

SENSORY

Compass	Explorer	Anchor
Creating My Own Sensory Plan	Identifying My Sensory Needs/ Emotions	Making Choices in Regulation
Co/Self Regulation Strategies	Co-Regulating with Safe Adults	Actively Exploring Sensory Stimuli
Communicating My Sensory Needs/ Preferences in Different Contexts	Communicating My Sensory Preferences	Communicating My Sensory Preferences
Identifying Sensory and Emotional Needs	Making Choices in Sensory Regulation	Awareness of My Sensory Preferences
Engaging in Sensory Activities	Exploring Sensory Stimuli	Experiencing Support with Sensory Needs

INDEPENDENCE

Compass	Explorer	Anchor
Problem-solving and Reduction of Support	Asking for Help	Actively Engaging in My Care
Employability (Post 16)	Making Choices of Activities and Places	Making Choices in My Care
Travel Training	Life Skills within the Community	Communicating a Need or Want
Transferring Skills into Different Contexts	Life Skills at Home	Anticipating Support of Needs and Wants
Life Skill Development	Accepting Support	Experiencing Support with Needs and Wants

COMMUNICATION & SOCIAL

Compass	Explorer	Anchor
Conflict Resolution	Sharing My Views	Transferring My Communication
Engagement in Social Groups	Making Known Choices	Building My Communication
Sharing My Views, Listening to Others	Communicating in the Community	Engaging with Others
Transferring Skills into Different Contexts	Expanding My Communication	Tolerating Others
Communicating My Needs and Wants	Engaging with Others	Noticing Others

FUNCTIONAL SKILLS

Compass

Explorer

Anchor

We take an individual approach to functional skills at Access SEN, we assess a learners abilities and what approach works best to deliver our functional skills curriculum. Our priorities are confidence, engagement and meaningful learning.

Accredited Qualifications
ASDAN Life Skills Challenges
Interest Specific Literacy and Numeracy
Sensory Literacy and Numeracy
Applying Functional Skills in the Community
Applying Functional Skills at Home
Understanding 2D Information
Functional Reading in the Community
Transferring Skills into Context