Core French Level 1 : Learning Outcomes and Indicators

Dimension	Goal
Culture (C)	Students will recognize the value of French language learning and francophone cultures through participation in a variety of activities.
Communication Skills (CS)	Students will understand and create different kinds of messages in French in various experiential situations for a variety of purposes.
Language Knowledge (LK)	Students will apply knowledge of linguistic elements of the French language accurately for specific communication needs.
General Language Strategies (GL)	Students will apply language learning skills and strategies as a vehicle for personal, cognitive and social development.

Goal:	Communication Skills (CS) Language Knowledge (LK)
Learning Outcomes Compulsory : What students should know, understand and be able to do.	Indicators Examples of possible student demonstrations.
The student will :	The student :
1.CS.1 *Demonstrate understanding of a limited	1.CS.1(a) Responds to a greeting or farewell by nodding, with a gesture, or by answering in English.
number of oral key words, familiar phrases, questions, and basic classroom instructions in	1.CS.1(b) Responds to <i>Quel âge as-tu</i> ? by showing fingers, writing a number, saying a French number or by answering in English.
French. [L] [RP]	1.CS.1 (c) Locates the day of the week on a calendar.
	1.CS.1 (d) Points to calendar date numbers 1-10.
	1.CS.1 (e) Says name when asked Comment t'appelles-tu?
	1.CS.1 (f) Responds to <i>Comment ça va?</i> by pointing to an emotion icon, illustration or photo, answering in English, or making a gesture to indicate feelings.
	1.CS.1(g) Responds to Quel temps fait-il? (e.g., by pointing to a weather icon or picture).
	1.CS.1(h) Matches spoken words for colours, food, pets, transportation, body parts, or clothing (e.g. by drawing a picture, pointing to an icon, illustration, photo).
	1.CS.1 (i) Responds to class instructions (e.g., <i>Levez-vous. Asseyez-vous. Sortez vos crayons. Venez-ici.</i>) by completing the requested action.
	1.CS.1 (j) Uses gestures to accompany words in songs, rhymes, games, and oral phrases.
Key: 1.CS.1(a) 1	Level CS Dimension 1 Learning Outcome (a) Indicator
Listening [L] S	peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP]
*Note: Learnin	g Outcomes preceded by an asterisk are also applicable in interactive situations.

Goal: General Language Strategies (GL)	
Learning Outcomes Compulsory : What students should know, understand and be able to do.	Indicators Examples of possible student demonstrations.
The student will be able to :	The student :
The siddeni will be able to .	Before listening or viewing:
1.GL.1 Use visual and auditory clues with prompting for the	1.GL.1 (a) Responds to a teacher signal to begin listening (e.g., stopping activity and looking at the teacher).
interpretation of a listening or viewing experience. [L] [RP] [V]	1.GL.1 (b) Makes teacher prompted connections to own experiences (e.g., responds to images, illustrations, topic in English).
	1.GL.1. (c) Anticipates, with teacher prompting, the content of the listening experience in English.
	During listening or viewing:
	1.GL.1 (d) Shows interest in the listening experience (e.g., looks at the speaker, the book, illustration, photo, screen or board, leans forward to show interest, or sits quietly).
	1.GL.1 (e) Repeats familiar or repetitive phrases with the speaker.
	1.GL.1 (f) Points to or manipulates real objects or illustrations when requested by the teacher.
	1.GL.1 (g) Points to or manipulates digital objects on an interactive whiteboard when requested by the teacher.
	After listening or viewing:
	1.GL.1 (h) Identifies the content of the listening experience with teacher prompting (e.g., pointing to an illustration, using a gesture, drawing pictures, using puppets or in English).
Listening [L] S	Level GL Dimension 1 Learning Outcome (a) Indicator peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP] ng Outcomes preceded by an asterisk are also applicable in interactive situations.

Goal:	Communication Skills (CS) Language Knowledge (LK)
Learning Outcomes Compulsory : What students should know, understand and be able to do.	Indicators Examples of possible student demonstrations.
The student will be able to : 1.CS.2 Provide limited personal information through French oral expression supported by constant prompting. [S]	The student :
• identification of familiar objects, animals and people in his or her environment	1.CS.2 (a) Names and correctly pronounces the French word for some familiar classroom objects, dates, animals, and people for theme-related words.1.CS.2 (b) Names the correct colours (e.g., familiar objects or animals).
• *response to a familiar question with a previously learned response	 1.CS.2 (c) Responds to a question with a short oral sentence (e.g., <i>Comment t'appelles-tu? Je m'appelle Sarah; Quel âge as-tu? J'ai six ans</i>). 1.CS.2 (d) Indicates thanks by saying <i>merci</i> and you're welcome by saying <i>de rien</i>.
 identification of feelings and preferences using high frequency phrases or a courtesy response *use of culturally appropriate expressions for greetings and farewells 	 1.CS.2 (e) Expresses feelings with a short oral sentence (e.g., <i>Ça va bien. Ça va mal. Ça va comme ci, comm -ça</i>) 1.CS.2 (f) Explains preferences with short oral sentences such as <i>J'aime le chocolat.</i> 1.CS.2 (g) Uses the culturally correct form of greetings and farewells such as <i>Salut!</i> for both greetings and farewells, as well as <i>bonjour</i> for a greeting, and <i>au revoir</i> for a farewell. 1.CS.2 (h) Uses a previously learned word or phrase to participate in an oral language game with others.
Listening [L] S	Level CS Dimension 2 Learning Outcome (a) Indicator peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP] g Outcomes preceded by an asterisk are also applicable in interactive situations.

	Goal: General Language Strategies (GL)
Learning Outcomes Compulsory : What students should know, understand and	Indicators
be able to do.	Examples of possible student demonstrations.
The student will be able to :	The student :
1.GL.2 : Use speaking	1.GL.2 (a) Repeats new words and phrases.
strategies in modeled learning situations.	1.GL.2 (b) Repeats parts of songs or messages.
[RP] [L] [S]	1.GL.2 (c) Makes gestures accompanying new words and expressions as modeled by the teacher.
	1.GL.2 (d) Participates in games, songs and chants using modeled language and gestures.
	1.GL.2 (e) Self-evaluates participation in oral activities (e.g., with a thumbs-up or thumbs-down gesture or with icons).
v	Level GL Dimension 2 Learning Outcome (a) Indicator
_	peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP] g Outcomes preceded by an asterisk are also applicable in interactive situations.

Goal:	Communication Skills (CS) Language Knowledge (LK)
Learning Outcomes Compulsory : What students should know, understand and be able to do.	Indicators Examples of possible student demonstrations.
The student will be able to : 1.CS.3 Reproduce, with extensive prompting and support, a single French key word in print. [W]	 The student : 1.CS.3 (a) Labels illustrations, photos or icons by copying single words (verbs, common adjectives, nouns plus articles) from a word wall, poster, or chart (e.g., colours, animals, classroom objects, self, actions). 1.CS.3 (b) Makes labeled illustrations for inclusion in a class book or slideshow (e.g., copying a word from an illustrated list, a book, a sheet, a picture dictionary). 1.CS.3 (c) Labels graphics on an interactive whiteboard.
Listening [L] S	Level CS Dimension 4 Learning Outcome (a) Indicator peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP] g Outcomes preceded by an asterisk are also applicable in interactive situations.

	Goal: Language Knowledge (LK)
Learning Outcomes Compulsory : What students should know, understand and	Indicators
be able to do.	Examples of possible student demonstrations.
<i>The student will be able to :</i> 1.LK 1 Demonstrate acquisition of French language	The student :
 concepts. [S] [L] [RD] [RP] numbers 1-10 	 1.L.K1 (a) Counts to ten. 1.LK.1 (b) Names the number of objects in a set of up to 10 objects.
• the difference between an oral question and a statement	 1.LK.1 (c) Identifies any of the numbers from 1 to 10. 1.L.K1 (d) Makes different responses to intonated questions and statements (e.g., a response of <i>Ça va bien</i>! to <i>Ça va bien</i>? but no response to <i>Ça va bien</i>!).
• knowledge of key theme- related words	 1.LK.1 (e) Locates pictures of key words from the following themes when spoken aloud, such as basic action verbs and nouns + articles: Calendar, Colours, and Shapes Greetings Classroom Routines and Objects Winter Clothing Pets Food Body Transportation
Listening [L] S	Level LK Dimension 1 Learning Outcome (a) Indicator peaking [S] Reading [RD] Writing [W] Viewing [V] Representing [RP] g Outcomes preceded by an asterisk are also applicable in interactive situations.

	Goal: Culture
Learning Outcomes Compulsory : What students should know, understand and	Indicators
be able to do.	Examples of possible student demonstrations.
The student will be able to :	The student :
1.C.1 Identify limited aspects of francophone, First Nations, and Métis cultures with prompting.	1.C.1 (a) Represents francophone cultures (e.g., by saying a comptine or chant or by singing a song previously introduced in class). (*)
	1.C.1 (b) Employs French forms of address such as <i>Monsieur, Madame</i> appropriately to males or females.
[S] [RP]	1.C.1 (c) Locates cultural artifacts in the classroom, such as books, posters and flags.
	1.C.1 (d) Sings the Happy Birthday song as <i>Bonne fête</i> (for younger students), <i>Bon anniversaire</i> , or <i>Gens du pays</i> (for older students). ^(a)
	1.C.1 (e) Names <i>lundi</i> as the first day of the week on a French calendar.
	 1.C.1 (f) Names traditional transportation common to First Nations and Métis cultures, such as <i>la charrette de la Rivière Rouge</i> (Red River Cart, <i>le travois</i> (horse- or dog-drawn skis), <i>le traineau</i> (sled).
	 1.C.1 (f) Names items of traditional First Nations, or Métis winter clothing such as <i>l'anorak</i> (hooded waterproof parka), <i>l'atiqik</i> (goose down parka), <i>la robe de bison</i> (bison robe).
	1.C.1 (g) Uses knowledge of francophone cultures to participate in cultural activities, such as games, singing, rhymes, and chants.
	1.C.1 (h) Self-evaluates participation in cultural activities (e.g., with a thumbs-up or thumbs-down gesture, or with icons).
Key: 1.C.1(a) 1 L	evel C Dimension 1 Learning Outcome (a) Indicator
v	peaking [S] Reading [R] Writing [W] Viewing [V] Representing [RP]
Note: Learning	Outcomes preceded by an asterisk are also applicable in interactive situations.