

Introduction to **Max's Adventure:** A resource package for kindergarten teachers



SCOLAR Kindergarten English Team

What is ‘Max’s Adventure’?

- ‘Max’s Adventure – English Letter Story Series’ (ELSS) is a set of learning and teaching materials for exposing children to phonics in fun and meaningful contexts.
- ELSS is developed for teachers’ use in the school setting.

What is ‘Max’s Adventure’?

- ELSS was developed based on a traditional form of storytelling originated in Japan called ‘Kamishibai’ which means ‘paper-drama’ or ‘paper-theatre’.
- The series includes 26 English Letter Story Sets.
- All the stories are about Max, his family and his friends.
- Each story refers to one of the 26 letters of the English alphabet and one of its corresponding sounds.

Why stories?

- Children **love** stories.
- Stories provide **meaningful and interesting contexts** for exposing young children to English.
- Through storytelling activities, children can be provided with lots of opportunities to **listen to** and **speak** in English.

Why beginning letter sounds?

- Beginning letter sounds are more eye-catching and easily recognisable.
- Beginning letter sounds are easiest to start with, as compared to middle and ending sounds.

Which letters to begin with?

Order of acquisition of letters
(letter name, letter shape)



Order of acquisition of
Cantonese sounds
(in relation to their similar English sounds)

Acquisition of English Letters (H.K.)

(Oppen, 1996)

	Acquisition of capital letters	Acquisition of small letters
Age 3	A B C	
Age 4	O E DFH KM P GN • S QTZ J UW ILVX Y R	c o k z ps i w m fvx e • a u jy
Age 5		h t gr n b d l q

Acquisition of Cantonese Sounds (H.K.)

(Lee , 2005)

Age 2: /b/ /m/ /d/

Age 3: /l/ /w/ /h/ /j/

Age 4: /p/ /t/ /g/ /gw/ /kw/

Age 5: /f/ /ts/ /dz/ /k/ /s/

Implications

1. It is **not necessary** to introduce the sounds of **all the 26 letters** at the pre-primary level.
2. It is **not necessary** to introduce letter sounds in **alphabetical order**.

Use of the ELSS

- Teachers can use the set of story cards for **storytelling activities** to:
 - (a) help children **understand and enjoy** the **stories**, and
 - (b) engage children in **listening to and saying the letter sounds in the process**.
- Teachers are also encouraged to **follow the suggested teaching steps** illustrated in the teaching resource package to **maximise learning effectiveness**.

Use of the ELSS

- The story scripts are suggested but **not prescriptive**. Teachers are encouraged to **adapt the scripts** according to their children's needs and abilities.
- Teachers are **NOT** recommended to engage children in **reading the story scripts** at any circumstances.

Content of the DVD

1. A list of possible themes of the 26

Possible Themes

English Letter Story Set	Title	Theme
A	Maggie Wants An Apple	Food (fruit)/Family/Animals (ants)
B	Max Likes Bouncing	Toys (ball)/Food (bananas)
C	Max Is Coughing	Seasons (winter)/Weather/Clothing/School
D	Max Likes Dancing	Leisure (dancing)



Letter_Y



Letter_Z

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Introduction revised
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Possible_Themes.pdf
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6,067 KB



Printing_Instructions revised
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Summary_sheets_26 letter
stories.pdf
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S	Max Likes Soda	Food (drinks)/Seasons (summer)
T	Max Is Typing	Technology (computer)/Body parts/Celebration (birthday)
U	Up Goes The Umbrella	Weather/Seasons (summer)/School
V	The Hairdryer Is Very Loud	People who help us (hairdresser)
W	Maggie Wears A Wig	Celebration (HKSAR Establishment Day)
X	Max Takes An X-ray	People who help us (doctor)
Y	Yolks Are Yummy!	Food
Z	Bees Are In The Zoo	Zoo animals/Leisure (photo-taking)

Content of the DVD



2. **Summary sheets** of the 26 letter stories

Letter D: Max Likes Dancing

1. Kamishibai

Letter D: Max Likes Dancing

1. Kamishibai

Card 1	Max is a good dancer. Miss Betty asks Max to show everybody how to dance.	
Card 2	When the music is slow, the drums go /d/ - - /d/ - /d/ - ... /d/ - - /d/ - /d/ - ... /d/ - - /d/ - /d/ - ... Max dances on his toes.	





Content of the DVD

3. Printing Instructions

File Folder

Letter_A	Letter_B	Letter_C	Letter_D
Letter_E	Letter_F	Letter_G	Letter_H
Letter_I	Letter_J	Letter_K	Letter_L
Letter_M	Letter_N	Letter_O	Letter_P
Letter_Q	Letter_R	Letter_S	Letter_T
Letter_U	Letter_V	Letter_W	Letter_X
Letter_Y	Letter_Z		

PDF Complete Document

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Max's Adventure
English Letter Story Series

Printing Instruction

Story Cards (Kamishibai)

1. Print the pictures and the story scripts on A3 paper (single-sided printing).
2. Prepare five cardboards of A3 size.
3. Stick the pictures and the story scripts onto the front and the back of the cardboards as shown below:



4. See the example below for the order of the pictures and the story scripts:

English Letter Story Set 'C':

	Front (Illustration)	Back (script)
Card 1	 C1	Script of C2
Card 2	 C2	Script of C3
Card 3	 C3	Script of C4
Card 4	 C4	Script of C5
Card 5	 C5	Script of C1

Picture Card

1. Print the picture card on A3 paper.
2. Stick the picture card onto a cardboard.



Song Sheet

1. Print the song sheet in the default size of A3 or any other sizes as appropriate.

Content of the DVD

4. **26 English Letter Story Sets**, each includes -

- (a) A Summary Sheet
- (b) Five Story Cards (Kamishibai)
- (c) A Picture Card
- (d) A Song Sheet

2. Picture Card



3. Song Sheet

Max Likes Dancing

Max likes dancing.
Max likes dancing.
Max likes dancing.
That is the sound of 'd'.

D d



Introducing beginning letter sounds
through **storytelling activities**

Stages in a storytelling activity:

1. Before Storytelling
2. During Storytelling
3. After Storytelling
 - a) Introducing the Letter Sound
 - b) Extended Activity

Introducing beginning letter sounds through **storytelling activities**

Before Storytelling

How?	Why?
<ul style="list-style-type: none">• Invite children to say the target sound during storytelling, when appropriate.	<ul style="list-style-type: none">• Prepare children for saying the target sound during storytelling.

Introducing beginning letter sounds through **storytelling activities**

During Storytelling

How?	Why?
<ul style="list-style-type: none">• Tell the letter story with Kamishibai.• Emphasise the target sound when telling the story.• Provide ample chances for children to listen to and say the target sound in the process with gestures/ actions.	<ul style="list-style-type: none">• Help children get familiarised with the target letter sound through listening to and saying it in meaningful context (the story).• Use a multi-sensory approach.

Introducing beginning letter sounds through **storytelling activities**

Video observation - After Storytelling (Introducing the Letter Sound)



St. Peter's Catholic Kindergarten

Introducing beginning letter sounds through **storytelling activities**

After Storytelling (Introducing the Letter Sound)

How?	Why?
<ul style="list-style-type: none">• Introduce the target letter and letter sound using the word example(s) on the picture card.• Guide children to see the letter, and listen to and say the sound with gestures and actions.• Invite children to suggest other word examples they know.• Guide children to read aloud all the words by emphasising the target sound, e.g. /p/ /p/ popcorn.	<ul style="list-style-type: none">• Develop children's awareness of the target letter.• Use a multi-sensory approach.• Help children develop the awareness of letter-sound correspondence.• Relate the target letter and letter sound to children's prior knowledge.

Introducing beginning letter sounds through **storytelling activities**

After Storytelling (Extended Activity)

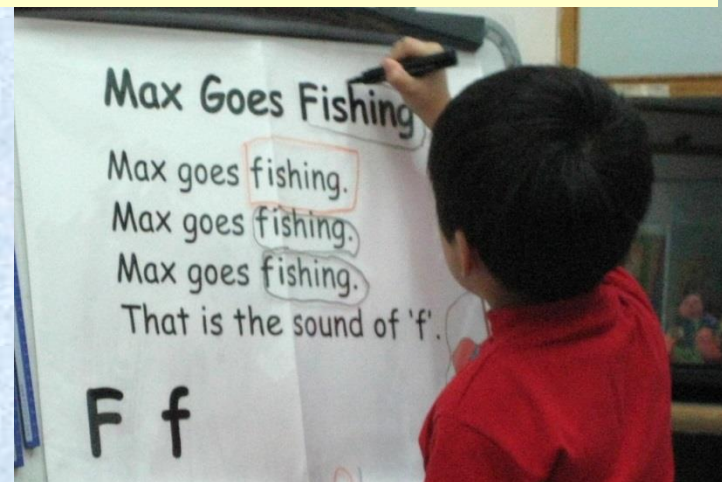
How?	Why?
<ul style="list-style-type: none">• Provide ample chances for children to listen to and say the target letter sound (and possibly to see the target letter) through interesting activities, e.g.:<ul style="list-style-type: none">– Singing songs or saying rhymes– Games– Real-life experience activities– Show-and-tell, etc.	<ul style="list-style-type: none">• Consolidate children's knowledge of the target letter sound or the letter-sound correspondence through a fun and engaging activity.

Singing Activities

Letter W: Maggie Wears A Wig



Letter F: Max Goes Fishing



Letter Y: Yolks Are Yummy

Games



Letter Z: Bees Are In The Zoo



Letter C: Max Is Coughing



Letter B: Max Likes Bouncing

Role-play Activities



**Letter P:
Popcorn Is Popping**



**Letter A: Maggie
Wants An Apple**

**Letter U:
Up Goes The Umbrella**



**Letter T: Max Is
Typing**

Art-and-craft Activity



**Letter K: Kenny
Makes A Funny
Sound**

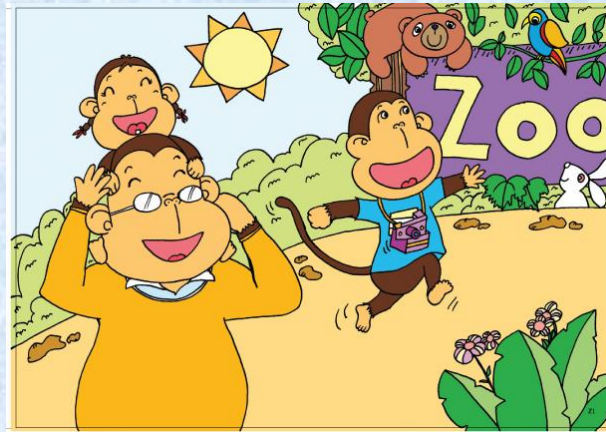


**Letter R:
Max Is Roaring**





Are you ready for an adventure?



References

Oppen, Sylvia. (1996). *Hong Kong's Young Children – Their Early Development and Learning*. Hong Kong: Hong Kong University Press.

李月裳 (2005, September 27). 懶音與癭脰根.
MingPao.

Q & A



Thank you!