

## ABECEDARIAN APPROACH BENEFITS FOR LIFE

n innovative, evidence-based early learning program at Mareeba Library in Queensland has stirred excitement among the users. WENDY RUTHERFORD reports.

The word 'abecedarian' is derived from the Middle English 'abecedary', meaning 'one learning the rudiments of something', as in the alphabet. It's also the name given to a groundbreaking early childhood learning program that was developed by Professor Joe Sparling of the University of North Carolina in the early 1970s. Mareeba Shire Library Services are excited to introduce a new borrowable resource – LearningGames® Kits, which are an essential part of the Abecedarian Approach technique. Known as '3a' in Australia – Abecedarian Approach Australia – this set of teaching and learning strategies can be used by anyone to support the language development of children from 0 to 5 years. It's being used with great success in remote Aboriginal communities.

The Abecedarian Approach emphasises simple and purposeful use of language. There are three elements of the 3a technique: Conversational Reading; Enriched Caregiving; and LearningGames®.

Mareeba Shire libraries are incorporating 3a into their First 5 Forever family literacy initiative, which has been funded by the State Library of Queensland. We are utilising some of the concepts from Conversational Reading and Enriched Caregiving into our story-time sessions. However, it is the Learning Games® that could be developed as a tangible tool to support caregivers of children aged 0–5 years. The LearningGames® consist of a five-book set, and each book is dedicated to 12 months of a child's life. We have selected 10 games from each age group and produced the game as a borrowable item. These books of 50 games have become our LearningGames® Kit.

Each kit contains the game, the tools needed to play the game and the recommended book. Each kit comes in an easy-to-use library bag, with a drawstring that can be used as a shoulder strap. We will include the games in our parenting collection so that customers can borrow the game, take it home, play with their child and return it and select a new one. There are four libraries in our library service – all of them will have a selection of the games.

This is an exciting new resource for us, and we hope that other libraries will also produce these kits for their customers to borrow.

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