Problem Solving - Learning area overview

	Discoverers	Investigators	Explorers	Adventurers…	Voyagers
What can you expect to see?	Exploring the environment through the senses • Sight- Can I turn towards light? Can I track moving objects? • Sound – Do I recognise familiar voice or sounds? • Can I make sound? • Touch – Do I show awareness of sand? • Smell – Do I turn towards or away from smells? • Taste – What taste do I like? • Proprioception – • Vestibular -	My Sensory Play • Sensorimotor Play – explore using senses (e.g., mouthing) • Relational Play – exploration using properties (e.g., bounce) • Functional Play – using it for its purpose • Symbolic Play – pretend/uses imagination • Role Play Everyday Maths Simple cause and effect programmes Play/pause videos/music Give simple instructions to devices Control environment using switches Forest	Thinking My Problem Solving ❖ Memory Building ❖ Sabotage! Recognition of a problem ❖ Independent Solutions ❖ Generalisation ❖ Self-Belief and Confidence Everyday Maths The World About Me – Some activities linked to topics and children's interests. Use of a touch screen for detailed control. Give more detailed instructions to robots Control environment using switches or on-screen apps My Forest school	Maths ❖ Number (main focus) Cardinality and Counting, comparison, composition, ❖ Shape, Space and Measure ❖ Patterns and Problem Solving The World About Me – Some areas of Science, DT, History, Geography covered in line with topics and children's interests. Forest Schooling Starting to program devices Learning to type, to support communication Control Alexa using voice	Subject Specific: • Maths • Science • Computing • DT • History • Geography

Assessment Tools / Progression Recording	Evidence for Learning Learning Journeys	Evidence for Learning Learning Journeys	Evidence for Learning Learning Journeys	Evidence for Learning Learning Journeys Seesaw / Books	National Curriculum standards Seesaw / Books
What tools and approaches will we use to support teaching, learning and engagement?	Tacpac Switches Sensology Soundbeam Music Interaction Eye gaze Intensive Interaction	Repetitive routines Visual timetables. Mixture of child and adult led learning Tacpac Attention autism HelpKidzLearn iPad Switches Code-a-pillar Glow and Go Sensology Intensive Interaction	Numicon Number blocks Attention autism iPad Switches Touch Screen HelpKidz Learn Beebot/BlueBot Kubo Busy Things	Numicon Number blocks iPads Touch Screen Beebot/BlueBot Sphero ScratchJr/Scratch Chromebooks/Laptops	Numicon Number blocks Scratch Chromebooks/Laptops