

<b>Module 1: Explore!</b>		<b>Level: Sensory/Exploration</b>
<b>Unit 1A: What is a job and what is good about having one?</b>		<b>Preparation for Adulthood: Employment</b>
<b>Lesson 1A3: Pay and benefits that can come with a job</b>		
<b>Objectives</b>		<b>Learning Outcomes</b>
<p>To begin to increase social interaction and communication skills.</p> <p>To further develop fine motor skills and creativity skills.</p>		<p><b>Students will:</b></p> <p>Engage in role-play as sellers and buyers.</p> <p>Interact with others and use ‘money’ to exchange for a choice made.</p> <p>Use simple language and gestures to interact with others.</p>
<b>Activities</b>	<b>Resources</b>	<b>Assessment/Evidence</b>
<p><b>Introduction to the Sensory Marketplace:</b> Students will engage in a hands-on activity where they make sensory items, sell them to peers, and then use their earned “money” to buy sensory items they like.</p> <p><b>Preparation for Marketplace:</b> Set up different craft stations where students can make various sensory items. Each station should have clear, simple instructions and all necessary materials. Guide students through the process of making their chosen sensory items. Examples include making playdough, assembling sensory bracelets, or creating small sensory pillows with different textures. Once the items are made, help students label them with price tags.</p> <p><b>Marketplace Setup:</b> Arrange the classroom to resemble a marketplace with small tables or booths where students can “sell” their items. Assign roles where some students act as sellers and others as buyers. Sellers will use simple phrases and gestures to promote their items. Provide each student with a set amount of play money to spend. Guide them through the process of buying and selling, reinforcing the concept of exchange and value.</p> <p><b>Shopping:</b> Allow students to take turns being buyers, using their play money to purchase sensory items made by their peers or pre-made sensory items.</p> <p><b>Exploring Purchases:</b> After buying, students can explore and enjoy the sensory items they purchased. Encourage them to describe what they like about their new items using simple sensory language (e.g., “This is soft,” “These smells nice”).</p> <p><b>Plenary:</b> Gather the students in a circle for a brief discussion. Encourage each student to hold one item they made and one item they bought. Talk about their products and use ‘real’ money to highlight the connection.</p>	<p><b>Provided:</b></p> <ul style="list-style-type: none"> <li>• Good things about working card set</li> </ul> <p><b>Materials required:</b></p> <ul style="list-style-type: none"> <li>• Craft supplies for making sensory items (e.g., playdough ingredients, beads for sensory bracelets, fabric for sensory pillows)</li> <li>• Pretend/real money</li> <li>• Small tables or booths for a marketplace setup</li> <li>• Pre-made sensory items for the students to purchase (e.g., stress balls, fidget spinners, scented markers)</li> <li>• Price tags for each item</li> </ul>	<p><b>Suggested mediums:</b></p> <p><b>Evidence sheets</b> Photographs of individual/group discussions/activities with annotation.</p> <p><b>Direct questioning</b> throughout the session with the use of pause, prompting, and Makaton/BSL signs.</p> <p><b>Prompting recall</b> of knowledge through minimal verbal instructions and signs.</p> <p><b>Questions and answers can be recorded:</b></p> <ul style="list-style-type: none"> <li>• Written</li> <li>• Witness statement</li> <li>• Audio</li> <li>• Video</li> </ul> <p><b>Student Journal</b> Lesson marked as introduced and dated.</p>
<p><b>Teacher Guidance Notes:</b> This lesson is designed to support students to understand basic economic concepts through sensory-friendly, hands-on activities. By engaging in making, selling, and buying sensory items, students can grasp the fundamentals of earning, exchanging, and valuing money in a tangible/enjoyable way. The activities are tailored to enhance social interaction and communication skills by encouraging students to use simple phrases and gestures in a marketplace setting. Additionally, the crafting component promotes creativity and fine motor skill development. Overall, this lesson provides a practical, sensory-rich learning experience that makes abstract economic concepts accessible and engaging for students with diverse learning needs.</p>		