Routes for Learning
Routemap

1 Notices stimuli

2 Responds to close physical contact with familiar person

3 Responds to very obvious stimulus

4 Demonstrates familiarity with recently 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

9 Responds consistently to one stimulus

10 Briefly follows moving stimulus

11 Responds to some stimuli in a way that can be interpreted as rejection

12 Responds differently to different stimuli

13 Terminates interaction with adult

14 Anticipates repetitively presented stimulus

15 Objects to termination of interaction

16 With support explores immediate environment

17 Anticipates within familiar social routines

18 Redirects attention to a second object

19 Accidental actions cause effect

20 Looks briefly after object disappearing from their field of vision

21 In a reactive environment repeats action which obtains sensory feedback

22 Responds in ways that can be interpreted as meaning 'more'

23 Responds to cause and effect

24 In an everyday environment repeats action which obtains sensory feedback

25 Changes behaviour in response to interesting event nearby

26 Shows understanding that their action causes a specific effect

27 Begins to explore immediate environment with intent

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

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

Accuracy

Refinement

30 In the context of a familiar social game, perseveres by repeating action in order to get reward

31 Repeats action when first attempt unsuccessful

32 Attracts attention

33 Initiates social game

34 Object permanence

35 Does two different actions in sequence to get reward

37 Communicates choice to attentive adult

36 Selects from two or more items

38 Modifies action when repeating action does not work

39 Deliberately attracts attention of another person in order to communicate need

41 Expresses preference for items not present via symbolic means

40 Joint attention

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

43 Initiates strategies to achieve desired results in a variety of contexts (exercises autonomy)

	Legend
▬	Main cognitive route
▬	Alternative routes
▬	Main communication route
▬	Alternative routes