



Communication & Interaction Sample Pages

Our Communication and Interaction framework has been developed to help support schools show progress and identify next steps within communication and interaction. The framework will help schools work more closely with their Speech and Language Therapist (SALT)





Connecting Steps

Connecting Steps is B Squared's Assessment Software that uses our wide range of assessment frameworks. It has been designed to make assessment and tracking progress easier.

“Connecting Steps has enabled all teachers to clearly track, monitor and report on pupil progress at all levels of attainment”

Brandon Mills, Deputy Head Teacher, Brookfields School

Connecting Steps is our robust, proven assessment software package. Trusted in over 3000 schools around the world. Designed to work with pupils of different ages and abilities by using different assessment frameworks. Schools can assess mainstream pupils and their pupils with SEND in one system.

To find out how Connecting Steps can make a difference in your school go to the website below to arrange a free online meeting. We can show you how Connecting Steps works, what frameworks are right for you and the benefits to your school.

www.bsquared.co.uk/meetings

Our Assessment Software

Connecting Steps is our easy to use, cloud based assessment software. It is designed to save teachers time by giving teachers feedback which can then be used in planning, reports and other documents. Below are just a few reasons to use Connecting Steps

“B Squared has been an asset in our school development over the last 2 years”

Lisa Bird, Headteacher, Elmsleigh Infant & Nursery School

Levels of Achievement

Within Connecting Steps are different levels of achievements. Teachers can record more than just achieved or not achieved. Each school can choose how many of these they wish to use and turn off the ones they don't want. This will depend on the type of school, type of pupils and the levels of attainment the pupils are working at.

| |
|--------------------------------|
| Encounter |
| Awareness |
| Attention & response |
| Engagement |
| Participation |
| Involvement |
| Gaining skills & understanding |
| Mastered |

Non-linear Progress

Schools need to assess a wider range of development, they need to show progress in a non-linear way and they need more flexibility to suit the development and individual progress for pupils with SEND. Connecting Steps features a number of reports for showing non-linear progress so schools are not left being unable to report the progress pupils with SEND make.

Simple Reporting

Teachers can instantly produce a range of reports designed to be shared with parents or professionals. The information is displayed clearly and simply to help increase parental engagement. The Connecting Steps Analysis Module allows leaders to build graphs for different cohorts in a few clicks. Tailored for each curriculum, the graphs are designed to present information clearly and concisely.

Paper Assessment Products

Our paper assessment files are still available for the following frameworks:

- Early Steps
- Progression Steps (Core, Core Plus and Foundation)
- Primary Steps (Core, Core Plus and Foundation)
- Autism Progress

Sample Pages

The samples over the next few pages are designed to give you an overview of Communication & Interaction.



They show the different areas covered by this assessment framework and cover a range of ability levels.

Name:

Started:..... Completed:.....

Using Spoken Language

- | | | |
|---|---|--|
| <input type="checkbox"/> Communicates in a fluent manner about familiar topic or an event | <input type="checkbox"/> In isolation, correctly pronounces the triphthong phonemes, e.g. /aɪə/ as in the ⟨ire⟩ in 'fire', /aʊə/ as in the ⟨oyer⟩ in 'employer', /ɔɪə/ as in the ⟨ayer⟩ in 'player', /eɪə/ as in the ⟨our⟩ in 'hour', /əʊə/ as in the ⟨ower⟩ in 'mower', etc. | <input type="checkbox"/> Says a single sound for 15+ graphemes |
| <input type="checkbox"/> In everyday speech, uses the //voiced consonant phoneme, which is used to say: 'leaf', 'pill', 'sole', 'devil', 'trial', 'novel', 'useful', etc. | <input type="checkbox"/> Joins in a rote chant of the alphabet | <input type="checkbox"/> Says a single sound for 20+ graphemes (PKSS) |
| <input type="checkbox"/> In everyday speech, uses the triphthong phonemes, e.g. /aɪə/ as in the ⟨ire⟩ in 'fire', /aʊə/ as in the ⟨oyer⟩ in 'employer', /ɔɪə/ as in the ⟨ayer⟩ in 'player', /eɪə/ as in the ⟨our⟩ in 'hour', /əʊə/ as in the ⟨ower⟩ in 'mower', etc. | <input type="checkbox"/> Links sounds to letters, naming and sounding the letters of the alphabet | <input type="checkbox"/> Says sounds for the 40+ graphemes, including one grapheme for each of the 40+ phonemes (PKSS) |
| <input type="checkbox"/> In isolation, correctly pronounces the //voiced consonant phoneme, which is used to say: 'leaf', 'pill', 'sole', 'devil', 'trial', 'novel', 'useful', etc. | <input type="checkbox"/> Responds speedily by saying or communicating the correct sound for all letters of the alphabet | <input type="checkbox"/> Says the letter name of a sound to help when writing a word with support |
| | | <input type="checkbox"/> Sounds each letter out |
| | | <input type="checkbox"/> Speaks clearly and audibly with confidence and control |
| | | <input type="checkbox"/> Speaks clearly enough to be understood by familiar and unfamiliar people |

Understanding Spoken Language

- | | | |
|---|--|--|
| <input type="checkbox"/> Attempts to write words using letter sound knowledge | <input type="checkbox"/> Identifies words beginning with letter sounds from their name | <input type="checkbox"/> Relates letter sound to letter name |
| <input type="checkbox"/> Finds a discrete phoneme from a range offered | <input type="checkbox"/> Links some upper- and lower-case letters, e.g. ones relating to letters and sounds they have learnt | <input type="checkbox"/> States the position of a given phoneme, e.g. the beginning, middle or end of a word |
| <input type="checkbox"/> Hears and says some of the initial sound in words and knows which letters represent some of the sounds | <input type="checkbox"/> Listens to, and copies, the sound of words | <input type="checkbox"/> Sustains attentive listening |
| <input type="checkbox"/> Hears the final letter sound of a word | <input type="checkbox"/> Participates willingly when exploring the sounds of language | |
| <input type="checkbox"/> Identifies the initial sound of spoken words | <input type="checkbox"/> Recognises a discrete phoneme | |

Name:

Started:..... Completed:.....

Using Signed Language

- | | | |
|---|---|---|
| <input type="checkbox"/> Asks a simple "What ... ?" question, using hand signs <input type="checkbox"/> Asks for more of something with signs <input type="checkbox"/> Communicates 'Please' and 'Thank you', using signs, when reminded <input type="checkbox"/> Communicates 'Sorry', using signs, when reminded <input type="checkbox"/> Communicates two signs together | <input type="checkbox"/> Expresses what they are going to do, using hand signs <input type="checkbox"/> Fingerspells first letter of own name <input type="checkbox"/> Indicates a preference when provided with two pictures of equally-liked activities <input type="checkbox"/> Indicates a preference when provided with two pictures of equally-liked items | <input type="checkbox"/> Introduces new topics to conversations, using hand signs <input type="checkbox"/> Points and shows objects to others <input type="checkbox"/> Signs 'me' and 'mine' <input type="checkbox"/> Uses signs to introduce topics, maintain conversation, request information, predict events, describe objects and socialize with others |
|---|---|---|

Understanding Signed Language

- | | | |
|---|--|--|
| <input type="checkbox"/> Answers yes/no questions using gestures or facial expressions when working with a member of staff <input type="checkbox"/> Answers yes/no questions using rough signs when working with a member of staff | <input type="checkbox"/> Answers yes/no questions using signs, gestures or facial expressions when being asked about objects, people or occasions that are familiar to them <input type="checkbox"/> Imitates a range of hand movements that are used to sign | Recognises the signs for: <input type="checkbox"/> - ball <input type="checkbox"/> - car <input type="checkbox"/> - sock <input type="checkbox"/> - spoon <input type="checkbox"/> Takes turns in conversations, using hand signs |
|---|--|--|

Name:

Started:..... Completed:.....

Using Symbols

- | | | |
|--|---|---|
| <input type="checkbox"/> Attracts attention <input type="checkbox"/> Attracts attention from a member of staff when they want something <input type="checkbox"/> Indicates a preference when provided with two equally-liked items | <input type="checkbox"/> Initiates social game <input type="checkbox"/> Perseveres by repeating action for reward in social game | <input type="checkbox"/> Rejects interaction/an object by turning their head or pushing away when provided with a disliked activity <input type="checkbox"/> Undertakes an action intentionally which make something happen in order to elicit a specific response |
|--|---|---|

Understanding Symbols

- | | | |
|---|--|--|
| <input type="checkbox"/> Anticipates a routine demonstrating an expectation of familiar actions when given a visual cue | <input type="checkbox"/> Anticipates a routine demonstrating an expectation of familiar actions when given an auditory cue | <input type="checkbox"/> Looks backwards and forwards between two objects, i.e. knows that two objects are present |
|---|--|--|

Name:

Started:..... Completed:.....

Using Vocabulary, Parts of Words & Grammatical Structures

- | | | |
|--|---|--|
| <input type="checkbox"/> Applies knowledge of plurals, sometimes incorrectly, e.g. mouses | <input type="checkbox"/> Identifies common items by using familiar group names, e.g. plants, animals, etc. | <input type="checkbox"/> Says forename (or nickname) and surname when asked: 'What is your name?' |
| <input type="checkbox"/> Applies knowledge of tense, sometimes incorrectly, e.g. runned | <input type="checkbox"/> Identifies whether there are one, two or three objects in a group of objects | <input type="checkbox"/> Says the number names to 5 in the correct order (e.g. in a song or by joining in with the teacher) (PKSS) |
| <input type="checkbox"/> Begins to use compound sentences, full prepositional clauses in sentences, and simple infinitives, e.g. Her bag is red and yellow, I put away the books in the tray, I want to play, etc. | <input type="checkbox"/> Joins in rote counting to ten | <input type="checkbox"/> Segments the sounds in simple words |
| <input type="checkbox"/> Communicates the terms 'I', 'you' and 'me' correctly | <input type="checkbox"/> Joins in with repeated refrains | <input type="checkbox"/> Uses 'because' and 'so' to indicate cause-and-effect relationships |
| <input type="checkbox"/> Describes an object they are familiar with, giving several properties | <input type="checkbox"/> Makes sentences that are three or four words long | <input type="checkbox"/> Uses comparative language when talking about two objects, e.g. taller, shorter, longer, wider, etc. |
| <input type="checkbox"/> Echoes a member of staff slowly sounding out CVC words | <input type="checkbox"/> Makes short statements or phrases in the past tense | <input type="checkbox"/> Uses isolated words and phrases and/or gestures to communicate with those well known to them |
| <input type="checkbox"/> Enjoys rhyming and rhythmic activities | <input type="checkbox"/> Makes statements or phrases in future tense | <input type="checkbox"/> Uses mental verbs, e.g. think, remember, pretend, etc. |
| <input type="checkbox"/> Expresses at least three key words, signs or symbols to communicate information | <input type="checkbox"/> Makes statements or phrases in past tense | <input type="checkbox"/> Uses term 'that' to refer to object in view |
| <input type="checkbox"/> Expresses the conjunction 'and' when adding information during a discussion | <input type="checkbox"/> Modifies noun and verb phrases and by using word endings to create more complex sentences | <input type="checkbox"/> Uses the following pronouns correctly: 'its', 'him', 'myself', 'yourself', 'our', 'ours', 'their' and 'theirs' |
| <input type="checkbox"/> Expresses the conjunction 'and' when linking ideas during a discussion | <input type="checkbox"/> Names common objects in a three-word string, e.g. Tom go bike | <input type="checkbox"/> Uses the following pronouns correctly: 'they', 'them', 'us', 'his', and 'hers' |
| <input type="checkbox"/> Generates a rhyming word to orally complete a sentence | <input type="checkbox"/> Names some days of the week | <input type="checkbox"/> Uses words and/or gestures, including body language such as eye contact and facial expressions to communicate |
| <input type="checkbox"/> Gives a simple two-word answer when imagining 'what might happen if?' | <input type="checkbox"/> Orally segments words | <input type="checkbox"/> Uses words to indicate relative time (e.g. before/after) and absolute time (e.g. yesterday/last Sunday) in narratives |
| | <input type="checkbox"/> Orders auxiliary verb correctly in questions and negatives, e.g. 'What are you doing?', 'She cannot swim.', etc. | |
| | <input type="checkbox"/> Repeats counting to five | |

Understanding Vocabulary, Parts of Words & Grammatical Structures

- | | | |
|---|--|--|
| <input type="checkbox"/> Compares two sets of (up to 5) counters pointing to the group that contains fewer/greater | <input type="checkbox"/> Demonstrates understanding of positional words, e.g. on, in, under, etc. | <input type="checkbox"/> Shows an awareness of comparative terms |
| <input type="checkbox"/> Compares two sets of (up to 5) counters pointing to the group that contains less/more | <input type="checkbox"/> Joins in rhymes by saying last word of each line or phrase | Understands positional words: |
| <input type="checkbox"/> Compares two sets of (up to 5) counters pointing to the group that contains smaller/larger | <input type="checkbox"/> Points to objects and pictures when they are named | <input type="checkbox"/> - behind |
| | <input type="checkbox"/> Repeats one series of two numbers after a member of staff has spoken them, e.g. says 'seven, three' after hearing it said | <input type="checkbox"/> - in front of |
| | | <input type="checkbox"/> - next to |
| | | <input type="checkbox"/> - by |

Name:

Started:..... Completed:.....

Creating Shared Meaning

- | | | |
|--|---|---|
| <input type="checkbox"/> Adds their opinion to a discussion <input type="checkbox"/> Adds to an idea of another person <input type="checkbox"/> Asks simple questions to obtain information, e.g. about events/experiences <input type="checkbox"/> Attempts to negotiate <input type="checkbox"/> Communicates simple statements about personal matters, e.g. why they do/do not like doing something | <input type="checkbox"/> Communicates simple views on what they have done/seen/read <input type="checkbox"/> Has emerging self-confidence to speak to others about wants and interests <input type="checkbox"/> Initiates a simple conversation about events that have happened to them or others <input type="checkbox"/> Link statements and sticks to a main theme or intention <input type="checkbox"/> Maintains topics for an average of five turns | <input type="checkbox"/> Modifies communication to correct misunderstanding <input type="checkbox"/> Shows understanding of what information needs to be included during conversations to aid the perspective of the listener <input type="checkbox"/> Tries to give a reason for their own opinion |
|--|---|---|

Understanding Shared Meaning

- | | | |
|--|--|---|
| <input type="checkbox"/> Answers questions about an experience, with support <input type="checkbox"/> Answers questions about instructions heard <input type="checkbox"/> Answers questions about new information <input type="checkbox"/> Answers questions related to their experience <input type="checkbox"/> Attempts to answer 'why?' questions <input type="checkbox"/> Demonstrates understanding of instructions issued to a group <input type="checkbox"/> Follows a verbal directional instruction, e.g. go through the gate at the end of the path | <input type="checkbox"/> Follows two unrelated instructions <input type="checkbox"/> Hears and understands most of what is said <input type="checkbox"/> Identifies at least three items from a common category, e.g. says: 'apples, eggs and bread' when a member of staff asks for three things you can eat <input type="checkbox"/> Listens and responds to simple requests <input type="checkbox"/> Listens to and answers simple questions about personal details, personal experiences and personal events | <input type="checkbox"/> Offers an appropriate word to complete a sentence e.g. truck/lorry, jacket/coat <input type="checkbox"/> Offers comments without changing the subject <input type="checkbox"/> Pays attention to, and takes account of, other's views <input type="checkbox"/> Retells simple instructions <input type="checkbox"/> States simply what the task is |
|--|--|---|

Name:

Started:..... Completed:.....

Using Written Language

- | | | |
|---|---|--|
| <input type="checkbox"/> Adds a suffix beginning with vowels to word ending -fer <input type="checkbox"/> Distinguishes between less commonly used homophones and near homophones <input type="checkbox"/> Empty Strand <input type="checkbox"/> Explains how the roots or origins of a word may help them with spelling | <input type="checkbox"/> Makes simple, fast written notes <input type="checkbox"/> Spells most common words with silent letters correctly <input type="checkbox"/> Spells most derivational prefixes and suffixes correctly <input type="checkbox"/> Uses a hyphen to join a prefix to a root word, e.g. co-ordinate | <input type="checkbox"/> Uses correct grammar, e.g. subject-verb agreement, consistent use of different tenses, definite and indefinite articles <input type="checkbox"/> Writes legibly and with increasing speed <input type="checkbox"/> Writes neatly, legibly and accurately in a consistent, flowing join up style <input type="checkbox"/> Writes with increased fluency and speed, using the appropriate style of handwriting for purpose |
|---|---|--|

Understanding Written Language

- | | | |
|--|--|--|
| <input type="checkbox"/> Attempts to spell irregular, unfamiliar, non-phonetic words, with some success <input type="checkbox"/> Finds the meaning of an unknown word using reference materials, e.g. glossary/dictionary <input type="checkbox"/> Reads and understands the meanings of a range of specialist words in context, e.g. related to their own area of study | <input type="checkbox"/> Recognises vocabulary typically associated with specific types and purposes of texts, e.g. formal, informal, instructional, descriptive, explanatory and persuasive <input type="checkbox"/> Skims texts using a range of strategies to get the gist and to find key ideas/information <input type="checkbox"/> Uses dictionaries and thesauruses efficiently | <input type="checkbox"/> Uses knowledge of punctuation to aid understanding of straightforward texts |
|--|--|--|

Name:

Started:..... Completed:.....

Using Vocabulary, Parts of Words & Grammatical Structures

- | | | |
|--|--|--|
| <input type="checkbox"/> Builds simple descriptions within their writing, e.g. of a character and setting in a story | <input type="checkbox"/> Completes a sentence written in the present tense by choosing the correct word from a selection | <input type="checkbox"/> Suggests a relevant co-ordinating conjunction to complete a sentence |
| <input type="checkbox"/> Captures what they want to say sentence by sentence | <input type="checkbox"/> Completes a sentence written in the progressive form of the past tense by choosing the correct verb from a selection | <input type="checkbox"/> Suggests a relevant subordinating conjunction to complete a sentence |
| <input type="checkbox"/> Changes simple sentences from the simple past form to the present perfect form with support, e.g. he has gone to the movies - he went to the movies | <input type="checkbox"/> Completes a sentence written in the progressive form of the present tense by choosing the correct verb from a selection | <input type="checkbox"/> Uses a variety of sentence structures |
| <input type="checkbox"/> Checks for appropriate punctuation and vocabulary choices when drafting and writing, e.g. by reading each sentence aloud | <input type="checkbox"/> Demonstrates an awareness of tense in their writing, e.g. changes some tense errors of a word on re-reading or when pointed out to them | <input type="checkbox"/> Uses understandable text language when communicating with a familiar person via a messaging app |
| <input type="checkbox"/> Checks their writing for full stops and capital letter markers for sentences, correcting some after discussion | <input type="checkbox"/> Demonstrates cohesion throughout a piece of writing, e.g. by attempting to keep in the same tense | <input type="checkbox"/> Writes in compound sentences, using common conjunctions to connect clauses, e.g. or, and, but |
| <input type="checkbox"/> Chooses time connectives they wish to include when planning their writing | <input type="checkbox"/> Inserts a comma into a list of three items mostly correctly | <input type="checkbox"/> Writes simple expanded noun phrases to aid description or specification |
| <input type="checkbox"/> Chooses words to change for more exciting vocabulary in their writing | <input type="checkbox"/> Lists key words and phrases to include in their writing | <input type="checkbox"/> Writes simple sentences using different forms, e.g. questions, commands and statements |
| <input type="checkbox"/> Completes a sentence written in the past tense by choosing the correct word from a selection | <input type="checkbox"/> Separates their text into sections or paragraphs with support | |

Understanding Vocabulary, Parts of Words & Grammatical Structures

- | | | |
|---|--|---|
| <input type="checkbox"/> Describes how points are related in a text with support, e.g. having attention drawn to conjunctions such as next, soon, after, etc. | <input type="checkbox"/> Identifies some key features of story book language | <input type="checkbox"/> Suggests missing words in line with the general sentence meaning |
| <input type="checkbox"/> Describes the layout of the text and how it helps the reader, e.g. headings in non-fiction | <input type="checkbox"/> Points out common language used in stories, e.g. once upon a time | <input type="checkbox"/> Understands sentences with more than one clause |
| <input type="checkbox"/> Identifies how information has been presented, e.g. as lists, using labels, etc. | <input type="checkbox"/> Reads and understands organisational markers in short, straightforward texts, e.g. conjunctions/connectives | |

Name:

Started:..... Completed:.....

Creating Shared Meaning

- | | |
|--|---|
| <input type="checkbox"/> Expresses what they are immediately going to do | <input type="checkbox"/> Links two words to convey message |
| <input type="checkbox"/> Introduces new topics to conversations | <input type="checkbox"/> Uses content words so speech sounds "telegraphic", e.g. food gone, teacher happy |

Understanding Shared Meaning

- | | | |
|---|--|---|
| <input type="checkbox"/> Chooses books to "read" independently, mimicking adult reading behaviour and reciting the language of familiar stories | <input type="checkbox"/> Enjoys having books read | <input type="checkbox"/> Looks at pictures in a book |
| <input type="checkbox"/> Delights in repeated readings of favourite stories | <input type="checkbox"/> Hands book to adult to read or share | <input type="checkbox"/> Takes turns with adults during reading times |
| <input type="checkbox"/> Develops an understanding of some of the parts of a book and how to handle books | <input type="checkbox"/> Holds books with the proper orientation and turn pages in the correct direction | <input type="checkbox"/> Turns pages when sharing a book |
| <input type="checkbox"/> Empty Strand | <input type="checkbox"/> Identifies connections between feeling and events in familiar stories, e.g. "Boy sad. Ball gone." | <input type="checkbox"/> Turns several pages at a time |

Name:

Started:..... Completed:.....

Using Faces, Bodies & Sounds

- | | | |
|--|--|--|
| <input type="checkbox"/> Begins to interact with peers in close proximity, e.g. smiling and reaching arms out to touch | <input type="checkbox"/> Looks at another peer when they've been named | <input type="checkbox"/> Refuses an object, activity or foodstuff when given to them by a member of staff, e.g. verbally or physically |
| <input type="checkbox"/> Communicates 'more'/'no more' through two different consistent actions | <input type="checkbox"/> Looks backwards and forwards between two objects, i.e. knows that two objects are present | <input type="checkbox"/> Rejects interaction/an object by turning their head or pushing away when provided with a disliked activity |
| <input type="checkbox"/> Communicates consistent preferences with emotional responses when choices are provided | <input type="checkbox"/> Makes grunting, growling or deep-toned sounds whilst playing with voice | <input type="checkbox"/> Requests physical contact with gestures or vocalisations when playing with peers |
| <input type="checkbox"/> Communicates their wants to an adult by using an individual action or gesture | <input type="checkbox"/> Makes high-pitched squeals | <input type="checkbox"/> Starts to combine vocalisations and gestures |
| <input type="checkbox"/> Communicates their wants to peers by using actions or gestures | <input type="checkbox"/> Moves towards a member of staff to attract attention when not engaged in a task | <input type="checkbox"/> Undertakes an action intentionally which make something happen in order to elicit a specific response |
| <input type="checkbox"/> Continues to express different emotions and meanings with vocal sounds | <input type="checkbox"/> Perseveres by repeating action for reward in social game | <input type="checkbox"/> Uses eye contact as a communication tool along with gestures and vocalisations, e.g. looks back and forth between desired objects and another a member of staff |
| <input type="checkbox"/> Gestures to a familiar person or object consistently when they come into range | <input type="checkbox"/> Protests the conclusion of an activity after working with a member of staff | <input type="checkbox"/> Uses gestures to gain and keep attention and reaching out for what they want |
| <input type="checkbox"/> Imitates hand-clapping with little support when clapping in a group | <input type="checkbox"/> Reacts with heightened expressive response to the suggestion of "More?" when it is accompanied by intonation, gesture or sign | |

Understanding Faces, Bodies & Sounds

- | | | |
|---|---|---|
| <input type="checkbox"/> Attracts attention from a member of staff when they want something | <input type="checkbox"/> Imitates the actions of others during interactive play | <input type="checkbox"/> Responds to the tone of a member of staff's voice and stops activity at least briefly when heard 'no-no' |
| <input type="checkbox"/> Demonstrates a desire to be included in social interactions | <input type="checkbox"/> Imitates the expressions of others during interactive play | <input type="checkbox"/> Understands and responds to some simple gestures from members of staff |
| <input type="checkbox"/> Follows, with eyes, to what someone points to | <input type="checkbox"/> Initiates social game | |

Name:

Started:..... Completed:.....

Expression of Information

- | | |
|--|---|
| <input type="checkbox"/> Handles a range of paper | <input type="checkbox"/> Scribbles on paper without attending to the outcome when prompted by a member of staff |
| <input type="checkbox"/> Scribbles on paper and attends to the marks they have made when prompted by a member of staff | <input type="checkbox"/> Scribbles with either hand |

Expression of Ideas through Art

- | | | |
|---|--|---|
| <input type="checkbox"/> Deliberately makes marks with a variety of materials | <input type="checkbox"/> Picks up a piece of string, with first finger and thumb, after a few attempts | <input type="checkbox"/> Uses a writing implement to intentionally make marks |
| <input type="checkbox"/> Demonstrates horizontal scribble with writing/drawing tool | <input type="checkbox"/> Picks up an object, less than 1 centimetre wide, using the tips of thumb and fingers without resting arm or hand on the surface | <input type="checkbox"/> Uses pincer grip to hold objects |
| <input type="checkbox"/> Demonstrates vertical scribble with writing/drawing tool | <input type="checkbox"/> Picks up an object, less than 1 centimetre wide, using the tips of thumb and fingers—may rest arm or hand on the table while doing it | <input type="checkbox"/> Uses thumb in opposition to the forefinger to grasp a thin object, e.g. crayon, pencil, pen, brush, etc. |
| <input type="checkbox"/> Makes a pictorial representation of an object | <input type="checkbox"/> Uses a range of drawing tools | <input type="checkbox"/> Uses whole hand to hold pencil |
| <input type="checkbox"/> Makes deliberate marks on paper using a pencil or crayon | | |

Expression of Ideas through Performance

- | | | |
|--|---|--|
| <input type="checkbox"/> Changes pitch indiscriminately whilst babbling to themselves or others | <input type="checkbox"/> Initiates actions to achieve desired result (exerting autonomy in variety of contexts) | <input type="checkbox"/> Makes sounds with their voices, e.g. steam train: 'chchch', bumble bee: 'zzzzz' |
| <input type="checkbox"/> Changes volume indiscriminately whilst babbling to themselves or others | <input type="checkbox"/> Joins in with repetition of a story or song independently | <input type="checkbox"/> Makes vocal or body sounds in response to music |
| <input type="checkbox"/> Copies/imitates a sound of an instrument | <input type="checkbox"/> Listens to and engages with a range of music | <input type="checkbox"/> Makes vocal or physical sounds in response to music |
| | | <input type="checkbox"/> Responds to interactive rhymes |

Expression of Self through Personal Presentation

- | | | |
|--|--|---|
| <input type="checkbox"/> Accepts help getting dressed or undressed | <input type="checkbox"/> Holds up shoe to be fastened | <input type="checkbox"/> Puts on any type of appropriate clothing when asked to choose a 'top', e.g. t-shirt/jumper |
| <input type="checkbox"/> Attempts to clean teeth independently | <input type="checkbox"/> Indicates a need for a change of clothes when they have soiled them | <input type="checkbox"/> Puts on any type of clothing when asked to choose 'bottoms', e.g. skirt/shorts/trousers |
| <input type="checkbox"/> Attempts to put on their socks | <input type="checkbox"/> Indicates a need for a change of clothes when they have wet them | <input type="checkbox"/> Puts on shoes, not always correctly |
| <input type="checkbox"/> Attempts to replace hat | <input type="checkbox"/> Lifts foot for shoe, sock, or trouser leg | <input type="checkbox"/> Recognises self in mirror |
| <input type="checkbox"/> Brings both shoes when asked to bring their shoes | <input type="checkbox"/> Opens and closes drawer/door deliberately to get out items of clothing when reminded which drawer they are in | <input type="checkbox"/> Removes unbuttoned shirt/blouse |
| <input type="checkbox"/> Co-operates when having coat put on | <input type="checkbox"/> Picks clothing items from racks or shelves to inspect them closely | <input type="checkbox"/> Requests an item in a different colour, e.g. by pointing to a similar item they are holding that is on a rack in different colours |
| <input type="checkbox"/> Deliberately squeezes tube to release toothpaste (no control over amount) | <input type="checkbox"/> Points to a piece of clothing which is dirty or clean when two obviously different items are shown with verbal prompts, e.g. by vocalising or gesturing | <input type="checkbox"/> Rubs soaped hands together |
| <input type="checkbox"/> Demonstrates preference for a texture of fabric | <input type="checkbox"/> Presses and releases soap from a dispenser getting some soap on their hand with support | <input type="checkbox"/> Selects clothing from a choice of two |
| <input type="checkbox"/> Finds the armholes in a top | <input type="checkbox"/> Pulls off socks | <input type="checkbox"/> Takes off shoes when laces are undone |
| <input type="checkbox"/> Follows one-step direction when getting dressed/undressed | <input type="checkbox"/> Puts clothes on the appropriate part of their body | <input type="checkbox"/> Takes off their unfastened coat |
| <input type="checkbox"/> Follows simple commands with appropriate responses when asked to wash different areas of their body | <input type="checkbox"/> Puts on a front-buttoned shirt without doing up buttons | <input type="checkbox"/> Takes off their unfastened trousers |
| <input type="checkbox"/> Gestures to show which outfit they wish to wear | | <input type="checkbox"/> Turns a new item of clothing around to view it in different ways, e.g. to see the back |
| <input type="checkbox"/> Helps undress by taking off clothes, e.g. socks, hat, shoes, or mittens | | <input type="checkbox"/> Wants to re-wear favourite outfit |
| | | <input type="checkbox"/> Washes hands with assistance |
| | | <input type="checkbox"/> Zips up and down (without having to join or separate the zip) |

Name:

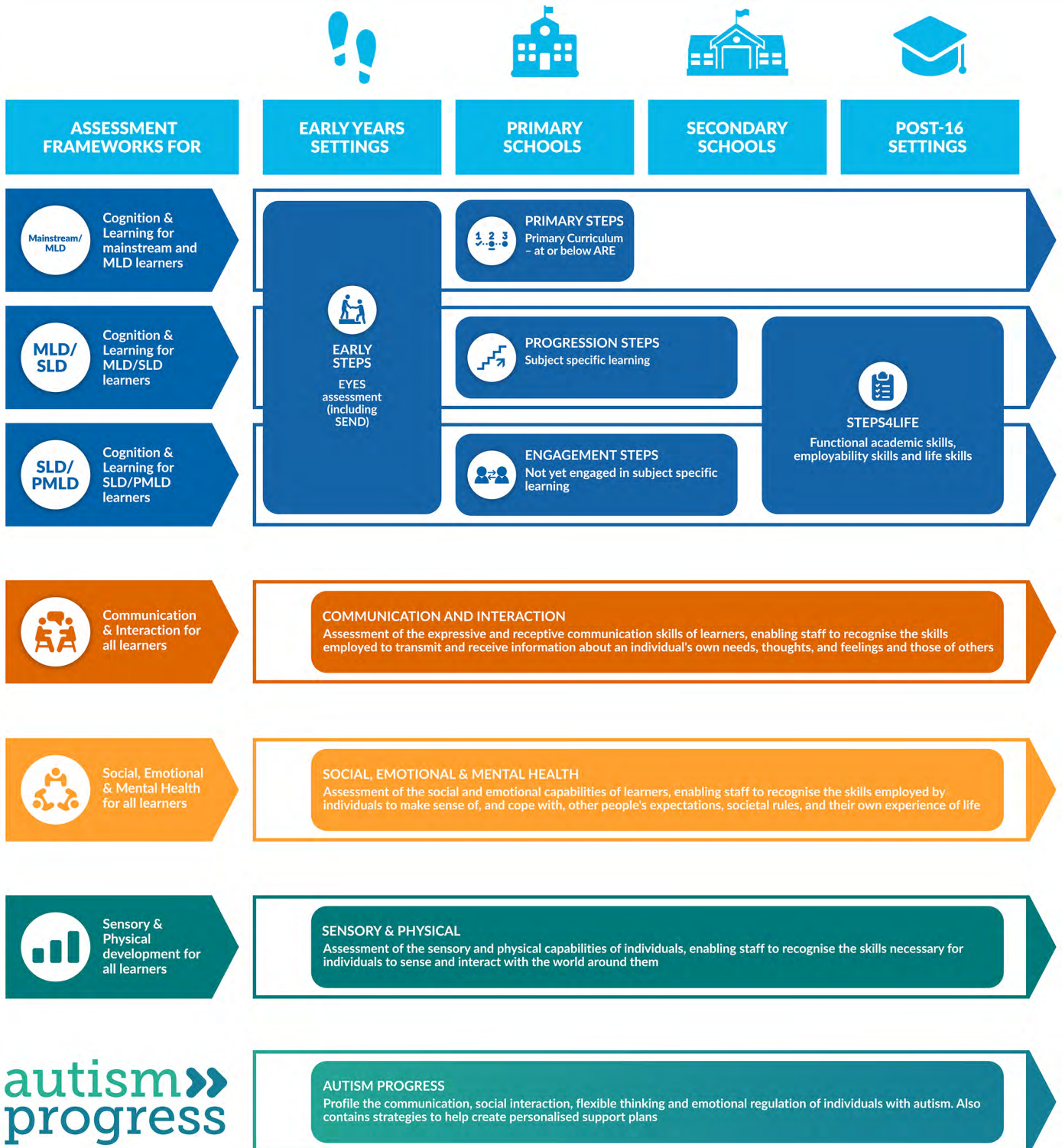
Started:..... Completed:.....

Using Technology to Communicate

- | | | |
|--|--|--|
| <p><input type="checkbox"/> Activates a switch to operate a device, e.g. a fan, a monitor, etc.</p> <p><input type="checkbox"/> Activates a switch to randomly generated audible prompts</p> <p><input type="checkbox"/> Activates a switch to randomly generated visual prompts</p> <p><input type="checkbox"/> Demonstrates understanding that each switch in a two-switch activity will trigger a separate action</p> <p><input type="checkbox"/> During motivating activities, familiar games, and imaginative play activities, uses a high-tech communication aid to express around 15-20 nouns in isolation appropriately and without being prompted, e.g. the names of key people such as Mum or Dad, favoured items such as toy or teddy, frequently visited places such as home or park, and preferred foods and drinks.</p> <p><input type="checkbox"/> During motivating activities, familiar games, and imaginative play activities, uses a high-tech communication aid to express around 15-20 verbs in isolation appropriately and without being prompted, e.g. eat, play, look, want, do, etc.</p> <p><input type="checkbox"/> During motivating activities, familiar games, and imaginative play activities, uses a high-tech communication aid to express around 75 unique words in different ways appropriately and without being prompted</p> | <p><input type="checkbox"/> During motivating activities, familiar games, and imaginative play activities, uses a high-tech communication aid to express the pronoun term 'I' appropriately and without being prompted in order to indicate themselves, e.g. says 'I.' and then reaches for an item to indicate possession, replies with 'I.' in response to a question such as 'Who wants a drink?', or combines the pronoun with another word such as 'I go.' to indicate a turn in a game</p> <p><input type="checkbox"/> During motivating activities, familiar games, and imaginative play activities, uses a high-tech communication aid to express the pronoun term 'it' appropriately and without being prompted in order to indicate an item, e.g. requests or joint-references an item by saying 'It.' and pointing or gazing at an object, or combines the pronoun with another word such as 'I go.' to indicate a turn in a game</p> <p><input type="checkbox"/> During simple interactions, uses a high-tech communication aid to express a range of one-word phrases to a member of staff in order to maintain a conversation about a familiar topic, e.g. when presented with an electronic toy, says 'play' then subsequently says 'go' or 'again' to continue the game</p> <p><input type="checkbox"/> Listens to a recording of themselves and friends with interest</p> | <p><input type="checkbox"/> Matches letters and numbers in print to letters and numbers on a screen</p> <p><input type="checkbox"/> Points to text on the screen</p> <p><input type="checkbox"/> Presses a switch at a specific point with prompts in order to achieve a desired result</p> <p><input type="checkbox"/> Reads symbols on a computer screen</p> <p><input type="checkbox"/> Recognises that certain actions produce predictable results and refines their actions to ensure better results</p> <p><input type="checkbox"/> Select any icon in a 5 by 5 matrix on a digital device, e.g. touch screen</p> <p><input type="checkbox"/> Selects a specific icon in a 3 by 3 matrix on a digital device, e.g. touch screen</p> <p><input type="checkbox"/> Selects any icon in a 3 by 3 matrix on a digital device, e.g. touch screen</p> <p><input type="checkbox"/> Sequences a five-step event on screen</p> <p><input type="checkbox"/> Sequences a four-step event on screen</p> <p><input type="checkbox"/> Sequences a three-step event on screen</p> <p><input type="checkbox"/> Shows frustration when they fail to press the access/control device at the desired point (shows awareness but not control)</p> <p><input type="checkbox"/> Touches a specific image on a screen</p> <p><input type="checkbox"/> Understands that they need to push the switch at a particular point (in time or space) to achieve a desired result</p> <p><input type="checkbox"/> Watches self on a clip and communicates recognition</p> |
|--|--|--|

Our Assessment Frameworks

The image below gives an overview of the different frameworks available within Connecting Steps.



Our Assessment Frameworks

Each assessment framework has to align to the curriculum it is based on. This means our frameworks use a range of level structures. The image below shows a comparison between our different frameworks.

| STATUTORY FRAMEWORKS | | | B SQUARED ASSESSMENT FRAMEWORKS | | | | | | |
|------------------------|-------------------------|------------|---------------------------------|-------------------|---------------------|-------------------------|------------|-----------------|----------------------|
| P Levels and NC Levels | Pre-Key Stage Standards | | Early Steps | Engagement Steps | Progression Steps | Primary Steps | Steps4Life | Autism Progress | Broad Areas of Need |
| NC 7 | | | | | Progression Step 10 | | | | Level 16 (13–15 yrs) |
| NC 6 | | | | | Progression Step 9 | Greater Depth & Breadth | | Level 2 | Level 17 |
| NC 5 | | | | | | | | Level 16 | Level 15 (11–13 yrs) |
| NC 4 | | | | | Progression Step 8 | Year 6 | Level 1 | Level 15 | Level 14 (9–11 yrs) |
| | | | | | | Year 5 | | | |
| NC 3 | | | | | Progression Step 7 | Year 4 | Entry 3 | Level 14 | Level 13 (7–9 yrs) |
| NC 2 | NC 2a | | | | | Year 3 | | | |
| | NC 2b | Standard 6 | | | Progression Step 6 | | | | |
| | NC 2c | Standard 5 | | | Progression Step 5 | Year 2 | Entry 2 | Level 13 | Level 12 (6–7 yrs) |
| NC 1 | NC 1a | | Exc. ELG | | Progression Step 4 | Year 1 | Entry 1 | Level 12 | Level 11 (5–6 yrs) |
| | NC 1b | Standard 4 | ELG | | Progression Step 3 | Progression Step 3 | | | |
| | NC 1c | Standard 3 | 40–60 months | | | | Step 7 | Level 11 | Level 10 (4–5 yrs) |
| P8 | | | 30–50 months | | Progression Step 2 | Progression Step 2 | | Level 10 | Level 9 (3–4 yrs) |
| P7 | Standard 2 | | 22–36 months | Engagement Step 6 | | | Step 6 | Level 9 | Level 8 (2½–3 yrs) |
| P6 | | | 16–26 months | | Progression Step 1 | Progression Step 1 | | Level 8 | Level 7 (2–2½ yrs) |
| P5 | Standard 1 | | 8–20 months | Engagement Step 5 | | | Step 5 | Level 7 | Level 6 (18–24 mths) |
| P4 | | | 0–11 months | Engagement Step 4 | | | Step 4 | Level 6 | Level 5 (12–18 mths) |
| P3(ii) | | | | Engagement Step 3 | | | Step 3 | Level 5 | Level 4 (9–12 mths) |
| P3(i) | | | | Engagement Step 2 | | | Step 2 | Level 4 | Level 3 (6–9 mths) |
| P2(ii) | | | | | | | | Level 3 | Level 2 (3–6 mths) |
| P2(i) | | | | | | | | Level 2 | Level 1 (0–3 mths) |
| P1(ii) | | | | | | | | Level 1 | |

Cognition and Learning

Early Steps

Our EYFS assessment covers the range from birth to the Exceeded Early Learning Goals (ELG) across all seven areas –Mathematics, Literacy, Physical Development, Communication and Language, PSED, Understanding the World, Expressive Arts and Design.

Engagement Steps

Engagement Steps is our new formative assessment framework for pupils not yet engaged in subject-specific learning. It comprises four sections which reflect the four broad areas of need and includes the 7 areas of engagement. This framework will help teachers to record the achievements of pupils who are working profoundly beneath age-related expectations and who are working on an informal curriculum.

Primary Steps

Our Primary assessment breakdown structure is based on the 2014 National Curriculum. If you are looking at using B Squared assessment with both mainstream and SEN pupils in a Primary setting then the Primary Steps works well for you. It includes the End of Year Outcomes and the first 3 levels of our Progression Steps for pupils working below Year 1.

Core Subjects

English, Maths and Science

Plus Subjects

Computing, PSHE (including Relationships) and PE

Foundation Subjects

Art & Design, DT, Geography, History, Languages, Music and Religious Education

Progression Steps

Progression Steps is our new formative assessment framework for pupils who are engaging with subject-specific learning. It will over time comprise books which reflect the four broad areas of need. This framework covers the ability range identified by the new pre-key stage standards.

Core Subjects

English, Maths and Science

Plus Subjects

Computing, PSHE (including Sex & Relationships and Citizenship) and PE

Foundation Subjects

Art & Design, DT, Geography, History, Languages, Music and Religious Education

Steps4Life

Steps4Life is our new framework for individuals with SEND who are working towards independent living. It is primarily designed to be used from Key Stage 4 onwards. Some individuals will be working towards independent living, with employment while others will be working towards semi-independent living and others will be in supported living. The Steps4Life covers a wide range of areas and a wide ability range, it includes 7 levels that are the equivalent of P1 to P8 which replace the old Milestones, Entry Levels 1, 2 and 3 and RQF Level 1 and 2.

Academic Skills

English, Maths, PSD (including Sex & Relationships) and Digital Skills

Life Skills

Food, Self-Care, Independence, Travel

Employability Skills

Choosing a Job, Getting a Job, Rights, Workplace Skills and Workplace Routines

Communication & Interaction

Communication & Interaction is our new framework for individuals with SEND who need support with their communication and interaction. The framework is designed to support all pupils with SEND and will help schools breakdown larger targets into smaller steps so they can demonstrate progress. The framework also promotes closer relationships between schools and Speech and Language Therapists (SALT) The framework covers from birth to a typical development range of a 15 year old.

Social, Emotional and Mental Health (SEMH)

We are currently developing this framework, this is planned for release in early 2021

Sensory and Physical

Once we have completed development of the SEMH framework, we will start development on the Sensory and Physical framework

Autism Progress

We recognised a need for an assessment tool which could be used by all to assess the impact of a person's autism. Using autism descriptors already created by B Squared, the developers at Autism Progress have created a set of progressive levels in the following areas of autism—Communication, Flexibility of Thought, Social Interaction, Emotional Regulation

***“Connecting Steps was crucial in securing our
Outstanding OFSTED Inspection”***

Lisa Bird, Headteacher, Elmsleigh Infant & Nursery School

To find out how Connecting Steps can make a difference in your school go to the website below to arrange a free online meeting. We can show you how Connecting Steps works, what frameworks are right for you and the benefits to your school.

www.bsquared.co.uk/meetings



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www.bsquared.co.uk/meetings

Or get in touch with us...

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