

1

Notices stimuli

2

Reacts to close
contact with
familiar adult



3

*Responds to
very obvious
stimulus*

4

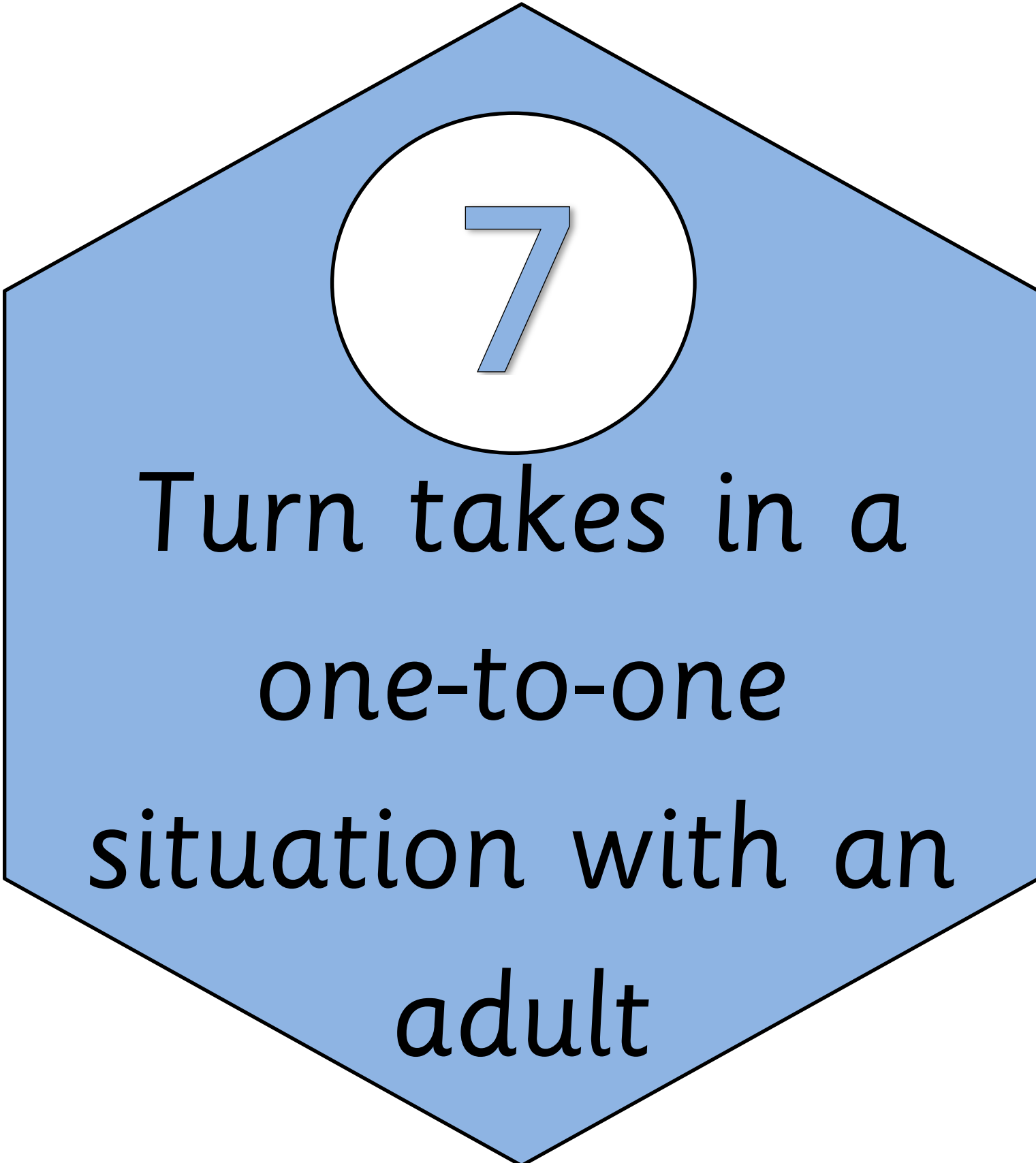
Demonstrates brief
memory for
previously presented
stimulus

5

Responds to
familiar voice or
other personal
identifier

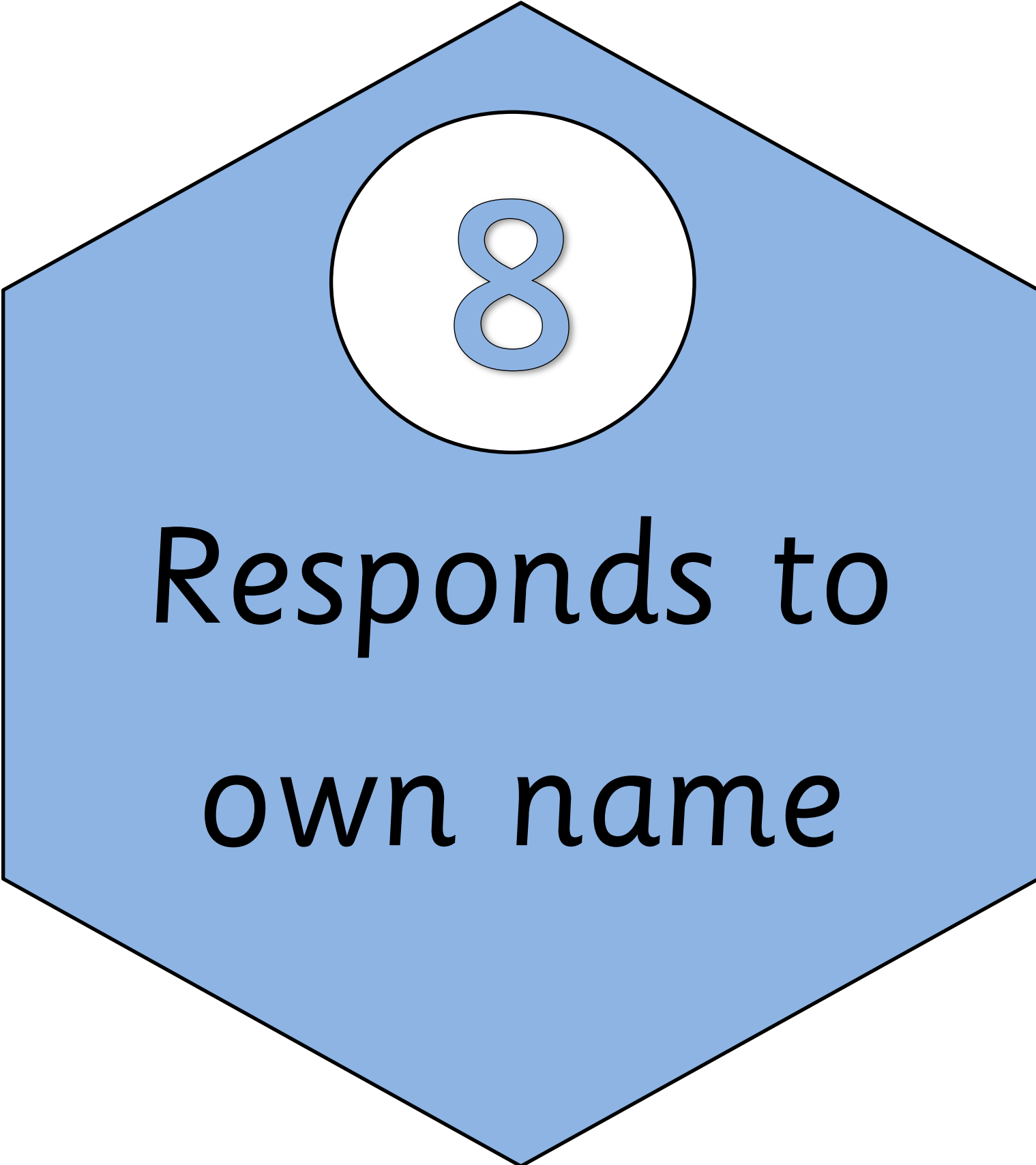
6

*Responds to a
range of stimuli*



7

Turn takes in a
one-to-one
situation with an
adult



8

*Responds to
own name*



9

Responds
consistently to
one stimulus

10

*Briefly follows a
moving stimulus*

11

*Shows behaviour
which can be
interpreted as
rejection of some
stimuli*

12

*Responds
differently to
different stimuli*

13

*Terminates
interaction with
an adult*

14

*Anticipates
repetitively
presented
stimulus*

15

*Objects to the
end of an
interaction*

16

*Explores the
environment with
assistance*

17

*Anticipates
familiar social
routines*

18

*Redirects
attention to a
second object*

19

Random

activities cause

effect

20

*Looks briefly after
a disappearing
object*

21

*Responds with
support to a
reactive
environment*

22

Communicates

“more”

23

Contingency

Responding



24

*Purposeful action
in everyday
environment*

25

*Changes behaviour
in response to an
interesting event
nearby*

26

Contingency

Awareness

27

*Intentionally
explores the
environment*

28

Communicates “more”
and “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*

31

Repeats an action
when first attempt
is unsuccessful

32

*Attracts
attention*

33

*Initiates a social
interaction/
game*

34

Object

Permanence

35

Does two different
actions in sequence
to get a reward



36

Selects from
two or more
items

37

Communicates
choice to
attentive adult

38

*Modifies action
when repeating
action does not
work*

39

*Deliberately gains
the attention of
another person to
satisfy a need*



40

Shares

attention

41

*Expresses preference
for items not
present via symbolic
means*

42

Early problem
solving – tries new
strategies when old
one fails

43

Exerts autonomy in
a variety of
contexts