

Quest for Learning Quest Map and Experiences and Outcomes

Quest level	Es and Os
1 Notices stimuli	HWB 0-19A
2 Reacts to close contact with familiar adult	HWB 0-45A, HWB 0-44A, HWB 0-44B
3 Responds to very obvious stimulus	HWB 0-04A
4 Demonstrates brief memory to previously presented stimulus	HWB 0-19A
5 Responds to familiar voice or other personal identifier	HWB 0-45A, HWB 0-47A, LIT 0-04A
6 Responds to a range of stimuli	HWB 0-04A, HWB 0-19A
7 Turn takes in a one-to-one situation with an adult	LIT 0-02A, ENG 0-03A
8 Responds to own name	HWB 0-47A, HWB 0-01A
9 Responds consistently to one stimulus	HWB 0-19A
10 Briefly follows a moving stimulus	HWB 0-19A, HWB 0-21A
11 Shows behaviour which can be interpreted as rejection of some stimuli	LIT 0-09A
12 Responds differently to different stimuli	LIT 0-09A
13 Terminates interaction with an adult	LIT 0-09A, LIT 0-10A
14 Anticipates repetitively presented stimulus	HWB 0-19A
15 Objects to the end of an interaction	HWB 0-01A
16 Explores the environment with assistance	SOC 0-07A, SCN 0-12A
17 Anticipates familiar social routines	HWB 0-45B
18 Redirects attention to a second object	HWB 0-19A
19 Random activities cause effect	SCN 0-07A
20 Looks briefly after a disappearing object	MUN 0-01A
21 Responds with support or prompt to a reactive environment	HWB 0-19A, SCN 0-15A

22	Communicates “more”	HWB 0-01A
23	Contingency Responding	TCH 0-01A, SCN 0-07A
24	Purposeful action in everyday environment	SCN 0-07A
25	Changes behaviour in response to an interesting event nearby	HWB 0-04A
26	Contingency Awareness	TCH 0-01A, SCN 0-07A
27	Intentionally explores the environment	SOC 0-07A
28	Communicates “more” and “no more” through two different consistent actions	HWB 0-01A
29	‘Looks’ backwards/forwards between two objects, (knows two objects are present)	MUN 0-01A
30	Perseveres by repeating action for reward in social game	LIT 0-02A, ENG 0-03A, HWB 0-45B
31	Repeats an action when the first attempt is unsuccessful	HWB 0-45B, LIT 0-02A
32	Attracts attention	HWB 0-10A, HWB 0-13A
33	Initiates a social interaction/game	HWB 0-10A, HWB 0-13A
34	Object Permanence	MUN 0-01A, MUN 0-17A
35	Does two different actions in sequence to get a reward	TCH0-01A, SCN 0-07A
36	Selects from two or more items	HWB 0-19A
37	Communicates choice to attentive adult	HWB 0-19A
38	Modifies action when repeating action does not work	SCN 0-07A
39	Deliberately gains the attention of another person to satisfy a need	HWB 0-01A
40	Shares attention	HWB 0-01A, HWB 0-44A
41	Expresses preference for items not present via symbolic means	LIT 0-01B, LIT 0-11B
42	Early problem solving – tries new strategies when old one fails	TCH 0-01A, SCN 0-07A, HWB 0-07A
43	Exerts autonomy in a variety of contexts	HWB 0-01A, HWB 0-07A