

Driving

Starting point : Pupil is able to gain movement with the mobility platform on the track by randomly using a single switch

Next Steps:

Date achieved

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| a) Pupil will gain movement on the track by activating a single switch by trial & error | |
| b) Pupil gains movement on the track by intentionally activating a single switch | |
| c) Pupil is able to activate a single switch to travel longer distances on the track | |
| d) Pupil is able to travel the length of a track, stopping to look/listen before reactivating the switch to move off | |
| e) Pupil will randomly explore direction off the track with 2 switches – left and right | |
| f) Pupil will stop when circling to look/listen to motivating activity, e.g. musical toy, cd player | |
| g) Pupil is able to stop & go at will while using left & right switches to circle | |
| h) Pupil is able to intentionally change direction from left to right & vice versa | |
| i) Pupil will explore direction using 4 switches – left, right, forward & back | |
| j) Pupil will travel directly to a prescribed point using 4 switches | |
| k) Pupil is able to stop when approaching an obstacle | |
| l) Pupil is able to manoeuvre around an obstacle | |
| m) Pupil is able to follow a simple route with adult reminders of direction | |

Functional End Point : pupil will navigate a simple familiar route using a joystick or switches, with adult ‘shadow’

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Functional Context :

The pupil will drive the mobility platform off the track & negotiate a route within the school or the grounds; the pupil will drive a powered wheelchair & follow a familiar route to the letterbox or local shop