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]

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]

1.6 I can make a brief response to a

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]

moving object. [19]

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 co-active exploration.](#) [23]

P2(ii) - DESIGN AND TECHNOLOGY

1. The learner will communicate consistent preferences	2. The learner will communicate affective responses	3. The learner will recognise familiar people, events and objects	4. The learner will perform simple actions	5. The learner will remember learned responses	6. The learner will participate in shared activities
[1.1 I can communicate preference for certain images.](#) [30]	[2.1 I 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]	[5.1 I can remember learned responses over short periods of	[6.1 I can co-operate with shared exploration.](#) [35]

time. [34]

| 1.2 I can communicate preference for certain sounds. [36] | 2.2 I can respond to specific stimulation. [37] | 3.2 I can recognise familiar events. [38] | 4.2 I can use trial and improvement to perform an action. [39] | | 6.2 I can co-operate with supported participation. [40] |

3.3 I can recognise familiar objects. [41]

P3(i) - DESIGN AND TECHNOLOGY

1. The learner will request events or activities	2. The learner will participate in shared activities	3. The learner will sustain concentration	4. The learner will explore materials	5. The learner will perform simple actions	6. The learner will remember learned responses
1.1 I can request for an event or activity. [43]	2.1 I can participate in shared exploration with less support. [44]	3.1 I can sustain concentration for short periods. [45]	4.1 I can explore different materials in increasingly complex ways. [46]	5.1 I can perform simple actions. [47]	6.1 I can remember learned responses over extended periods. [48]
				5.2 I can observe the result of my action. [49]	6.2 I can remember a learned activity. [50]
				5.3 I can demonstrate an awareness of change as a result of my action. [51]	6.3 I can remember the purpose of equipment. [52]

P3(ii) - DESIGN AND TECHNOLOGY

1. The learner will initiate interactions and activities	**2. The learner will remember learned responses**	**3. The learner will respond to options and choices**	**4. The learner will actively explore objects and events**	**5. The learner will apply potential solutions systematically to problems**
[1.1 I can greet familiar people.](#) [54]	[2.1 I can remember learned responses over increasing periods.](#) [55]	[3.1 I can respond to an option or choice.](#) [56]	[4.1 I can actively explore objects.](#) [57]	[5.1 I can attempt to solve simple problems.](#) [58]
[1.2 I can initiate interactions with familiar people.](#) [59]	[2.2 I can anticipate familiar events.](#) [60]	[3.2 I can demonstrate dissatisfaction.](#) [61]	[4.2 I can actively explore events.](#) [62]	
[1.3 I can initiate activities with familiar people.](#) [63]		[3.3 I can demonstrate satisfaction.](#) [64]	[4.3 I can remain interested in an activity for a short period.](#) [65]	
		[3.4 I can indicate preference.](#) [66]		

P4 - Design & Technology

1. The learner will begin to assemble components	**2. The learner will coactively grasp and move simple tools**	**3. The learner will explore materials**
[1.1 I can assemble provided components.](#) [68]	[2.1 I can contribute to activities.](#) [69]	[3.1 I can explore options within a limited range of materials.](#) [70]
	[2.2 I can grasp and move simple tools.](#) [71]	

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]

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

3.1 I can contribute in making exercises. [80]

P7 - Design & Technology

1. The learner will operate familiar products

2. The learner will use basic tools or equipment

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

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[1.1 I can operate familiar products.](#) [84]   [2.1 I can use basic tools or equipment in simple processes.](#) [85]   [3.1 I can communicate preferences for designing and making.](#) [86]

[1.2 I can explore products to see how they work.](#) [87]   [2.2 I can choose appropriate tools and equipment.](#) [88]

P8 - Design & Technology

1. The learner will explore familiar products

2. The learner will manipulate a wider range of tools

3. The learner will begin to contribute to decisions

[1.1 I can explore various products.](#) [90]   [2.1 I can manipulate basic tools in making activities.](#) [91]   [3.1 I can contribute in decision making.](#) [92]

[1.2 I can communicate views about products.](#) [93]   [2.2 I can use tools and equipment appropriately.](#) [94]   [3.2 I can discuss what I am going to do and why.](#) [95]

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