

ROUTEMAP- ROUTES FOR LEARNING

NAME: Matthew

1. Notices stimuli

2. Reacts to close contact with familiar adult

5. Responds to familiar voice or other personal identifier

7. Supported 1:1 turntaking with adult

13. Terminates interaction with adult

15. Objects to termination of interaction

17. Anticipates within social routines

22. Communicates 'more' DEC 11

25. Changes behaviour in response to interesting event nearby

28. Communicates 'more' / 'no more' through two different consistent actions

30. Perseveres by repeating action for reward in social game

33. Initiates social game

37. Communicates choice to attentive adult

41. Expresses preference for items not present via symbolic means

4. Demonstrates brief memory for previously presented stimuli

8. Responds to own name

11. Shows behaviour which can be interpreted as rejection to some stimuli

14. Anticipates repetitively presented stimulus

18. Redirects attention to second object

20. Looks briefly after disappearing object

23. Contingency responding

26. Contingency awareness

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

32. Attracts attention

34. Object permanence

36. Selects from two or more items

39. Deliberately gains attention of another person to satisfy need

40. Shared attention

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

3. Responds to very obvious stimulus

6. Responds to range of stimulus NOV 11

10. Briefly follows moving stimulus DEC 11

16. Aided exploration of the environment DEC 11

19. Random activities cause effect DEC 11

21. Action on reactive environment

24. Purposeful action on everyday environment

27. Intentional exploration of the environment

31. Repeats action when first attempt unsuccessful

35. Does two different actions in sequence to get reward

38. Modifies action when repeating action does not work

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