

The new six-level course for young learners by Herbert Puchta and Gavin Biggs with Anna Osborn







About Marbles



Marbles is a six-level course for young learners of English.

Marbles whole-child approach takes lessons from the classroom to the outside world.

Marbles blends real-life topics with exciting storylines and videos to keep interest and motivation levels high.

Pupils develop language competence and **Learning for life skills** while they have fun and grow in confidence.

Imagination

is the foundation for both artistic expression and scientific research.

Collaboration

is the way in which we can combine our talents to reach a common goal.

Global learning

is important to nurture children as global citizens, respecting other cultures and caring for the environment.

Thinking skills

help us to navigate through life, reflecting on past experience, planning and problem-solving for the way forward.



Creativity

is the practical expression of imagination.

Social and emotional learning (SEL)



is essential for children to blossom into rounded adults.

Digital skills



are necessary in today's world and children need to develop the flexibility to embrace new technology as it develops.

Communication skills

The specific focus of the Communication skills activities in *Marbles* is an introduction to communicating ideas to an audience.

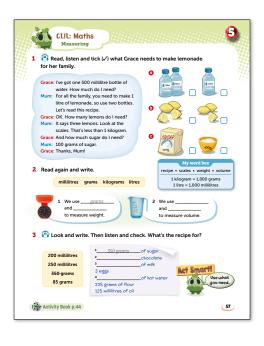


Learning for life skills nurture the children into rounded individuals and responsible global citizens.



Every unit features **real-world content with CLIL** pages related to the unit topic. Themes span **Art**, **Natural science**, **Social science**, **Maths**, **History** and **Geography**. Children can apply the knowledge they gain from these lessons to other subjects they are learning. Positive **values** and *Learning for life skills* are reinforced throughout the course in different ways, while highlighting aspects of **Social and emotional learning (SEL)** and **Global learning**.





Tips in the **Teacher's Book** offer support for reinforcement and extension activities.





Marbles offers a wide **range of video content** as a highly effective and motivating learning tool at different stages of the unit. Subjects are brought to life and children look forward to watching the next instalment of the animated videos or are curious to learn more about real life subjects presented by children of their own age.

Marbles 1	Animated comic story Whatsit and friends!	<i>Our world</i> real-life videos with Jenny and James	Animated song videos	Vocabulary videos
Marbles 2	Animated comic story Whatsit and friends!	<i>Our world</i> real-life videos with Jenny and James	Animated song videos	Vocabulary videos
Marbles 3	Animated comic story Space Time Adventures	<i>Mia & Mike</i> real-life videos	Animated song videos	Vocabulary videos
Marbles 4	Animated comic story Space Time Adventures	<i>The Twins</i> real-life videos with Lucy and Leo	Animated song videos	Vocabulary videos
Marbles 5	<i>The Twins</i> real-life videos with Lucy and Leo	<i>CLIL videos</i> with Luna and Jamie	<i>Round the world</i> videos	Animated videos Rap with Ronnie!
Marbles 6	CLIL videos with Luna and Jamie	Round the world vide	Animated videos <i>Rap with Ronnie!</i>	

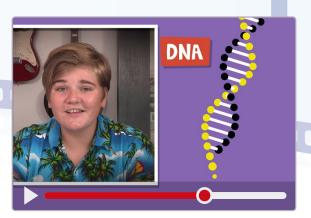
In Marbles 1 – 6 you can find the following videos per level.



Animated comic story Space Time Adventures



Mia & Mike real-life videos



CLIL videos



Round the world video

How can Marbles help teachers solve their common issues?

Co <u>mmc</u>	on issues		Solutions		
Common issues Problems with pronunciation and spelling! "My students often struggle with spelling as we all know, there are 44 sounds in English but only 26 letters in the alphabet!" Femma's phonics Femma's Phonic BeatBox 'a_e' and 'ar'		with spelling as we all n English but only 26	SolutionsMarbles offers a fun and engaging way to teachPhonics. Rhythm, rhyme and animation help learnersto retain important new language in their long-termmemory while having fun! The Activity Book provides aspecific focus on spelling.Each unit has a phonics/pronunciation focus, wherestudents can read, listen and watch videos that furthersupport their speaking and spelling skills.In addition, Online games, Train to Think tasks anddigital Flashcards reinforce the unit's vocabulary in avariety of ways.		
Students are often distracted and don't pay attention "I have some students that need extra support and other students start to become distracted – I wish I knew how to keep the whole class engaged."			 Marbles provides a wealth of materials (at different levels) to keep students engaged and entertained: Video content in every unit, including Karaoke options, so students can sing and dance as they learn English. A project in every unit, allows students to use their imagination to the maximum with multiple options to draw, paint and get creative! Teaching tips in the Teacher's Book provide support for reinforcement activities and Extension tasks for fast finishers. 		
Not enough time in the day to prepare extra assessment activities "I'm already working a full day teaching and don't have time afterwards to start looking for extra activities or to prepare a quick review of what we've just done in class."		ay teaching and don't have ing for extra activities or	 Marbles offers a full and flexible assessment package, meaning teachers can quickly and easily generate extra worksheets, assign tasks online (which are automaticall marked) and many more resources to save teachers time! Extra reviews in the Activity Book which include a Self-assessment feature for students to review the learning objectives Testbuilder generate extra worksheets at a click of a button Online Practice assignable on Helbling e-zone kids and scores automatically saved Exam practice for each unit Progress Test at the end of each unit offered in both Standard and Extension version 		
	_e Diagnostic Test	Children can be assessed on their	prior English learning.		
	Lesson 4	Children practice 1 Children practise content from Lessons 1-4 and develop digital skills in fun and interactive listening, vocabulary and language activities. Children to think Children develop thinking skills through interactive activities.			
	Lesson 5				
	Lesson 8	Children practice 2 Children practise content from Le listening, vocabulary and language	essons 5-8 and develop digital skills in fun and interactive e activities. ontent through interactive vocabulary and language activities as ing activities. Speaking Tests are also available separately.		
	Lesson 10 _ව Progress Tests 1-8				
Combined Tests 1-3 Children are tested on the combined			ned content of every three units.		
	E Testbuilder	Children are lested on the combin	led content of every three drifts.		

Common issues

School-home connection.

"Parents often want to see what we are covering in class and want to know how they can support their children at home."



Solutions

Marbles offers plenty of ways for parents and carers to support their learners at home:

- At each level there is a "Letter to parents/carers" explaining the types of tasks their child will cover during the course and how they can help them.
- The Helbling Media App allows students to watch the videos and listen to the audios as many times as they want.
- Helbling e-zone kids allows parents and students to easily access the e-book+ to review content together and continue to practice at home.
- The language reference section at the back of the Pupil's Book provides a full explanation for each grammar point covered.
- Parents/carers and students can access the online games together at home. They include a team challenge feature, where multiple players can play, adding an element of fun competition.
- Online Practice allows parents/carers to see clearly and help with homework assigned to the student.
- Helbling Graded Readers provide the perfect way for children to continue to read for pleasure at home and share their language learning journey with other family members.

The Thinking Train

This unique series, available at six levels A–F. focuses on the development of **thinking skills** through the use of stories. In addition, the books offer language practice activities and exam preparation for the Cambridge AI Starters, AI Movers and AZ Fyers as well as the Trinity Graded Examinations in Spoken English (1–4). Logether with online audio, games and teacher's resources on ezoneklish. Shelbing.com. Of the titles available, the two stories below are recommended as a close fit with the topics and language in **Marchise1**.



The desert w

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 Audio
 For teachers:
 Teacher's Guide
 Flashcards and Flashcards Guide
 Big Book and Big Books Guide
 Free online worksheets with Contemporate
 Vocant Free online worksheets with Cambridge Young Learners exam practice (A1 Movers)

ezonekids The desert race Authors: Herbert Puchta and Gavin Biggs • Online Games

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 Big Book and Big Books Guide
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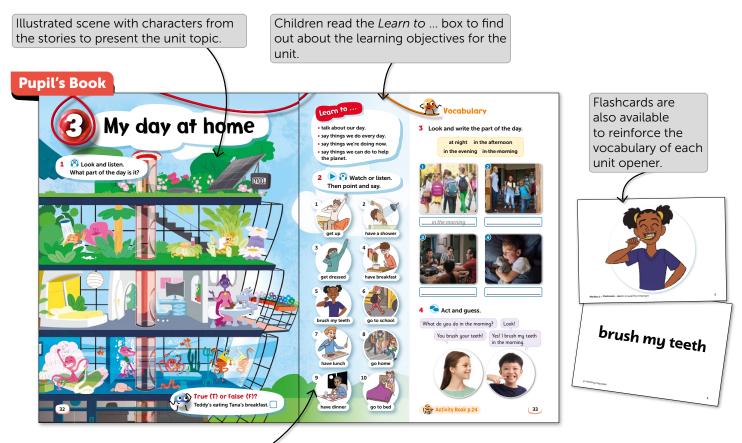
 Paul learns to plan
 ezowekids
 Paul needs to study for his tests in school, but he also needs to finish his online space game before the allens take ware. Paul Indix Steps ve ware. Paul Indix Steps ve
 over. Paul finds tests very difficult: the more he tries to remember, the more he seems to forget! It's terrible! How can Paul's parents and friends help him to find time to study and time to relax?

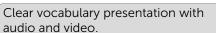
> Once upon a time, in a Unce upon a time, in a kingdom far away, four brave girls take part in a dangerous race across the desert to the Oasis of Hope. Who will win? Irdina and her black horse Alya and her black horse Alya and her black horse strong dire wolf or Mayar and her old camel?

Unit walkthrough - Lesson 1 & 2 Unit Opener, topic presentation and vocabulary

Each new topic is presented through an engaging composite illustration at the start of the unit, with accompanying audio. These illustrations follow the everyday lives or adventures of the characters.

New vocabulary is presented using combined media: **photographic video animation** and individual illustrations with **flashcards**. Throughout the unit, there are many opportunities to use the new words, as well as a **Picture dictionary** for reference.



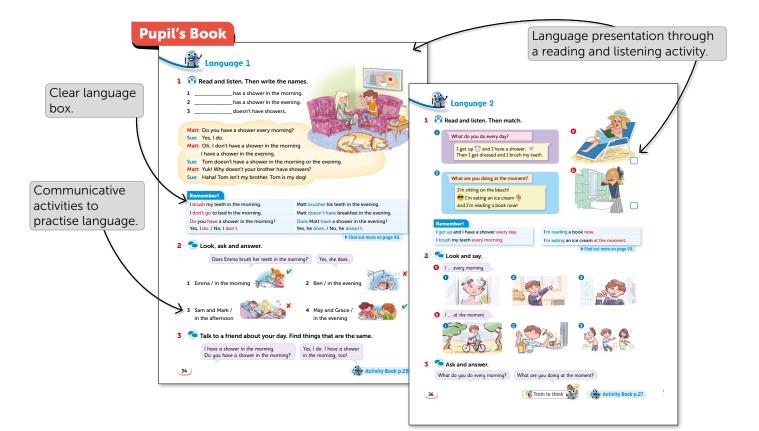


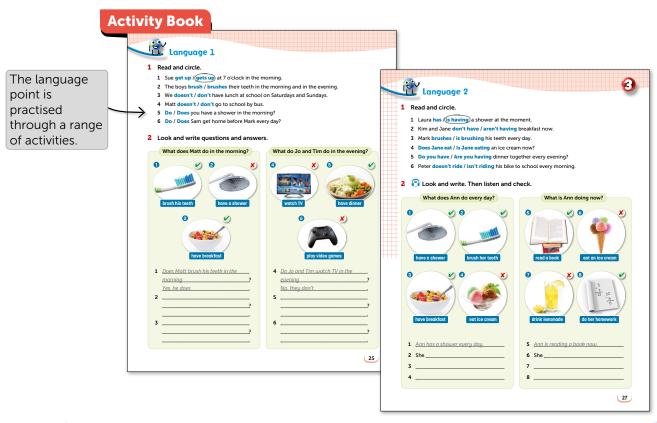


The new unit vocabulary is practised through a variety of activities, often writing at word or phrase level.

Unit Walkthrough - Lesson 3 & 5 Language 1 & 2

Each unit presents **two language points in context** using a variety of reading and listening activities. A comprehension task guides the children to focus first on meaning. There is then the opportunity to focus actively on the new forms in a *Remember!* box and **in a Language reference** section.

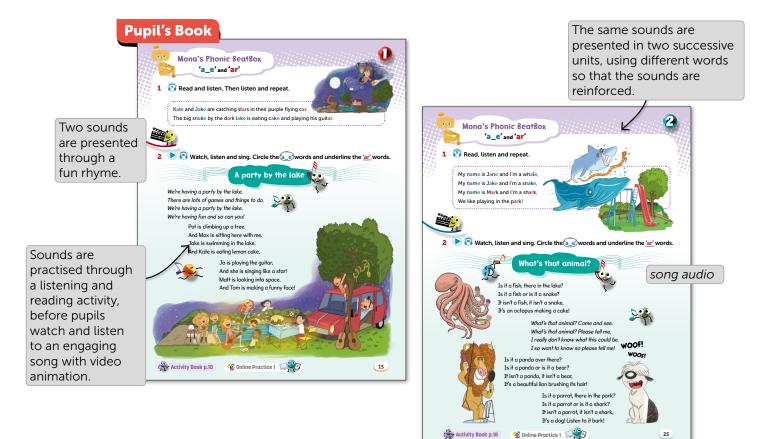


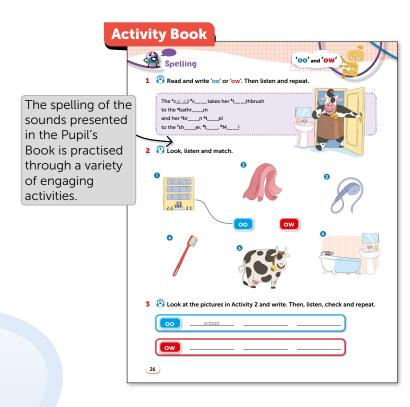


Unit Walkthrough - Lesson 4 Phonics and Song videos

In each unit, children practise key sounds that may be difficult for non-native speakers to identify and produce. The target sounds are presented via age-appropriate language in a fun rhyme.

They are then consolidated in **animated song videos** - Each phonics page features a song practising the target sounds of the unit. Fun animated audios and videos (**chants**, **songs** and **raps**) are provided to motivate and encourage children to participate, thereby reinforcing language.



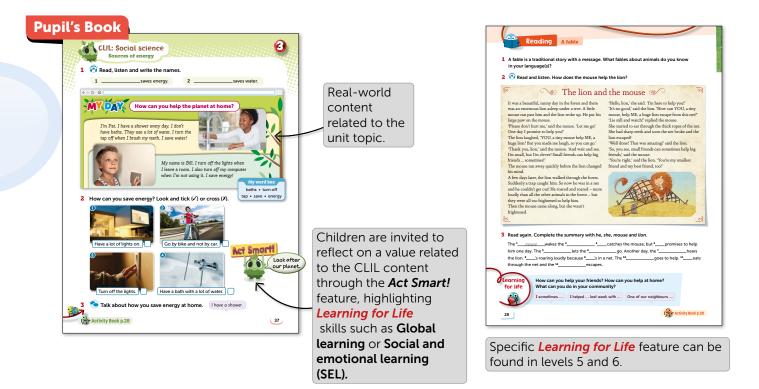






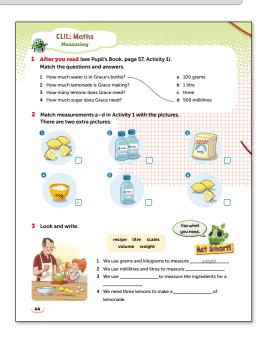
Unit walkthrough - Lesson 6 Real world content (CLIL) and Values

Every unit features **real-world content with CLIL** pages related to the unit topic. Themes span **Art**, **Natural science**, **Social science**, **Maths**, **History** and **Geography**. Children can apply the knowledge they gain from these lessons to other subjects they are learning. Positive **values** and *Learning for life skills* are reinforced throughout the course in different ways, while highlighting aspects of **Social and emotional learning (SEL)** and **Global learning**.





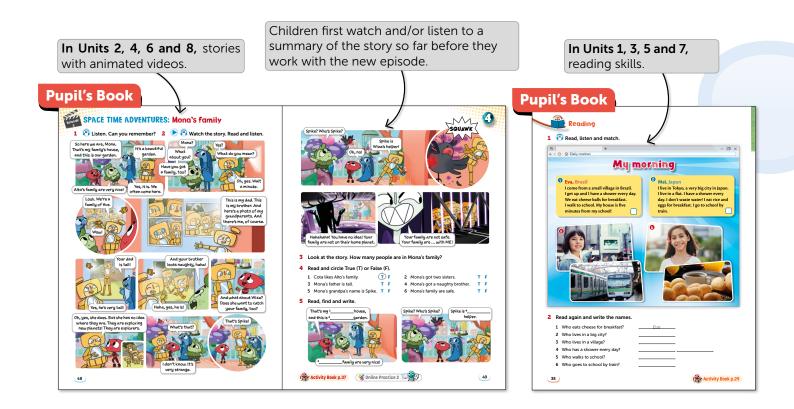
Tips in the **Teacher's Book** offer support for reinforcement and extension activities.

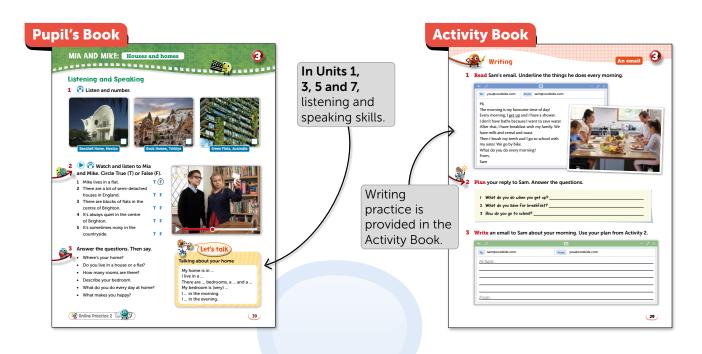


Unit walkthrough - Lesson 7 & 8 Stories and Skills

Animated stories and **videos** throughout the course allow children to follow the episodic stories of the characters and get engaged. Stories provide motivating entertainment, consolidate the unit language and vocabulary and allow skills practice. They can be followed in the **Pupil's Book comics** and also in the **video animations**.

The **Skills pages** in the Pupil's Book and Activity Book integrate the stories and help children practise and consolidate the language and the four skills of the unit. They also learn functional language in useful **Let's talk** boxes that present everyday language in familiar situations.







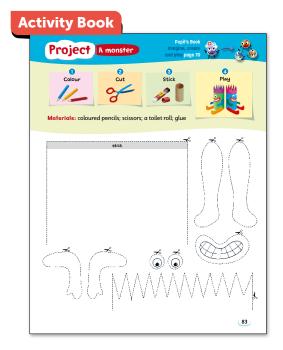
Unit walkthrough - Lesson 9 Imagine & create Projects

Children have the opportunity to review and consolidate what they have learnt, in **practical projects**, that develop **imagination** and **creativity** and foster **collaboration and communication** skills, as children **share** their ideas.



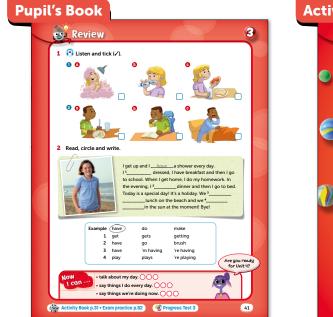
At lower levels the *Imagine, create and play* page in each unit engages children in an inspiring activity that develops imagination as they draw, creativity as they choose their colours for the cutouts (provided in the Activity Book) and collaboration as they play together.





Unit walkthrough - Lesson 10 Learning to learn: review and exams

Review pages in the Pupil's Book and **My Marbles** file pages in the Activity Book encourage metacognitive **thinking skills**. Children review the language and learning objectives of the unit and reflect on their progress. They are invited to reflect on their progress by thinking about what they can now do and what they have learned by doing reflection and self-assessment activities in the Pupil's Book and Activity Book review pages.



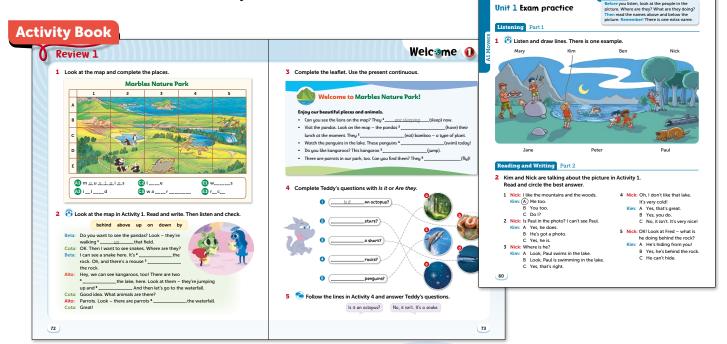


Thinking Skills activities on Cezonekids

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Assessment and Exam preparation

This course is designed so that by the end of Level 4, children will be ready to take **Cambridge English A1 Movers** test and the **Cambridge English A2 Flyers** test by the end of Level 6. External exam activity types are practised in the **Exam practice section** at the end of the Activity Book.





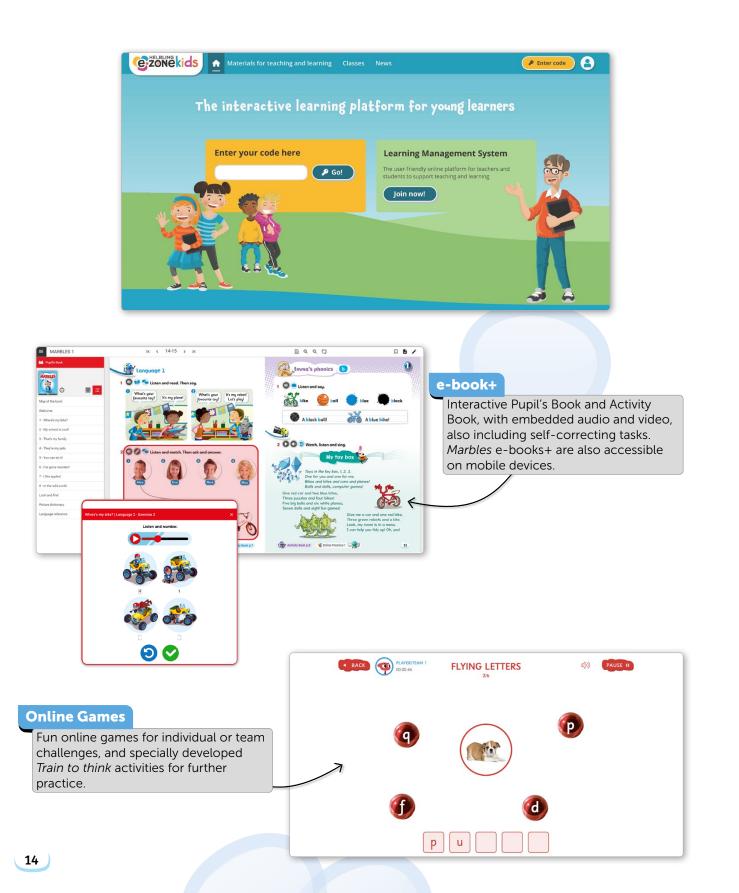
Marbles Digital

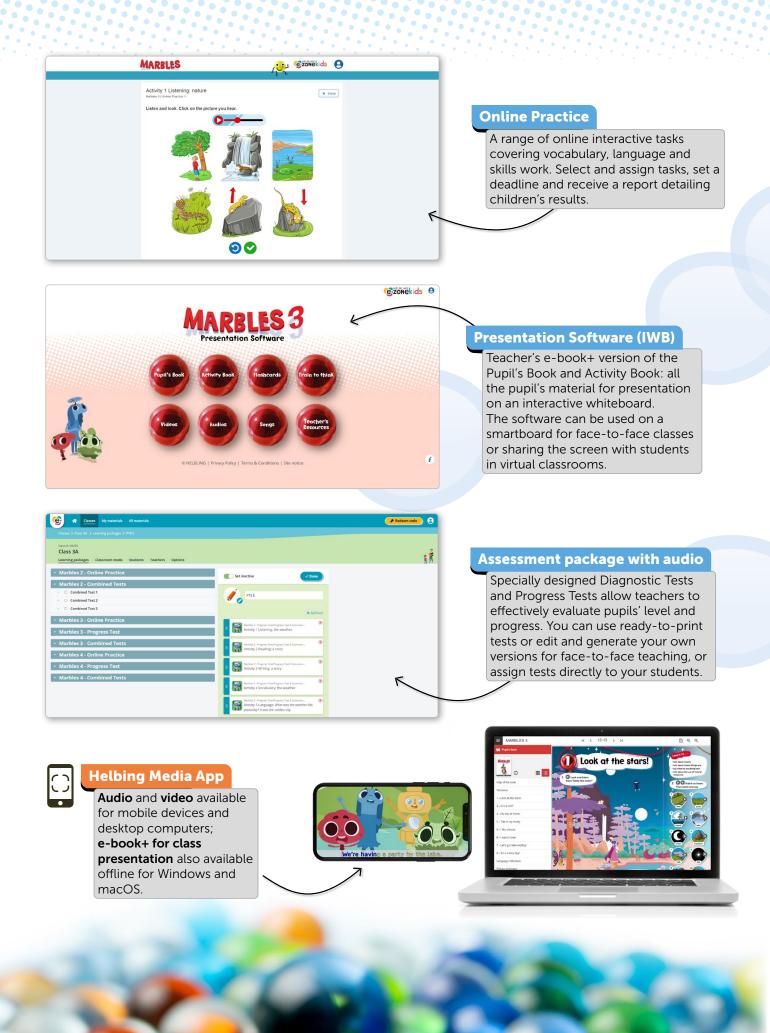


Whether you teach online or face-to-face, or a blend of both, *Marbles* offers a wealth of digital materials and resources, available on **Helbling e-zone kids**.

Helbling e-zone kids enables teachers to deliver content, assign tasks and homework, and to monitor children's progress.

All the audio and video content is also available on the Helbling Media App.





FOR THE PUPIL

Pupil's Book

- with • e-book+
- Online Practice

Activity Book

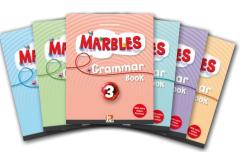
- with • e-book+
- Online Games

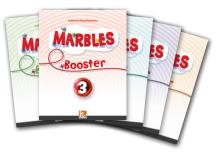


Extra Components

Grammar Book with extra Online Practice

Booster







Teacher's Book with

Presentation Software including:

- Pupil's e-book+
- Activity e-book+
- Digital flashcards
- Train to think activities
- Teacher's Resources
- Full assessment package with audio
- Online Practice

Flashcards



CEFR level:	Cambridge English exam:		
Pre-A1	Marbles 1	Starters	
Pre-A1	Marbles 2	Starters	
A1	Marbles 3	Movers	
AI	Marbles 4	Movers	
A2	Marbles 5	Flyers	
72	Marbles 6	riyers	

Marbles	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Pupil's Book	978-3-99089-755-3	978-3-99089-756-0	978-3-99089-757-7	978-3-99089-758-4	978-3-99089-759-1	978-3-99089-760-7
Activity Book	978-3-99089-761-4	978-3-99089-762-1	978-3-99089-763-8	978-3-99089-764-5	978-3-99089-765-2	978-3-99089-766-9
Teacher's Book	978-3-99089-767-6	978-3-99089-768-3	978-3-99089-769-0	978-3-99089-770-6	978-3-99089-771-3	978-3-99089-772-0
Flashcards	978-3-7114-0123-6	978-3-7114-0124-3	978-3-7114-0125-0	978-3-7114-0126-7	-	-
Grammar Book	978-3-7114-0463-3	978-3-7114-0464-0	978-3-7114-0465-7	978-3-7114-0466-4	978-3-7114-0467-1	978-3-7114-0468-8
Booster		978-3-7114-0469-5	978-3-7114-0470-1	978-3-7114-0471-8	978-3-7114-0472-5	978-3-7114-0473-2



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