Module 3: My choices!	Level: SLD/ASD	
Unit 3A: Who am I?	Preparation for Adulthood: Employment	
Lesson 3A3: What is motivation?		
Objectives	Learning Outcomes	
To illustrate the concept of motivation through storytelling. To explore a range of sensory activities. To help students associate personal motivators with positive emotions and goal-oriented behaviours.	<b>Students will</b> Actively engage with sensory activities designed to elicit different motivational responses. Demonstrate recognition of personal motivators through choices or responses to specific stimuli.	
Activities	Resources	Assessment/Evidence
Introduction: Use simple, engaging stories about characters who achieve goals through motivation. Use visual aids, puppets, or props to depict the stories. Discuss with the students how the characters were motivated and what actions they took to reach their goals. Encourage students to identify similar feelings of motivation in their own experiences. Sensory Exploration Stations: Create stations with various sensory stimuli to explore what motivates students. Include a "Sound and Rhythm" station with musical instruments and rhythm activities, a "Visual Stimulation" station with colourful lights and patterns, and a "Texture and Touch" station with different tactile materials. Encourage students to interact with the materials and observe their reactions. Motivational Matching Game: Set up a matching game where students match images of motivating items or activities with corresponding emotions or goals. For example, match a picture of a favourite snack with a "happy" face or an image of completing a puzzle with a "goal achieved" symbol. This activity helps students connect their motivators to positive emotions and outcomes. Plenary: Gather the students and briefly review the different sensory activities and stimuli they explored. Invite students to share, using their preferred communication methods, which activities, or items they found most engaging or motivating. Acknowledge each student's participation and reinforce the idea that everyone is motivated by different things. End with a calming activity, such as listening to soft music or engaging with a favourite sensory item, to help students reflect on what they enjoyed and learned.	<ul> <li>Provided:</li> <li>WRSIL task cards</li> <li>The Good Things About Working cards</li> <li>Materials needed:</li> <li>Visual aids, puppets, props, story scripts</li> <li>Musical instruments, lights, tactile materials, visual patterns</li> <li>Picture cards, emotions, and goal symbols</li> <li>Calming music</li> </ul>	<ul> <li>Suggested mediums:</li> <li>Evidence sheets</li> <li>Photographs of students engaging with sensory activities.</li> <li>Visual records of sorted items and matched cards.</li> <li>Completed sensory sentences displayed on boards.</li> <li>Observation notes on student participation and engagement.</li> <li>Direct questioning throughout the session with the use of pause, prompting, and Makaton/ BSL signs.</li> <li>Prompting recall of knowledge through minimal verbal instruction and signs.</li> <li>Student planner Lesson marked as introduced and dated.</li> </ul>

communicate their preferences through choice boards or gestures and be attentive to their responses. Use positive reinforcement to encourage engagement and validate their interests. Conclude with a matching game to help students associate their motivators with positive emotions and outcomes, reinforcing the idea that motivation can lead to goal achievement. This lesson aims to support students to understand that motivation is a personal experience and can guide them toward completing tasks and achieving goals.





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