

## 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**

[1.1 I can communicate preference for certain images.](#) [30]

**2. The learner will communicate affective responses**

[2.1 I can respond with volume variation.](#) [31]

**3. The learner will recognise familiar people, events and objects**

[3.1 I can recognise familiar people.](#) [32]

**4. The learner will perform simple actions**

[4.1 I can attempt to perform a simple action.](#) [33]

**5. The learner will remember learned responses**

[5.1 I can remember learned responses over short periods of](#)

**6. The learner will participate in shared activities**

[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**

[1.1 I can request for an event or activity.](#) [43]

**2. The learner will participate in shared activities**

[2.1 I can participate in shared exploration with less support.](#) [44]

**3. The learner will sustain concentration**

[3.1 I can sustain concentration for short periods.](#) [45]

**4. The learner will explore materials**

[4.1 I can explore different materials in increasingly complex ways.](#) [46]

**5. The learner will perform simple actions**

[5.1 I can perform simple actions.](#) [47]

[5.2 I can observe the result of my action.](#) [49]

[5.3 I can demonstrate an awareness of change as a result of my action.](#) [51]

**6. The learner will remember learned responses**

[6.1 I can remember learned responses over extended periods.](#) [48]

[6.2 I can remember a learned activity.](#) [50]

[6.3 I can remember the purpose of equipment.](#) [52]

## P3(ii) - DESIGN AND TECHNOLOGY

**1. The learner will initiate interactions and activities**

[1.1 I can greet familiar people.](#) [54]

[1.2 I can initiate interactions with familiar people.](#) [59]

[1.3 I can initiate activities with familiar people.](#) [63]

**2. The learner will remember learned responses**

[2.1 I can remember learned responses over increasing periods.](#) [55]

[2.2 I can anticipate familiar events.](#) [60]

**3. The learner will respond to options and choices**

[3.1 I can respond to an option or choice.](#) [56]

[3.2 I can demonstrate dissatisfaction.](#) [61]

[3.3 I can demonstrate satisfaction.](#) [64]

[3.4 I can indicate preference.](#) [66]

**4. The learner will actively explore objects and events**

[4.1 I can actively explore objects.](#) [57]

[4.2 I can actively explore events.](#) [62]

[4.3 I can remain interested in an activity for a short period.](#) [65]

**5. The learner will apply potential solutions systematically to problems**

[5.1 I can attempt to solve simple problems.](#) [58]

## 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]

[2.2 I can grasp and move simple tools.](#) [71]

**3. The learner will explore materials**

[3.1 I can explore options within a limited range of materials.](#) [70]

## 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**

[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**

[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]

[2.2 I can use tools and equipment appropriately.](#) [94]

**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]

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