NAME _____

I.C.T.			
EVERYDAY TECHNOLOGY			P2(ii)
Communication & Information Skills	**Food Technology**	**Leisure & Independent Living**	**Out in the Community**
• Activates a single message carrying switch by trial & error …… • Operates a switch programmed to give a message or a repetitive refrain immediately after a co-active demonstration …… • Participates in giving a message, telling a story, etc. using a switch by trial & error ……	• Presses a single switch to activate technology for cooking by trial & error …… • Learns to press a single switch to activate food tech equipment over a short period of time, *e.g. within a lesson* ……	• Responds, *e.g. stills* when listening to preferred music/ DVD, etc. …… • Creates sounds by trial & error using switch activated technology, *e.g. CD player* …… • Activates a range of switch activated equipment, *e.g. bubble tube, fan, switch toys, etc.* by trial & error…….. • Responds consistently to a variety of stimulus from different equipment ……	
Performance Description – P2 (ii) **Pupils begin to be proactive in their interactions. They communicate consistent preferences & affective responses, *e.g. turning towards the source of preferred music*. They recognize familiar people, events & objects, *e.g. moving towards the television in a familiar room*. They perform actions, often by trial & improvement, & they remember learned responses over short periods of time *e.g. pressing a switch repeatedly to turn on a light or sound source*. They cooperate with shared exploration & supported participation, *e.g. working with an adult or a peer to operate a touch screen*.**			

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