Routes for Learning

Routemap Planner

1 Notices stimuli

2. Reacts to close contact with familiar adult

3 Responds to very obvious stimulus

4 Demonstrates brief memory for previously presented stimulus

5 Responds to familiar voice or other personal identifier

6 Responds to range of stimuli

7 Supported 1:1 turn-taking with adult

8 Responds to own name

9 Responds consistently to one stimulus

10 Briefly follows moving stimulus

11 Shows behaviour which can be interpreted as rejection to some stimuli

12 Responds differently to different stimuli

13 Terminates interaction with adult

14 Anticipates repetitively presented stimulus

15 Objects to termination of interaction

16 Aided exploration of the environment

17 Anticipates within social routines

18 Redirects attention to second object

19 Random activities cause effect

20 Looks briefly after disappearing object

21 Action on reactive environment

22 Communicates 'more'

23 Contingency responding

24 Purposeful action on everyday environment

25 Changes behaviour in response to interesting event nearby

26 Contingency awareness

27 Intentional exploration of the environment

28 Communicates 'more' / 'no more' through two different consistent actions

29 'Looks' backwards/ forwards between two objects (knows two objects are present)

30 Perseveres by repeating action for reward in social game

32 Attracts attention

31 Repeats action when first attempt unsuccessful

33 Initiates social game

34 Object permanence

35 Does two different action as in sequence to get reward

36 Selects from two or more items

38 Modifies action when repeating action does not work

37 Communicates choice to attentive adult

39 Deliberately gains attention of another person to satisfy need

40 Shared attention

41 Expresses preference for items not present via symbolic means

42 Early problem solving – tries new strategy when old one fails

43 Initiates actions to achieve desired result (exerting autonomy in variety of contexts)