## Design and Technology, P Scale

## P1(i) - DESIGN AND TECHNOLOGY

## 1. The learner will encounter activities and experiences

1.1 I can experience various sounds.

1.2 I can experience light patterns. [3]
1.3 I can experience music. [5]
1.4 I can experience a combination of action with sound. [7]
1.5 I can experience movement. [9]

## 2. The learner will show simple reflex responses

2.1 I can make a startled response to a sudden noise. [2]
2.2 I can make a startled response to a sudden movement. [4]
2.3 I can make a startled response to a sudden bright light. [6]
2.4 I can be passive or resistant. [8]

## P1(ii) - DESIGN AND TECHNOLOGY

## 1. The learner will show emerging awareness of activities and experiences

1.1 I can make a brief response to sound. [11]
1.2 I can make a brief response to a picture. [13]
1.3 I can make a brief response to music. [15]
1.4 I can make a brief response to physical sensory source. [17]
1.5 I can make a brief response to light patterns. [18]

## 2. The learner will show intermittent reactions

2.1 I can react to movement. [12]
2.2 I can react to physical contact. [14]
2.3 I can react to a change in temperature. [16]

## P2(i) - DESIGN AND TECHNOLOGY

## 1. The learner will react to new activities and experiences

1.1 I can react to
unfamiliar sounds. [21]
1.2 I can react to unfamiliar images. [24]
1.3 I can react to a new task. [26]
1.4 I can react to a new experience. [28]

## 2. The learner will begin to show interest in people, events and objects

2.1 I can respond consistently to familiar people. [22]
2.2 I can respond consistently to familiar events. [25]
2.3 I can respond consistently to familiar objects. [27]

## 3. The learner will participate in shared activities

3.1 I can engage in coactive exploration. [23]

## P2(ii) - DESIGN AND TECHNOLOGY

| 1. The learner will com municate consiste nt prefer ences | 2. The learner will com municate affective response s | 3. The learner will recognis e familiar people, events and objects | 4. The learner will perform simple actions | 5. The learner will reme mber learned r esponses | 6. The learner will parti cipate in shared activities |
| :---: | :---: | :---: | :---: | :---: | :---: |
| 1.1 I can communicat e preference for certain images. [30] | 2.11 can respond with volume variation. [31] | 3.1 I can recognise familiar people. [32] | 4.1 I can attempt to perform a simple action. [33] | 5.11 can remember learned responses over short periods of | 6.11 can co-operate with shared exploration. [35] |


| 1.2 I can <br> communicat | 2.2 I can <br> respond to |
| :--- | :--- |
| e preference | specific <br> spr certain |
| stimulation. |  |
| sounds. $[36]$ | [37] |

3.2 I can recognise familiar events. [38]
4.2 I can use trial and improvemen $t$ to perform an action. [39]
3.3 I can
recognise
familiar
objects. [41]

## P3(i) - DESIGN AND TECHNOLOGY

1. The
learner
will
request
events or
activities
1.1 I can request for an event or activity. [43]
2. The
learner
will parti
cipate in
shared
activities
3. The
learner
will
sustain c
oncentra
tion
4. The learner will explore materials 2.11 can participate in shared exploration with less support. [44]

| 5. The | 6. The |
| :--- | :--- |
| learner | learner |
| will | will reme |
| perform | mber |
| simple | learned $\mathbf{r}$ |
| actions | esponses |


| 5.1 I can | 6.1 I can |
| :---: | :---: |
| perform | remember |
| simple | learned |
| actions. [47] | responses |
|  | over |
|  | extended |
|  | periods. |
|  | [48] |


| 5.21 can | 6.21 can |
| :---: | :---: |
| observe the | remember a |
| result of my | learned |
| action. [49] | activity. [50] |
| 5.31 can | 6.31 can |
| demonstrat | remember |
| e an | the purpose |
| awareness | of |
| of change | equipment. |
| as a result | [52] |
| of my |  |

## P3(ii) - DESIGN AND TECHNOLOGY

| 1. The | 2. The |
| :--- | :--- |
| learner will | learner will |
| initiate | remember |
| interaction | learned |
| s and | responses |
| activities |  |

3. The
learner will
respond to
options
and
choices
1.21 can
initiate
interactions
with familiar
people. [59]
1.3 I can
initiate
activities with
familiar people. [63]
2.1 I can
remember learned responses over increasing periods. [55]
2.2 I can
anticipate familiar events. [60]
3.1 I can respond to an option or choice. [56]
3.2 I can demonstrate dissatisfaction. [61]

## P4-Design \& Technology

## 1. The learner will begin to assemble components

1.1 I can assemble provided components. [68]

## 2. The learner will coactively grasp and move simple tools

2.1 I can contribute to activities. [69]

## 3. The learner will explore materials

3.1 I can explore options within a limited range of materials. [70]
2.2 I can grasp and move
simple tools. [71]
4.31 can remain interested in an activity for a short period. [65]
3.4 I can
indicate preference. [66]
3.3 I can demonstrate satisfaction. [64]
4. The
learner will
actively
explore
objects and
events
5. The learner will apply potential solutions s ystematical ly to problems
4.11 can actively explore objects. [57]
4.2 I can actively explore events. [62]
5.11 can attempt to solve simple problems. [58] -

## P5 - Design \& Technology

1. The learner will use basic tools
1.1 I can use basic tools appropriately. [73]

## 2. The learner will demonstrate preferences for products, materials and ingredients

2. 1 I can demonstrate preferences for products. [74]
2.2 I can demonstrate preferences for materials. [75]
2.3 I can demonstrate preferences for ingredients. [76]

## P6 - Design \& Technology

## 1. The learner will recognise familiar products

1.1 I can recognise familiar products. [78]
1.2 I can explore the different parts products are made from. [81]

## 2. The learner will observe and copy others using basic tools

2.1 I can watch others using basic tools. [79]
2.2 I can copy the correct action for using a tool. [82]

## P7-Design \& Technology

\author{

1. The learner will operate familiar products
}

## 3. The learner will begin to offer responses to making activities

3.1 I can contribute in making exercises. [80]

## 3. The learner will begin to communicate preferences in designing and making

1.1 I can operate familiar products. [84]
1.2 I can explore products to see how they work. [87]
2.1 I can use basic tools or equipment in simple processes. [85]
2.21 can choose appropriate tools and equipment. [88]
3.1 I can communicate preferences for designing and making. [86]

## P8 - Design \& Technology

## 1. The learner will explore familiar products

1.1 I can explore various products. [90]
1.2 I can communicate views about products. [93]

## 2. The learner will manipulate a wider range of tools

2.1 I can manipulate basic tools in making activities. [91]

## 3. The learner will begin to contribute to decisions

3.1 I can contribute in decision making. [92]
3.2 I can discuss what I am going to do and why. [95] equipment appropriately. [94]

## Links to PScale Units

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| Science [101] | Physical education [102] | Art [103] | Music [104] |
| Design technology [105] | Personal social health education [106] | Geography [107] | History [108] |
| Religious education [109] | Modern foreign language [110] |  |  |

Source URL: https://theingots.org/community/psdt

## Links

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