

Communication Friendly Spaces

Green – we have completed and are doing this fully and consistently

Amber – we are on the way

Red – we have not yet started

	A	B	C	D
Overall space	I have thought about the space from a child's point of view and what it looks, feels and sounds like	I have used blinds and screens to create zones for different types of play and levels of socialisation	I have considered how space is arranged at home and tried to replicate some of this to offer secure relaxed quieter areas	Children have room to concentrate and work on tasks and activities – they can stretch out on the floor or tables without bumping into other resources
Small spaces	I have created a cosy space which children are given the time and space to use	The children are using small spaces to have conversations	I monitor the level of children's involvement when using a small space	I observe and record children's language when they are using this space
Storage	I have reduced the amount of clutter that is on walls and surfaces	Children can easily access resources and materials and put things away easily, but not everything is available at all times	Storage is labelled and in smaller transparent boxes	Children have smaller personal storage and there are communication systems for the children
Outside	I am aware of the importance of promoting children's language development outside	The outside area provides opportunities for children to work together on a large scale	There is a quiet area outside which is used to promote interactions	The outside provides challenge, opportunities for imaginative play, role play, discovery and multi sensory experiences that make use of the weather
Display	I have tried to make the displays not overly busy	Displays are kept simple but still encourage more language as children can interact with the display and they appeal to their interest	Thought has been given to the entrance area so that children are not being bombarded with visual overload when they enter	We always consider the most appropriate place to create a display and consider what is the purpose of the display