NAME _____

ICT			
EVERYDAY TECHNOLOGY			P8
Communication and Information Skills	**Food Technology**	**Leisure and Independent Living**	**Out in the Community**
• Create a menu copying text independently and importing a border with prompts…… • Use favourites to click on a familiar website address …….. • Navigate to a specific page of a familiar website to gain information …….. • Recalls information from a TV programme or the News at a 4WL …… • Identifies and recalls what equipment they used for specific activities ……	• Measures quantities of ingredients to a specific mark independently using : scales …….. measuring jug …….. measuring spoon …… • Set timer to a specific mark/time on request …….. • Follows simple symbolised recipes to create desired product …… • Follows instructions to turn on and use the table top hob to heat/cook safely, independently …… • Awareness and understanding of dangers in the kitchen, *e.g. knives, cookers, etc.* …… • Uses a range of everyday equipment safely : grater …….. vegetable peeler …….. sharp knife …….. toaster…….. kettle …… . table top hob ……	• Sorts clothes and places into machine, adds powder and fabric conditioner, sets cycle to a specific mark, turns on with verbal prompts …….. • Uses skills to navigate and play basic console games independently, *e.g. PS2 Nintendo Wii :* both 'real' …….. and imaginary …… • Selects a favourite track on a CD listen to independently on a CD player ……	• Uses a lift independently to get to a specific floor …….. • Uses a locker at the swimming pool independently……. • Scans items at self service checkout independently …….. • Uses a cold drinks machine to buy a can/bottle independently when has enough money or more ……
Performance Description – P8 **Pupil finds different information in similar formats, *e.g. recipes*. Pupils use ICT to communicate and present their ideas, *e.g. menu*. Pupils can load a resource and make a choice from it, *e.g. a particular game on a CD, a selection of a DVD, tracks on music CD, a game on a Nintendo WII*. They begin to use ICT in the community, *e.g. buying a cold drink from a vending machine.***			

	Date		Date		Date		Date		Date
20% Achieved		**40% Achieved**		**60% Achieved**		**80% Achieved**		**Level Achieved**	