

Phase 1 in Action Tracking

Child's Name _____

D.O.B _____

Look, listen and note	Aspect 1 Environmental sounds	Aspect 2 Instrumental sounds	Aspect 3 Body Percussion	Aspect 4 Rhythm and rhyme	Aspect 5 Alliteration	Aspect 6 Voice sounds	Aspect 7 Oral blending & segmenting	
Strand 1 Tuning into sounds	Can recall sounds they have heard <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can identify and name the instruments being played <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can produce contrasts in rhythm, speed and loudness <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can understand the pattern of syllables in the words presented to them <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can identify initial sounds of words <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can distinguish between the differences in vocal sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can blend phonemes and recognise the whole word <input type="radio"/> <input type="radio"/> <input type="radio"/>	
	Can discriminate between the sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can listen and respond as the instrument is being played <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can join in with words and actions to familiar songs <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can sing or chant the rhyming string along with the adult <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can reproduce the initial sounds clearly & recognisably <input type="radio"/> <input type="radio"/> <input type="radio"/>			Can say the word and identify the object <input type="radio"/> <input type="radio"/> <input type="radio"/>
	Can describe the sounds they hear <input type="radio"/> <input type="radio"/> <input type="radio"/>		Can articulate words clearly <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can recognise that the words rhyme <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can make up their own alliterative phrases <input type="radio"/> <input type="radio"/> <input type="radio"/>			
		Can keep time with the beat <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can join in with simple or complex rhythms <input type="radio"/> <input type="radio"/> <input type="radio"/>					
			Can copy the sounds and actions <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can copy a rhythm <input type="radio"/> <input type="radio"/> <input type="radio"/>				
			Can make up patterns of sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can keep to the beat <input type="radio"/> <input type="radio"/> <input type="radio"/>				
Strand 2 Listening and remembering	Can describe what they see <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can remember and repeat a rhythm <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can copy a body percussion sound or pattern of sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can recognise rhyming words <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can recall the list of objects & ideas with the same sound <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can sustain their listening throughout a story <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can segment words into phonemes <input type="radio"/> <input type="radio"/> <input type="radio"/>	
	Can identify the animals and imitate the sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can discriminate and reproduce loud and quiet sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can identify hidden sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can listen and attend to the rhyming strings <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can offer their own sets of objects and ideas to end the story <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can listen for a target word or character & respond with an appropriate associated speech sound <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can remember the sound sequence and produce it when required <input type="radio"/> <input type="radio"/> <input type="radio"/>	
	Can add new words to their vocabulary <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can start and stop playing at a signal <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can suggest ideas and create new sounds for the story <input type="radio"/> <input type="radio"/> <input type="radio"/>		Can discriminate between the sounds and match to the objects correctly <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can recognise their own and each other's voices, including a recorded voice <input type="radio"/> <input type="radio"/> <input type="radio"/>		
Strand 3 Talking about sounds	Can identify different sounds and place them in context <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can choose appropriate words to describe sounds they hear (e.g. loud, fierce, rough, squeaky) <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can use language to make different endings to the story <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can generate their own rhymes <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can articulate speech sounds clearly <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can use appropriate vocabulary to talk about different voice and speech sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can identify the number of phonemes that make up a given word <input type="radio"/> <input type="radio"/> <input type="radio"/>	
	Can identify similar sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can match sounds to their sources <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can use a wide vocabulary to talk about the sounds they hear <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can complete sentences using appropriate rhyming words <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can select an extended range of words that start with the same sound <input type="radio"/> <input type="radio"/> <input type="radio"/>			
	Can make up sentences to talk about sounds <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can use sounds imaginatively to represent a story character <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can group sounds according to different criteria (e.g. loud, quiet, slow, fast) <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can make a series of words that rhyme <input type="radio"/> <input type="radio"/> <input type="radio"/>				
	Can join in the activities & take turns to participate <input type="radio"/> <input type="radio"/> <input type="radio"/>	Can express an opinion about what they have heard <input type="radio"/> <input type="radio"/> <input type="radio"/>						



Key

Experiencing Emerging Secure

