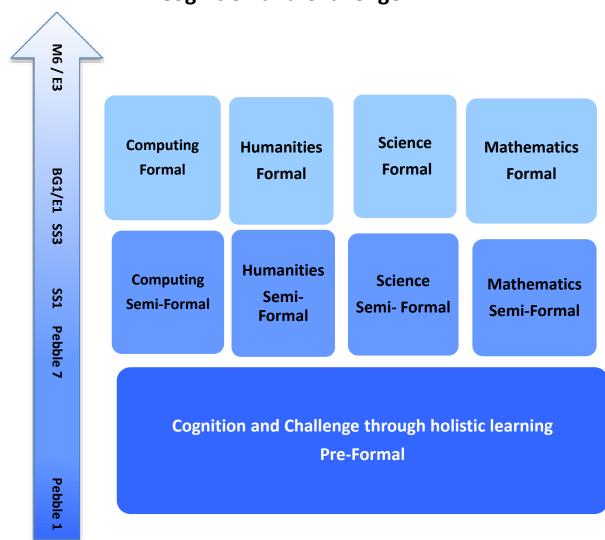


**Cognition and Challenge – Pre-formal Curriculum** 

# **Cognition and Challenge**



## **Cognition and Challenge**

### **Pre-Formal Curriculum**

#### Intent - What are we trying to achieve through our curriculum?

The Pre-Formal Pathway curriculum for Cognition and Challenge recognises that learners with Profound and Multiple Learning Difficulties (PMLD) have unique ways of learning and that learning is unlikely to follow a straight, linear pathway because of the nature of PMLD learners' individual needs and strengths.

Learners following the Pre-Formal Pathway curriculum for Cognition and Challenge:

- Receive immediate and consistent feedback in their responses
- Receive opportunities to interact and to respond to the actions of others.
- Learn holistically following a curriculum that is interconnected.
- Learn in a responsive and immersive environment that develops social, communicative and cognitive skills.
- Have the opportunity to build on prior learning, repeating, practising and consolidating skills in a consistent way.
- Will be supported to generalise and transfer skills.
- Have access to personalised learning, using specialised teaching approaches.
- Receive a curriculum that is adapted to reflect their interests and motivations to engage them.
- Need different levels of sensory stimulation.

#### **Curriculum Design**;

All pre-formal learners throughout the school will focus on the EYFS Prime areas of development:

- Communication and Language,
- Personal, Social and Emotional Development
- Physical Development.

A broad and balanced curriculum is achieved through accessing content from the full pre-formal curriculum including Cognition and Challenge, and also through the School Department cycles of termly classroom cross-curricular topics.

# Implementation - How is our curriculum being delivered?

Assessment Framework	Curriculum Content	What the adult working with the learner does	Enabling Responsive
Level	What the learner is learning		Environment
			Learning Opportunities /
			What is provided
Encounter (Pebble 1)	Pupils are supported to	For any stimulus, try an on/off pattern.	Exposure to:
Pupils encounter	encounter activities and	When no response is observed, make the stimulus more obvious,	Intensive Interaction
activities and	experiences and to develop	increasing the contrast between stimulus and background (e.g.	Musical Interaction
experiences. They may;	changes in behaviour that are	may need to use a dark sensory room for VI students, a quiet	Communication Aids E.g.
<ul> <li>be passive or</li> </ul>	not reflex responses, for	room for children with hearing impairment, different tactile	Big Mack
resistant	example;	materials for children with hyperesthesia or hypoesthesia).	Cues e.g. Touch Cues,
<ul> <li>show simple reflex</li> </ul>	<ul> <li>stilling (a momentary</li> </ul>	If there is no obvious response, try videoing the activity.	Sound Cues, Smell Cues,
responses, [for	pause)	Try to find out which are the strongest senses (sight, smell, touch,	Objects of Reference,
example, startling at	<ul> <li>turning (head, eyes, or</li> </ul>	hearing, taste, balance, proprioception (personal space)) Use	Language Activities E.g.
sudden noises or	body)	these first in future activities, but continue to offer other sensory	Call and Response,
movements]	lip/tongue movement	experiences too.	Sensory Stories
Any participation is fully	an eye flicker	Learners may respond to a familiar face or gentle movement.	Individualised Sensory
prompted.	<ul> <li>a change in breathing,</li> </ul>	Start with a very obvious stimulus on or close to the body -	Environment (ISE)
	tensing or relaxing (you may	<ul> <li>Work on the back of the body.</li> </ul>	Natural environments,
RfL;	need to be in close physical	<ul> <li>Start and finish at the top of the spine.</li> </ul>	e.g. park, playground,
1 - Notices stimuli	contact in order to perceive	<ul> <li>Apply firm and lingering pressure when you finish at</li> </ul>	beach with opportunities
	this).	the top of the spine.	to hear environmental
	a change in facial	<ul> <li>Roll the ball in the same direction and apply equal</li> </ul>	sounds, e.g. birdsong,
	expression	pressure throughout.	wind, voices, traffic,
	<ul><li>making sounds</li></ul>	• Roll the ball slowly.	waves, footsteps.
	/vocalisations	Talk your partner through the massage – naming body parts	Sensory Cooking
	,	in simple clear language helps to reinforce body awareness.	Sensory Exploration – Tac
		Using a ball Try different parts of the body (soles of feet, or	Pac, Handy Pac
		back of neck may be more sensitive areas). Try moving the	Sensory Art
		learner's hand (especially the fingertips) in sheepskin, gel,	Massage
		warm water, etc.	Tasters

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		<ul> <li>Present vibration, e.g. massager or vibrating cushion.</li> <li>Smear a small amount of a taste on the learner's lips.</li> <li>Provide the learner with different smelling experiences.</li> <li>Place the learner's hand on a fur-covered water bottle.</li> <li>Rock or swing the learner gently, then pause - Using two staff, one supporting the learner in a sitting position and one at the front, try gently pulling the learner backwards and forwards, and then pausing.</li> <li>Play music or a familiar song; musical instruments - Try sounds of different frequencies, timbre, duration.</li> <li>Present a torch reflected on a shiny surface. If there's no response, try moving it slightly - In a darkened corner, present a repeated pattern of 'stimulus: no-stimulus', i.e. light: no light.</li> </ul>	Bucket time Story Massage including simple nursery rhymes Sensory Rooms Sensory Gardens Sound Beam Trips to parks  Resonance board Body awareness activities, e.g. wheelchair swing and roundabout
Awareness (Pebble 2) Pupils show emerging awareness of activities and experiences. They may; • have periods when they appear alert and ready to focus their attention on certain people, events, objects or parts of objects [for example, attending briefly to interactions with a familiar person]	Develop learner's emerging awareness of activities and experiences. Continue to look for any changes in behaviour which are not reflex responses, for example: • stilling (a momentary pause) • turning (head, eyes, or body) • lip/tongue movement • an eye flicker • a change in breathing • tensing or relaxing (you may need to be in close physical	Present an obvious stimulus to the learner in a similar way to P1i above, taking care not to startle and remaining calm.  Use the information you have gathered about preferred sense modalities and record outcomes which should be more pronounced than those which occurred in P1ii.  If the learner responds best to auditory stimuli, try talking and singing close-in to the learner, with pauses for close observation of possible responses.  Hold the learner and talk or sing, leaving pauses for any response.  Try new tastes in the form of a lipstick smear.  Try a vibrating cushion, resonance board, or a water bed.	Experiences to develop awareness of: Intensive Interaction Musical Interaction Communication Aids e.g. BigMack Cues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory Stories Individualised Sensory Environment (ISE)

Assessment Framework Level	Curriculum Content What the learner is learning	What the adult working with the learner does	Enabling Responsive Environment Learning Opportunities / What is provided
give intermittent reactions [for example, sometimes becoming excited in the midst of social activity].  RfL; 2 - Reacts to close contact with familiar adult 3 - Responds to very close obvious stimulus	contact in order to perceive this).  Work towards developing learner's memory for previously presented stimulus. Look for:  a change in activity level vocalising open mouth/tongue movement response to own name moving fingers, e.g. in sheepskin a kick.	<ul> <li>Present different textures, such as warm sand, with which learners can engage. Apply them to different parts of the body.</li> <li>Try using musical instruments, tapes, musical toys.</li> <li>Use peep-boo, puppets, pop-up toys.</li> <li>Increase the range, complexity and variety of stimuli used in P1i above.</li> <li>The level of prompting/exaggeration used should be gradually reduced to a more natural level.</li> <li>If the learner has only shown a response in one sense modality up to this point, then you should seek to extend this to other available senses.</li> <li>Consider your positioning in relation to the learner's visual field/auditory ability etc. Take care when presenting an 'unexpected' stimulus not to cause a startle reaction – good practice would usually be to warn the learner of forthcoming events by touch or voice.</li> <li>Care must be taken with regard to placement/positioning of visual stimuli. Consider the learner's visual field, etc. Avoid the learner having to look up as this may cause stiffening and/or backwards movement. (Seek advice from physio).</li> </ul>	Natural environments, e.g. park, playground, beach with opportunities to hear environmental sounds, e.g. birdsong, wind, voices, traffic, waves, footsteps. Sensory Cooking Sensory Exploration – Tac Pac Sensory Rooms Sensory Gardens Sound Beam Tasters Bucket Time Story Massage including simple nursery rhymes Resonance board Body awareness activities, e.g. wheelchair swing and roundabout
Attention and response (Pebble 3)	Develop learner's consistent response to familiar people,	Sit close to the learner – hug/touch. Move towards the learner, speaking or singing. Draw attention to particular features; for	Support learner to pay attention to:
Pupils begin to respond	events and objects.	example, exaggeration of a facial expression, the feel of long hair,	Intensive Interaction
consistently to familiar	Look for:	a perfume smell, but can be a specific associated item, e.g. a	Musical Interaction
people, events and	stilling/tensing or relaxing	wristband.	Communication Aids e.g.
objects by;	• smiling or a change in facial	Ensure that all staff who are in regular contact with the learner	BigMack
<ul> <li>reacting to new</li> </ul>	expression	have a personal identifier or action. This should ideally be an	
activities and	turning of the head	integral part of each person, for example, long hair, a beard, etc.	

Assessment Framework Level	Curriculum Content What the learner is learning	What the adult working with the learner does	Enabling Responsive Environment Learning Opportunities / What is provided
experiences [for example, withholding their attention]  • beginning to show interest in people, events and objects  • accepting and engaging in coactive exploration.  • Follows a moving stimulis.  RfL  4 - Demonstrates brief memory for previously presented stimuli  5- Responds to familiar voice or other personal identifier  6 -Responds to a range of stimuli	<ul> <li>fleeting eye contact</li> <li>reaching out/touching.</li> </ul> Develop learner's response and reaction to range of stimuli. Look for: <ul> <li>a change in activity level or facial expression</li> <li>movement of eyes, lips, tongue</li> <li>vocalisation</li> <li>tensing/relaxing</li> <li>movement of arms/legs/fingers</li> <li>starting to smile/laugh</li> <li>pushing</li> </ul> pushing	Encourage voice recognition – use the learner's name on approach and talk using consistent language. For learners with VI/HI, a personal, tactile sign may be used. If the learner is tactile defensive, try other senses.  Develop activities in P1ii, increasing the range, complexity and variety of stimuli. Gradually reduce prompting and level of stimulation to a more natural level. If the learner has only shown a response in one sense modality up to this point, then you should seek to extend this to other available senses. Consider your positioning in relation to the learner's visual field/auditory ability, etc.	Cues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory Stories Individualised Sensory Environment (ISE) Natural environments, e.g. park, playground, beach with opportunities to hear environmental sounds, e.g. birdsong, wind, voices, traffic, waves, footsteps. Sensory Cooking Sensory Exploration – Tac Pac Tasters Bucket time Story Massage including simple nursery rhymes Resonance board Body awareness activities, e.g. wheelchair swing and roundabout Different textures Vibrating children's toys

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Engagement (Pebble 4)			Support learner to pay
Pupils begin to be	Develop learner's ability to	Present a range of stimuli (those not preferred by the learner).	attention and interact
proactive in their	begin to be proactive in their	Watch for signs from the learner such as: turning away, averting	through:
interactions by;	interactions.	the eyes, changing facial expression, movement of arms or legs.	Intensive Interaction
		To demonstrate this behaviour, the learner must be able to show	Musical Interaction
<ul> <li>communicating</li> </ul>	Develop learner's ability to	a positive response to some stimuli. This 'rejection' response is	Communication Aids e.g.
consistent	show behaviour that can be	negative and therefore difficult to teach. At first it may be very	BigMack
preferences and	interpreted as rejection to some	subtle. At every opportunity reinforce or 'shape' the behaviour,	Switch toys
affective responses	stimuli.	responding consistently to confirm the meaning.	Cues e.g. Touch Cues,
		, ,	Sound Cues, Smell Cues,
		Present stimuli believed to be strongly liked or disliked and note	Objects of Reference,
		the learner's reactions. Do stimuli believed to be liked get	Language Activities E.g.
<ul> <li>recognising familiar</li> </ul>	Develop learner's ability to	different consistent reactions to those believed to be disliked?	Call and Response,
people, events and	respond differently to different	Try additional strong stimuli in a variety of modalities. Repeat on	Sensory Stories
objects	stimuli	a number of occasions. (After consulting the physio / care plan):	Individualised Sensory
		Place the learner on a thick blanket with the head supported	Environment (ISE)
		and sweep and swirl the blanket along a slippery floor,	Natural environments,
	Develop learner's ability to	building in pauses for a response.	e.g. park, playground,
	explore the environment with	Give the learner a taste/lipstick smear of marmite, lemon	beach with opportunities
	assistance	juice, rhubarb, chocolate, strawberry.	to hear environmental
		Present eucalyptus or another strong smell from a smell bank	sounds, e.g. birdsong,
		Note: Do not repeatedly present stimuli which get a 'dislike'	wind, voices, traffic,
		reaction on the same occasion; instead, acknowledge the	waves, footsteps.
		learner's communication and remove the stimulus.	Sensory Cooking
		Continue to ensure that all staff who are in regular contact with	Sensory Exploration – Tac
<ul> <li>performing actions,</li> </ul>		the learner have a personal identifier or action.	Pac
often by trial and		Try:	Tasters,
improvement, and		placing a vibrating brush, massager, etc., on two different	Bucket time
remembering learned		parts of the learner's body alternately	
Terricinscring learned		1 ,	

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responses over short periods of time.  • cooperating with shared exploration and supported participation.  RfL 7. Turn takes in a one-to-one situation with an adult 8 Responds to own name 9 Responds consistently to one stimulus Key milestone 10 Briefly follows a moving stimuli 11 Shows behaviour which can be interpreted as rejection of some stimuli 12 Responds differently to different stimuli 13 Terminates interaction with adult	Developing learner's ability to anticipate repetitively presented stimulus	<ul> <li>presenting a single sound in a regular repetitive pulse pattern</li> <li>presenting a visual stimulus alternately in two different positions.</li> <li>presenting a particular puppet character appears in a poem dramatised with sensory cues</li> <li>After repeated alternate presentations, look for the learner turning his/her eyes and/or head to the next position before the stimulus appears there. When sound, vibration or light, etc., is presented in a pulse pattern, look for the learner anticipating the next presentation; for example, the body may stiffen or the eyes widen before the next presentation of a sound. If there is no response, try sparkly/twinkly items such as fibreoptics, lights or fluorescent rods under UV light. Blow on alternate sides of the learner's face; blow a raspberry on different parts of body. If the learner has VI and is slow to develop anticipation, emphasise tactile sense.</li> <li>Take turns in interactions with a familiar person, imitating actions and facial expressions.</li> </ul>	Story Massage including simple nursery rhymes Resonance board Body awareness activities, e.g. wheelchair swing and roundabout

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14 Anticipates repetitively presented stimuli 15 Objects to the end of an interaction			
Participation (Pebble 5) Pupils begin to communicate intentionally by; • seeking attention through eye contact, gesture or action • requesting events or activities [for example, pointing to key objects or people] • participating in shared activities with less support. They sustain concentration for short periods. • exploring materials in increasingly complex ways [for example, reaching out and	Response to pupils who are beginning to communicate intentionally. Develop learner's participation in aided exploration of the environment. Look for the learner: • moving his/her fingers or hand • smelling or trying to lick/mouth objects • actively exploring objects in turn.  Develop ability to anticipate social routine.	Place the learner's hand on an interesting object and assist to feel and pause. Place the learner's hand or foot in warm water; agitate the water. Pour sand over the learner's hand or foot. Bury the learner's foot in sand, shaving foam, jelly, or slime. Use a ball pool, feely bags, etc.  Ensure that consistent routines are used for personal hygiene, drinks, etc. Cue or exaggerate a particular part of the routine to turn it into a game; Try regular and frequent games such as 'Round and Round the Garden', or other, personally devised games. Use objects of references, songs, symbols to suggest a new activity. Wait for reaction. Children to anticipate what activity is next e.g. sensory room, toilet, lunchtime, learning, home time)	Engages with: Intensive Interaction Musical Interaction Communication Aids e.g. BigMack Switch toys Cues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory Stories Individualised Sensory Environment (ISE) Sensory Cooking A range of ingredients with strong smells, e.g. garlic, Marmite, strawberries Sensory Exploration – Tac Pac
feeling for objects as tactile cues to events]		Look for the learner losing interest in the first object and focusing attention on a new item.	Story Massage including simple nursery rhymes Resonance board

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<ul> <li>observing the results of their own actions with interest [for example, listening to their own vocalisations]</li> <li>remembering learned responses over more extended periods [for example, following the sequence of a familiar daily routine and responding appropriately].</li> </ul>	Develop ability of learner to redirects attention to a second object.  Opportunities for random activities cause effect	Place the learner on a reactive surface (e.g. a space blanket or resonance board). Use a range of surfaces or toys which react to touch (e.g. a survival blanket, an interactive floor mat, a sound beam. You could also use a 'little room' or 'Be-Active Box'). Provide opportunities for the learner to have an effect 'by chance' on the immediate environment, for example, by knocking a noisy toy. Reinforce these actions, prompting a repeat and ensuring a consistent result.  When the learner is focused on an attractive object, move it slowly and deliberately out of sight and watch for any reaction. Use a variety of situations or places to encourage the learner to	Body awareness activities, e.g. wheelchair swing and roundabout Box of familiar and engaging objects. Mixed with a few objects to engage choice and exploration Tasters, Bucket time
RfL 16 Explores the environment with assistance 17 Anticipates familiar social routines 18 Redirects attention to	Develop learner's response to a disappearing object	'look after' an object which has disappeared from view.  Hold a non-attractive object in front of a child and wait for (if any) reaction. Introduce motivating object alongside and wait to see reaction (is attention diverted?)  Place the learner on an interesting reactive surface and note the	
a second object 19 Random activities cause effect 20 Looks briefly after a disappearing object 21 Responds with support or prompt to a reactive environment	Develop learner's response with support or prompt to a reactive environment	response. Look for the learner making attempts to create an action or effect. Use physical or verbal prompts to initiate exploration, then reduce the frequency of the prompts. Draw the learner's attention to the effects created.  Engage the learner in an enjoyable activity. Break the activity at a critical point, pause, and await the learner's response. For example:	

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22 Communicates 'more' 23 Contingency responding (Key milestone)	Develop learner's ability to communicate "more".	<ul> <li>during eating, pause, holding the food in front of mouth</li> <li>during singing, pause in an action song</li> <li>pause whilst beating on a resonance board Look for the learner vocalising/moving/changing facial expression, for example:</li> <li>widening the eyes, staring at an object</li> <li>moving the arms</li> <li>mouth opening, vocalisation</li> <li>reaching towards an object, which may be interpreted as a request for more</li> <li>Bucket time type activity. Show children a toy/object with an exciting action. Pause and wait for child to request more</li> </ul>	
		(vocalisation, reaching out, signing etc.). When it is requested, repeat the action with the same toy. Do this a few times before moving onto another object.	
	Develop learner's ability to make something happen independently (Contingency Responding).	Use an action which you have established that the learner can do (e.g. kicking, pressing a switch), use a reward and observe the rate of response.  Look for:  • the learner making something happen independently  • the rate of action increasing when it has an effect; for example, kicking increases when it causes a mobile to move  • whether the learner waits for a reward before pressing a switch again, etc.  At this stage the learner may not fully understand the connection	
		between his/her action and the outcome. Ensure the action obtains a consistent result for the learner to establish the link.	

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		Using a string attached to the learner's ankle to produce movement of a mobile may be a particularly effective technique: the more the learner kicks, the more the mobile moves. It is important that the learner receives good feedback.	
Involvement (Pebble 6) Pupils use emerging conventional communication by; • greeting known people and possibly initiating interactions and activities [for example, prompting another person to	Develop learner's purposeful action on everyday environment  Develop learner's ability to	Try a range of everyday play activities (e.g. sand, water) which require the learner to interact repeatedly to gain an effect. Use a range of preferred objects or activities and use prompts to initiate exploration. Reduce these over time. Look for the learner deliberately making things happen in an everyday environment.  Introduce a second toy/stimulus/adult/peer nearby while the learner is engaged in an activity. Draw the learner's attention to it (e.g. an adult or peer entering the room). Look for the learner 'noticing' a second event/stimulus and reacting or changing	Active involvement in: Intensive Interaction Musical Interaction Communication Aids e.g. BigMack Switch toys and equipment, eg fan, whisk Cues e.g. Touch Cues,
join in with an interactive sequence].  • remembering learned responses over increasing periods of time and possibly anticipating known	changes behaviour in response to interesting event nearby.  Develop learner's Contingency awareness e.g. the learner acts	behaviour; for example, by turning, attending or vocalising.  Provide a switch for a toy or provide a wobbly toy, wind chimes, etc., which can be operated by an action that the learner has already acquired.  Encourage the same action to obtain a variety of effects. Ensure that every repeat of the action is successful.	Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory Stories Individualised Sensory Environment (ISE) Natural environments,
events [for example, pre-empting sounds or actions in familiar poems]  • responding to options and choices with actions or gestures	with intent – and more consistently. Look for the learner;  • waiting for a reward to end before trying again, linking a particular action with its consequence	Singing familiar maths songs. Pause at a familiar point and children to vocalise/press switch/give action to say the next part of the song.	e.g. park, playground, beach with opportunities to hear environmental sounds, e.g. birdsong, wind, voices, traffic, waves, footsteps. Sensory Cooking

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<ul> <li>[for example, by nodding or shaking their heads]</li> <li>actively exploring objects and events for more extended periods [for example, turning the pages in a book shared with another person]</li> </ul>	The learner may show;	Provide interesting visual/tactile experiences in a controlled way by regularly introducing new stimuli and drawing attention to them.  Observe reactions to a less familiar environment, when accompanied by a familiar adult.  Place two attractive objects on the learner's tray to be explored visually or by touch; bring both to the learner's attention and wait. Try prompting exploration of each object in turn, allowing	A range of ingredients with strong smells, e.g. garlic, Marmite, strawberries Sensory Exploration – Tac Pac Story Massage including simple nursery rhymes Resonance board Body awareness
<ul> <li>applying potential solutions systematically to problems [for example, bringing an object to an adult in order to request a new activity].</li> </ul>	reaching out, or a body movement if on the floor.  Develop learner's ability to 'look' backwards/forwards between two objects (knows two objects are present). Look for the learner attending to, or	time to refocus attention. Both objects need to be in the learner's visual/spatial field.  Try:  • moving the learner's switch slightly  • changing the surface to make the toy harder to move  • using an adjustable pressure switch, increasing the pressure of the switch slightly.  You may wish to encourage problem solving by moving the	activities, e.g. wheelchair swing and roundabout Floor Projector Hide and Seek games Cause and Effect Toys Building anticipation Bucket Time Box of familiar and
RfL 24 Purposeful action in everyday environment 25 Changes behaviour in	feeling each of two objects in turn and redirecting his/her attention.  Develop learner's ability to	position of the switch slightly. However, beware of confusing or frustrating the learner. This step can be taught in a range of situations (i.e. not IT based).  Sensory trays with different textures and objects that react e.g.	engaging objects. Mixed with a few objects to engage choice and exploration Tasters,
response to an interesting even nearby 26 Contingency awareness Key milestone	repeat action when first attempt unsuccessful.	bouncing ball, light up toy, children to explore this tray intentionally.	Switch operated toy/ technology.
27 Intentionally explores the environment		Bucket time type activity. Show children a toy/object with an exciting action. Pause and wait for child to request more (using an action consistent to them). When it is requested, repeat the	

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28 Communicates 'more' and 'no more' through two different consistent		action with the same toy. Do this a few times before moving onto another object.	
actions 29 'Looks'		Engage the learner's attention to a shiny, noisy or furry object.	
backwards/forwards	Develop learner's	Either move the item out of sight, keep it quiet or move it just out of reach. Does the learner 'search'?	
between two objects	understanding of object	If there is no response to the object being removed from the field	
(knows two objects are	permanence.	of attention:	
present)	Look for:	• try partially covering the object, or use a see-through cloth	
30 Perseveres by	• the eyes looking towards the	• use a moving object under the cloth.	
repeating action for	point of disappearance for a	Ensure that the learner's attention is focused on the place from	
reward in social game	brief time	where the object disappeared (e.g. make a noise with it from just	
31 Repeats an action	• stilling, head turning, a facial	outside the learner's field of vision); then bring the object back	
when the first attempt is	expression when a noise stops	into sight for a short time from this direction. Prompt the	
unsuccessful	<ul> <li>searching briefly by feeling a</li> </ul>	learner's hand to reach for the object in the direction in which it	
32 Attracts attention	tray for an item removed from	was moved away.	
33 Initiates a social	grasp		
interaction/game	increased duration of	Have a motivating and non-motivating object. Children to choose	
34 Object permanence	searching. If the learner has a	between them.	
Key milestone	significant visual impairment,		
35 Does two different	object permanence may not	Build on an established routine to use two responses to gain a	
actions in sequence to get a reward	appear until later.	reward; for example, the learner pressing a first and then a second switch in sequence in order to get a reward on a	
36 Selects from two or	Develop learner's ability to do	computer programme. The actions used here should be	
more items Key milestone	two different actions in	established responses. Support the learner to build a new routine	
37 Communicates choice	sequence to get reward.	by giving a reward only after the second action has been	
to attentive adult	sequence to get reward.	completed. Reduce the strength and frequency of prompts. Look	
		for a decrease in time between the two actions. These should be	
		done in sequence rather than pausing after the first action.	

Assessment Framework Level	Curriculum Content What the learner is learning	What the adult working with the learner does	Enabling Responsive Environment Learning Opportunities / What is provided
38 Modifies action when repeating action does not work 39 Deliberately gains the attention of another person to satisfy need		Present two items in a variety of situations to which the learner will respond; for example, brightly coloured or noisy toys, a smell, a taste of drink, etc.	
40 Shares attention	Develop learner's ability to select from two or more items. Look for:  • increased eye contact with one item  • a greater change in facial expression in response to one noise when two are presented in an alternating pattern. Leave enough time for any responses  • an increased level of activity (e.g. arm or leg movements) during a pause following a taste of one particular food.  Develop learner's ability to modify action when repeating action does not work.  Develop learner's shared attention.  Look for the learner gaining attention of an adult, for example:	Prompt/scaffold a new (but similar) action and ensure that the learner gains the response. Try a different switch or toy that requires a similar input from the learner; for example; use a mobile attached to a wrist, but slackened so that the learner needs to make larger movements to get the mobile to work. Look for the learner repeating an action then trying a new or modified action in an attempt to get a response.  Teach shared attention by prompting the learner (verbally or with touch) to look at, listen to, or feel an item of adult choice, then to attend to the adult and the item in turn. Take the opportunity to share a stimulus to which the learner is attending. Encourage attention to the stimulus and then the adult in turn. Point to an item in the distance. Does the learner look towards the item then back at the adult?  Move to music. Does the learner join in with similar movement? Stroke a dog. Does the learner also touch the dog and smile at the adult?  The learner should join the adult in attending to a stimulus, confirming the attention of the adult visually throughout.	

Assessment Framework Level	Curriculum Content What the learner is learning	What the adult working with the learner does	Enabling Responsive Environment Learning Opportunities / What is provided
	<ul> <li>looking towards or indicating</li> </ul>		
	a stimulus and then looking		
	back to the adult		
	• stilling to a sound, or moving		
	to music, and then looking back		
	to the adult		
	<ul> <li>touching an item and then</li> </ul>		
	feeling for the adult's hand.		
	Look for the learner showing		
	pleasure in sharing, or trying to		
	'comment' on the item		

When learners progress beyond involvement and gain and develop skills, the curriculum begins to be organised into more traditional subject areas.

## Maths

Assessment Framework	Curriculum Content	What the adult working with the learner does	Enabling Responsive
Level	What the learner is learning		Environment

			Learning Opportunities / What is provided
Gaining Skills Pre-	Develop early problem solving –	Number:	Sensory Cooking
Formal (Pebble 7)	e.g. ability to try a new strategy	Join in with familiar number rhymes e.g. Caught a fish alive, 5	Intensive Interaction
Show an awareness of	when old one fails.	speckled frogs, 10 green bottles. Complete actions for these	Musical Interaction
number activities and	Learn to copy number rhymes and	number rhymes e.g. push bottles over, put frogs into water.	Communication Aids
counting	join in with number rhymes songs		e.g. BigMac.
	and games. This includes an	Follow a sequence of pictures or numbers as indicated by a	Cues e.g. Touch Cues,
Pupils are aware of	awareness of number names.	known person during number rhymes and song, anticipating the	Sound Cues, Smell
cause and effect in		next chorus or action in songs and rhymes;	Cues, Objects of
familiar mathematical	Learn actions that have cause of		Reference,
activities.	and effect e.g exchanging	Use numbers in everyday occurrences and games e.g. 1,2,3 GO!	Language Activities
	symbols/coins for items, hitting	10, 91 BLAST OFF encouraging the children to join in.	E.g. Call and
Show awareness in	switches)		Response, Sensory
changes of:		Explore changes in quantities in everyday experiences eg.	Stories
Shape	Learn to group objects according	offering a plate of one raisin and a plate of lots of raisin.	Individualised Sensory
Position	to similarities/differences e.g all	Expectation that the child will choose the play with the most	Environment (ISE)
Quantity	triangles together, all red shapes.	food.	Sensory Exploration –
			Tac Pac
Anticipate, follow and	Able to recall an object that has	matching cakes to plates	Box of familiar and
join in with familiar	gone out of sight/hearing/touch.		engaging objects.
activities when given a	(beginning of object permanence)	Use a shape sorter/puzzle to place the correct shapes into holes.	Mixed with a few
contextual clue.		Use knowledge of the shapes over time but trial and error	objects to engage
	Notice changes to quantities	initially. What will fit in?	choice and
Search for objects out of			exploration
sight, hearing or touch.	Notice changes to shapes	Grouping objects that have similar key features such as shape	Tasters,
			Bucket time
Match big and small	Notice changes to position	Create very simple sequences of light and sound using switched	Switch operated toy/
objects.		equipment	technology.
	Change positions of objects.		Different textures
Demonstrate interest in		Finding a big football to place in a net with other big footballs,	Sensory stories
position and the	Understand object permanence.	matching a small model car with a similar sized model car.	

relationship between objects.

#### RfL

41 Expresses preference for items not present via symbolic means
42 Early problem solving – tries new strategies when old one fails
43 Exerts autonomy in a variety of contexts.

Understand and recognise differences in size.

Group objects according to size. (matches big objects and small objects)

Anticipates, follows and joins in familiar contextual familiar activities when given a contextual clue. (start of following routines)

Demonstrate an interest in position and the relationship between objects (e.g. stacking or joining objects

Look for a reduction in the time during which the learner tries the original action in order to gain a reward. When failure of the original strategy is recognised, and as soon as an attempt at a new action is made, a reward should be given. As the learner becomes aware that the increased original action will not work, a new strategy will be attempted more quickly.

Using construction materials, stacking etc.

Start looking at basic properties of shape e.g. rolling a ball to them or a push car toy

How shapes can change shape (squeeze a sponge)

Hide a familiar object from sight and allow the child to look for it

Look for a familiar object in its usual place.

Place counters/bells/coins to place/post into a covered jar (you can't see inside). Children to shake the jar to understand that the object/s are still there even though they cannot be seen.

Encourage/shape a second, different action when the learner repeatedly tries the first. Try:

- prompting the learner to use another action which is in his/her repertoire then giving the reward
- using computer programmes which require alternate pressing of two switches reward on the second switch
- using single switch programmes where the timing of switchpressing

Use an established routine where the learner's action results in a particular reward. Delay the reward to see if the learner then uses a different action in order to get the reward. For example:

• where knocking a toy causes it to make a noise, alter the routine so that the toy makes a noise after a knock and a vocalisation. Repetition of the first action does not get a reward.

Do.			
Dev	velop learner's ability to exert	Increase the variety of situations where demands are put on the	
auto	conomy in a variety of contexts.	learner to gain attention and make requests. Ensure that	
Lool	ok for:	responses from adults are quick and consistent. Do not	
• at	ttempts to gain adult attention	anticipate the learner's wants – create opportunities for	
(as a	above) and make a request; for	communication.	
exar	ample, vocalising for attention	Stand or sit in view of the learner, but do not pay attention to	
and	d then touching a symbol on a	him/her. Does the learner then try to gain your attention? Does	
tray	y.	he/she then go on to request an item which is out of sight or	
• the	ne learner timing switch-	reach?	
pres	esses to get a desired result in a		
com	mputer programme.		

# Humanities, computing and science

Assessment	Curriculum Content	What the adult working with the learner	Enabling Responsive Environment
Framework Level	What the learner is learning	does	Learning Opportunities / What is provided
Pre-Formal Pebble 7 -	Develop early problem	Encourage/shape a second, different action	Gain skills in:
<b>Gaining Skills</b>	solving – e.g. ability to try a	when the learner repeatedly tries the first.	Intensive Interaction
	new strategy when old one	Try:	Musical Interaction
RfL	fails.	prompting the learner to use another	Communication Aids e.g. BigMack
41 Expresses	Look for a reduction in the	action which is in his/her repertoire – then	Switch toys and equipment, eg fan, whisk
preference for items	time during which the	giving the reward	Cues e.g. Touch Cues, Sound Cues, Smell Cues,
not present via	learner tries the original	<ul> <li>using computer programmes which</li> </ul>	Objects of Reference,
symbolic means	action in order to gain a	require alternate pressing of two switches –	Language Activities E.g. Call and Response,
42 Early problem	reward. When failure of the	reward on the second switch	Sensory Stories
solving – tries new	original strategy is	<ul> <li>using single switch programmes where the</li> </ul>	Individualised Sensory Environment (ISE)
strategies when old one	recognised, and as soon as	timing of switch-pressing	Natural environments, e.g. park, playground,
fails	an attempt at a new action	Use an established routine where the	beach with opportunities to hear environmental
43 Exerts autonomy in	is made, a reward should be	learner's action results in a particular	sounds, e.g. birdsong, wind, voices, traffic,
a variety of contexts.	given. As the learner	reward. Delay the reward to see if the	waves, footsteps.
	becomes aware that the	learner then uses a different action in order	Sensory Cooking
	increased original action will	to get the reward. For example:	

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not work, a new strategy wi		A range of ingredients with strong smells, e.g.
be attempted more quickly.	noise, alter the routine so that the toy	garlic, Marmite, strawberries
	makes a noise after a knock and a	Sensory Exploration – Tac Pac
	vocalisation. Repetition of the first action	Massage
	does not get a reward.	Story Massage including simple nursery rhymes
	<ul> <li>use a computer program that is operated</li> </ul>	Resonance board
	by the alternate pressing of two switches.	Body awareness activities, e.g. wheelchair swing and roundabout
Develop learner's ability to	Increase the variety of situations where	Floor Projector
exert autonomy in a variety	demands are put on the learner to gain	Hide and Seek games
of contexts.	attention and make requests. Ensure that	Cause and Effect Toys
Look for:	responses from adults are quick and	Building anticipation
attempts to gain adult	consistent. Do not anticipate the learner's	Bucket Time
attention (as above) and	wants – create opportunities for	Computer programs
make a request; for	communication.	
example, vocalising for	Stand or sit in view of the learner, but do	
attention and then touching	not pay attention to him/her. Does the	
a symbol on a tray.	learner then try to gain your attention? Does	
the learner timing switch-	he/she then go on to request an item which	
presses to get a desired	is out of sight or reach?	
result in a computer		
programme.		

## Impact - What difference is our curriculum making?

Progress for all learners following the pre-formal curriculum pathway at St Giles is tracked and assessed using St Giles Pebble levels and through formative assessment of progress towards individual EHCP Cognition and learning outcomes.

Progress is reported in Nursery and Reception using Early Learning Goals.

The Engagement Model is to:

- assess pupils who are working below the standard of national curriculum assessments and not engaged in subject-specific study at the end of KS1 and KS2,
- report to DfE which pupils are assessed using the engagement model for KS1 and KS2.

Learners working in Key Stage 4 and Key Stage 5 work towards awards that recognise their progress towards physical and sensory outcomes:

- Key stage 4 AQA Unit Awards
- Post 16 ASDAN Transition Challenge.