musical, interpersonal, intrapersonal, naturalistic	
	HOW CHILDREN LEARN LANGUAGE	
CHILDREN	SO TEACHERS SHOULD	
10. NEED A LEARNING ENVIRONMENT SIMILAR TO L1 ACQUISITION	 Use authentic contexts and situations that mirror real life Use activities with a real purpose and reason to use English, like storytelling, singing, chanting, dialogs, plays, TV shows, movies, letter writing, e-mailing, recipes, etc., that present language in a real context 	
11. LEARN LANGUAGE THROUGH LOTS OF MEANINGFUL EXPOSURE AND PRACTICE	Create an English-speaking classroom environment by using English as much as possible Give plenty of comprehensible input (just above students' current level) Make input comprehensible by using visuals, realia, gestures, and caregiver speech Train students to use classroom language in English Recast any use of L1 in English	
12. DO NOT LEARN LANGUAGE THROUGH EXPLICIT GRAMMAR EXPLANATIONS	Avoid using grammatical terms and rules that young learners will not understand Help learners "notice" the grammar by repeating and recycling new language, i.e., Meet and Greet lesson	