ROUTES FOR LEARNING

ROUTEMAP PLANNER

Notices stimuli (1)

Reacts to close contact with familiar adult (2)

Responds to very obvious stimulus (3)

Demonstrates brief memory for previously presented stimulus (4)

Responds to familiar voice or other personal identifier (5)

Responds to range of stimuli (6)

Supported 1:1 turn-taking with adult (7)

Responds to own name (8)

Responds consistently to one stimulus (9)

Briefly follows moving stimulus (10)

Shows behaviour which can be interpereted as rejection to some stimuli (11)

Responds differently to different stimuli (12)

Terminates interaction with adult (13)

Anticipates repetitively presented stimuli (14)

Objects to termination of interaction (15)

Aided exploration of the environment (16)

Anticipates within social routines (17)

Redirects attention to second object (18)

Random activities cause effect (19)

Looks briefly after disappearing object (20)

Action on reactive environment (21)

Communicates 'more' (22)

Contingency responding (23)

Purposeful action on everyday environment (24)

Changes behaviour in response to interesting event nearby (25)

Contingency awareness (26)

Intentional exploration of the environment (27)

Communicates 'more' / 'no more' through two different consistent actions (28)

'Looks' backwards/forwards between two objects (knows two objects are present) (29)

Perseveres by repeating action for reward in social game (30)

Repeats action when first attempt unsuccessful (31)

Attracts attention (32)

Initiates social game (33)

Object permanence (34)

Does two different actions in sequence to get reward (35)

Selects from two or more items (36)

Communicates choice to attentive adult (37)

Modifies action when repeating action does not work (38)

Deliberately gains attention of another person to satisfy need (39)

Shared attention (40)

Expresses preference for items not present via symbolic means (41)

Initiates actions to achieve desired result (exerting autonomy in variety of contexts) (43)

Early problem solving – tries new strategy when old one fails (42)

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