**Creative – Pre-formal Curriculum**

**Creative**

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**Pre-Formal Curriculum**

**Intent - What are we trying to achieve through our curriculum?**

The Creative Pre-Formal Pathway curriculum;

* acknowledges that learning for PMLD learners is best done holistically rather than as a series of separate skills and subject areas - all parts of the curriculum are interconnected,
* recognises that the arts can be a major vehicle for sensory and cognitive development because many PMLD learners have not acquired language and therefore benefit from non-linguistic, sensory teaching approaches when working on the Creative curriculum.,
* acknowledges the importance of the principle of “doing with” rather than “doing to” for PMLD learners taking part in creative activities,
* recognises that learners with Profound and Multiple Learning Difficulties (PMLD) benefit from the opportunities that the arts offer for joint ventures and inclusive experiences,
* acknowledges that PMLD learners are likely to require lengthy periods of time to repeat, practise and consolidate skills. Curriculum input must be related to prior learning and experience,
* recognises that performance is an important element of the creative pre-formal curriculum, but it is important that we should aim to consider the process as well as the product when planning them,
* acknowledges the importance of being aware of the principle of doing all creative activities “with” a learner rather than doing them “to” the learner,
* recognises that teachers will benefit from consulting and collaborating with other professionals e.g. music and drama-therapists, OT and SaLT in order to obtain maximal access to creative activities,
* recognises that the curriculum must be personalised and individualised. PMLD learners need to access highly intensive personalised learning, using specialised teaching approaches. Such personalised learning approaches will aim to develop learners’ levels of engagement by finding out what motivates and engages them,
* recognises the opportunity the arts give to address Quality of Life issues for PMLD learners.
* recognises PMLD learners’ need for a high level of quality and individualised sensory stimulation.
* Recognises that creative approaches encourage playful and social opportunities
* Acknowledge the learner’s preferences, interests and motivations and provide opportunities to make choices.

**Aims;**

**Art**

* We aim to encourage, and facilitate our PMLD learners to make art for themselves, ensuring that learners are participants rather than merely observers.
* We aim to ensure that learners are not treated as objects to do things to e.g. making learners put their hands in paint in order to create a picture.
* We aim to set up Art sessions so that learners can affect the development of the work without adult intervention or support.
* We aim to offer learners sensory experiences relating to a wide range of materials to explore and manipulate,
* We aim to offer alternative materials to the learner to encourage new experiences, recognising that the learner should be free to accept or reject the offer, but repeating the offer several times in case the learner has changed his mind.
* We aim to offer learners cognitive experiences derived from combining materials,
* We aim to focus on the quality of the process of both the sensory experiences relating to the materials and the cognitive

experiences derived from combining materials. This is far more important than the quality of the finished work.

* We aim to be aware of the different levels of engagement and responsiveness in any creative forms—e.g. pre-intentional, reciprocal and intentional

**Music**

* We aim to give access to every learner to make sounds, allowing learners to make their own decisions about when and if they join in, ensuring that this is the learner's decision, not the supporting member of staff.
* We aim to be aware of the different levels of engagement and responsiveness in any creative forms—e.g. pre-intentional, reciprocal and intentional
* We aim to develop learners’ sound production and vocal imitation skills,
* We aim to use music to support learners to support social interaction. Learners are supported to tolerate the closeness of another person and develop their enjoyment of being with others.
* We aim to use music to develop early communication, such as meaningful eye contact, body language, facial expression, anticipation and turn-taking.
* Acknowledge the skills and talents that the children and young people already have and give them opportunities to demonstrate these talents.
* We aim to develop and refine learners’ understanding of cause and effect, both socially (how their behaviour affects others) and physically (how their behaviour affects the environment, especially through the sounds they are producing),
* We aim to develop learners’ self-esteem from knowing that the person interacting with them is also enjoying the interaction i.e. they want to be there
* We aim to use different genres and styles of music to explore preferences and wider exposure to other kinds of music including songs in different languages (the languages of the school, the community, the world)
* We aim to use music throughout the curriculum as well as during dedicated music lessons.

Music may be used throughout the day for;

* + Sound cues to signal transitions during the classroom routine
	+ Classroom interventions such as musical Interaction and Tacpac - a sensory communication resource using touch and music used to align the senses and develop communication skills
	+ Movement to music and dance sessions,
	+ During massage and mindfulness sessions—but silence is golden—in other words we need to appreciate pauses and silences are important parts of music development
	+ As part of play, harnessing the skills of staff musicians in class.

**Drama**

* We aim to enable learners to experience opportunities for repetition through the use of “Call and Response” as a language teaching tool in drama,
* We aim to follow the principle of “doing with” rather than “doing to” during drama activities,
* We aim to be aware of the different levels of engagement and responsiveness in any creative forms—e.g. pre-intentional, reciprocal and intentional
* We aim to develop communication skills such as interactive communication and personal autonomy and encourage a sense of self and of others
* We aim to support play skills (elemental play) and provide meaningful opportunities for pupils to encounter role
* We aim to provide an opportunity to label emotions and support emotional literacy
* We aim to be aware of the different levels of engagement and responsiveness in any creative forms—e.g. pre-intentional, reciprocal and intentional
* Support our staff to take drama seriously so that they can take a full and active part as ‘actors’ (taken from semi-formal)

**Dance**

* We aim to adopt the principle of “doing with” rather than “doing to” during dance sessions. We recognise that there is a risk staff members take control and are in charge of the movement e.g. during a wheelchair dance session, being responsive and sympathetic to the learner’s feelings and emotions and monitoring how they are physically reacting to the experience.
* We aim to use interventions such as intensive interaction to support pupils to make a meaningful contribution to dance sessions.
* We aim to use dance to enable pupils free expression
We aim to promote awareness of space and individual movement
* We aim not to confine our understanding of dance to movement that the able bodied can do e.g. learners in wheelchairs may respond to rhythmic music when out of their chairs on a resonance board.
* We aim to be aware of the different levels of engagement and responsiveness in any creative forms—e.g. pre-intentional, reciprocal and intentional

**Curriculum Design;**

For learners at EYFS and in Year 1 the Pre-Formal Pathway curriculum for Creativity is informed by the content of the Early Years Foundation Stage for learners aged below 11 months. This recognises that learners working at this level need to explore the world and develop a range of ways to communicate before they can express their own ideas formally through arts and design. Learners explore media and materials as part of their exploration of the world around them. See - Characteristics of Effective Learning; Communication and Language; Physical Development; Personal, Social and Emotional Development

For learners from Year 2 onwards, it is informed by the EQUALS Pre-Formal Curriculum.

Other curriculum documents inform practice include:

* Mary Booker, Developmental Drama
* Keith Park and Nicola Grove, Social cognition through Drama and Literature for People with Learning Disabilities
* Flo Longhorn, Prerequisites for special people
* Flo Longhorn, Sensory Drama
* Ian McCurrach & Barbara Darnley, Special Talents, Special Needs
* Other curriculum materials used in school e.g. TacPac

The Pre-Formal curriculum is already holistic -everything works through everything else. The classes and pupils following the Pre-Formal Curriculum pathway will however deliver some activities that reflect the Lower, Middle or Upper School Department cycle of termly classroom cross-curricular topics. This supports and enables PMLD pupils to actively participate in inclusive whole school activities.

**Implementation - How is our curriculum being delivered?**

**Curriculum Delivery**

Like other Pre-Formal curriculum areas, much of the Creative Pre-Formal curriculum is delivered holistically rather than as a series of separate skills and subject areas. However, all PMLD learners receive a dedicated music lesson each week and dance may be delivered through PE lessons.

**Curriculum Coverage**

PMLD learners in the Early Years Foundation Stage and Key Stage One follow the Early Years Curriculum Pathway working on outcomes for EYFS 0- 11 months and 8-20 months.

PMLD learners from Year 2 onwards will be supported with creative skills through the content below.

|  |  |  |  |
| --- | --- | --- | --- |
| P Level Assessment Framework Level | Curriculum ContentWhat the learner is learning | What the adult working with the learner does | Enabling Responsive EnvironmentLearning Opportunities / What is provided  |
| **Encounter (P1i)**Pupils encounter activities and experiences. They may;* be passive or resistant
* show simple reflex responses, [for example, startling at sudden noises or movements]

 Any participation is fully prompted. | Pupils are supported to encounter activities and experiences and to develop changes in behaviour that are not reflex responses. | Try an on/off pattern with a stimulus.When no response is observed, make the stimulus more obvious. * Start with a very obvious stimulus on or close to the body
* Present vibration, e.g. massager or vibrating cushion.
* Rock or swing the learner gently
* Play music or a familiar song; musical instruments - Try sounds of different frequencies, timbre, duration.
* Present a torch reflected on a shiny surface. If there’s no response, try moving it slightly - In a darkened corner, present a repeated pattern of ‘stimulus: no-stimulus’, i.e. light: no light.
 | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac PacMassage |
| **Awareness** **(P1ii)**Pupils show emerging awareness of activities and experiences.  | Develop learner’s emerging awareness of activities and experiences.Continue to look for any changes in behaviour which are not reflex responses.Work towards developing learner’s memory for previously presented stimulus. | Present an obvious stimulus to the learner in a similar way to P1i above, taking care not to startle. Use the information you have gathered about preferred sense modalities and record outcomes which should be more pronounced than those which occurred in Encounter (P1i). * If the learner responds best to auditory stimuli, try talking and singing close-in to the learner, with pauses for close observation of possible responses.
* Hold the learner and talk or sing, leaving pauses for any response.
* Try a vibrating cushion, resonance board, or a water bed.
* Present different textures, such as warm sand, with which learners can engage.
* Try using musical instruments, tapes, musical toys.
* Use peep-bo, puppets, pop-up toys.

Increase the range, complexity and variety of stimuli used in Encounter (P1i) above.  | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac Pac |
| **Attention and response (P2i)**Pupils begin to respond consistently to familiar people, events and objects. | Develop learner’s consistent response to familiar people, events and objects.Develop learner’s response and reaction to range of stimuli. | Develop awareness activities (P1ii), increasing the range, complexity and variety of stimuli. Gradually reduce prompting and level of stimulation to a more natural level  | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac Pac |
| **Engagement (P2ii)**Pupils begin to be proactive in their interactions by; | Develop learner’s ability to begin to be proactive in their interactions. Develop learner’s ability to show behaviour that can be interpreted as rejection to some stimuli.Develop learner’s ability to respond differently to different stimuliDeveloping learner’s ability to anticipate repetitively presented stimulus | Present a range of stimuli (those not preferred by the learner). Watch for signs from the learner such as: turning away, averting the eyes, changing facial expression, movement of arms or legs. To demonstrate this behaviour, the learner must be able to show a positive response to some stimuli. Present stimuli believed to be strongly liked or disliked and note the learner’s reactions. Do stimuli believed to be liked get different consistent reactions to those believed to be disliked? | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac Pac |
| **Participation (P3i)**Pupils begin to communicate intentionally  | Response to pupils who are beginning to communicate intentionally.Develop learner’s participation in aided exploration of the environment. Develop ability to anticipate social routineDevelop ability of learner to redirects attention to a second object.Opportunities for random activities cause effectDevelop learner’s response to a disappearing objectDevelop learner’s response with support or prompt to a reactive environmentDevelop learner’s ability to communicate “more”Develop learner’s ability to make something happen independently (Contingency Responding). | Place the learner’s hand on an interesting object and assist to feel and pause. Place the learner’s hand or foot in warm water; agitate the water. Pour sand over the learner’s hand or foot. Bury the learner’s foot in sand, shaving foam, jelly, or slime. Use a ball pool, feely bags, etc.. Try regular and frequent games such as ‘Ride a Cock Horse to Banbury Cross’, ‘Round and Round the Garden’, or other, personally devised games.Place the learner on a reactive surface (e.g. a space blanket or resonance board). Use a range of surfaces or toys which react to touch (e.g. a survival blanket, an interactive floor mat, a sound beam. You could also use a ‘little room’ or ‘Be-Active Box’). Provide opportunities for the learner to have an effect ‘by chance’ on the immediate environment, for example, by knocking a noisy toy. Reinforce these actions, prompting a repeat and ensuring a consistent result. When the learner is focused on an attractive object, move it slowly and deliberately out of sight and watch for any reaction. Use a variety of situations or places to encourage the learner to ‘look after’ an object which has disappeared from view.Place the learner on an interesting reactive surface and note the response. Look for the learner making attempts to create an action or effect. Use physical or verbal prompts to initiate exploration, then reduce the frequency of the prompts. Draw the learner’s attention to the effects created.Engage the learner in an enjoyable activity. Break the activity at a critical point, pause, and await the learner’s response. For example: • during singing, pause in an action song • pause whilst beating on a resonance boardUse an action which you have established that the learner can do (e.g. kicking, pressing a switch), use a reward and observe the rate of response. | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac Pac |
| **Involvement (P3ii)**Pupils use emerging conventional communication  | Develop learner’s purposeful action on everyday environmentDevelop learner’s ability to changes behaviour in response to interesting event nearby.Develop learner’s Contingency awareness e.g. the learner acts with intent – and more consistently.Develop learner’s Intentional exploration of the environment. Develop learner’s ability to ‘look’ backwards/forwards between two objects (knows two objects are present). Develop learner’s ability to repeat action when first attempt unsuccessful.Develop learner’s understanding of object permanence.Develop learner’s ability to do two different actions in sequence to get reward.Develop learner’s ability to select from two or more items. Develop learner’s ability to modify action when repeating action does not work.Develop learner’s shared attention. | Try a range of everyday play activities (e.g. sand, water) which require the learner to interact repeatedly to gain an effect. Use a range of preferred objects or activities and use prompts to initiate exploration. Reduce these over time. Look for the learner deliberately making things happen in an everyday environment.Introduce a second toy/stimulus/adult/peer nearby while the learner is engaged in an activity. Draw the learner’s attention to it (e.g. an adult or peer entering the room). Look for the learner ‘noticing’ a second event/stimulus and reacting or changing behaviour; for example, by turning, attending or vocalising.Provide a switch for a toy or provide a wobbly toy, wind chimes, etc., which can be operated by an action that the learner has already acquired. Encourage the same action to obtain a variety of effects. Ensure that every repeat of the action is successful.Provide interesting visual/tactile experiences in a controlled way by regularly introducing new stimuli and drawing attention to them.Observe reactions to a less familiar environment, when accompanied by a familiar adult. Place two attractive objects on the learner’s tray to be explored visually or by touch; bring both to the learner’s attention and wait. Try prompting exploration of each object in turn, allowing time to refocus attention. Both objects need to be in the learner’s visual/spatial field.Try: • moving the learner’s switch slightly • changing the surface to make the toy harder to move • using an adjustable pressure switch, increasing the pressure of the switch slightly.You may wish to encourage problem solving by moving the position of the switch slightly. However, beware of confusing or frustrating the learner. This step can be taught in a range of situations (i.e. not IT based).Engage the learner’s attention to a shiny, noisy or furry object. Either move the item out of sight, keep it quiet or move it just out of reach. Does the learner ‘search’?If there is no response to the object being removed from the field of attention: • try partially covering the object, or use a see-through cloth • use a moving object under the cloth. Ensure that the learner’s attention is focused on the place from where the object disappeared (e.g. make a noise with it from just outside the learner’s field of vision); then bring the object back into sight for a short time from this direction. Prompt the learner’s hand to reach for the object in the direction in which it was moved away.Build on an established routine to use two responses to gain a reward; for example, the learner pressing a first and then a second switch in sequence in order to get a reward on a computer programme. The actions used here should be established responses. Support the learner to build a new routine by giving a reward only after the second action has been completed. Reduce the strength and frequency of prompts. Look for a decrease in time between the two actions. These should be done in sequence rather than pausing after the first action.Present two items in a variety of situations to which the learner will respond; for example, brightly coloured or noisy toys, a smell, a taste of drink, etc. Prompt/scaffold a new (but similar) action and ensure that the learner gains the response. Try a different switch or toy that requires a similar input from the learner; for example; use a mobile attached to a wrist, but slackened so that the learner needs to make larger movements to get the mobile to work.Look for the learner repeating an action then trying a new or modified action in an attempt to get a response.Teach shared attention by prompting the learner (verbally or with touch) to look at, listen to, or feel an item of adult choice, then to attend to the adult and the item in turn. Take the opportunity to share a stimulus to which the learner is attending. Encourage attention to the stimulus and then the adult in turn. Point to an item in the distance. Does the learner look towards the item then back at the adult? Move to music. Does the learner join in with similar movement? Stroke a dog. Does the learner also touch the dog and smile at the adult? The learner should join the adult in attending to a stimulus, confirming the attention of the adult visually throughout. | Intensive InteractionMusical InteractionCommunication Aids e.g. BigMackCues e.g. Touch Cues, Sound Cues, Smell Cues, Objects of Reference, Language Activities E.g. Call and Response, Sensory StoriesIndividualised Sensory Environment (ISE)Sensory CookingSensory Exploration – Tac Pac |
| **Gaining Skills Pre-Formal (P4)** RfL41 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. | Develop early problem solving – e.g. ability to try a new strategy when old one fails.attempted more quickly.Develop learner’s ability to exert autonomy in a variety of contexts. | Encourage/shape a second, different action when the learner repeatedly tries the first. Try: • prompting the learner to use another action which is in his/her repertoire – then giving the reward • using computer programmes which require alternate pressing of two switches – reward on the second switch • using single switch programmes where the timing of switch-pressingUse an established routine where the learner’s action results in a particular reward. Delay the reward to see if the learner then uses a different action in order to get the reward. For example: • where knocking a toy causes it to make a noise, alter the routine so that the toy makes a noise after a knock and a vocalisation. Repetition of the first action does not get a reward. • use a computer program that is operated by the alternate pressing of two switches.Increase the variety of situations where demands are put on the learner to gain attention and make requests. Ensure that responses from adults are quick and consistent. Do not anticipate the learner’s wants – create opportunities for communication.Stand or sit in view of the learner, but do not pay attention to him/her. Does the learner then try to gain your attention? Does he/she then go on to request an item which is out of sight or reach? |  |

**Impact - What difference is our curriculum making?**

Progress for PMLD learners from year 2 onwards is currently assessed using descriptors based on the P Levels and through formative assessment of progress towards individual EHCP outcomes. This progress is recorded on learner’s timelines.

The Engagement Model is being introduced into St Giles during 2020-21. It will be used alongside the existing planning, assessment and recording system.

From September 21 the school will:

* use the Engagement Model to assess pupils who are working below the standard of national curriculum assessments and not engaged in subject-specific study at the end of KS1 and KS2,
* report to DfE which pupils are assessed using the engagement model for KS1 and KS2,
* report Engagement Model evidence relating to pupils’ achievements and progress as part of the annual Education and Health Care Review report for parents.

Learners working in Key Stage 4 and Key Stage 5 work towards awards that recognise their progress towards creative outcomes:

* Key stage 4 AQA Unit Awards
* Post 16 ASDAN Transition Challenge.