

USING ROUTINES IN AAC MODELING

MEALTIME



Requesting,
commenting, asking
questions

- Request specific foods
- Request "more"
- Comment: "I like it", "yummm", "yuck"
- Negation: "no" or "all done"
- Questions: "what's this" or "when's snack"

BATHTIME



Label, narration, silly
noises

- Labels: "fun", "warm", "water", "splash"
- Narration: "pour the water", "wash hair"
- Silly noises: animal noises with bath toys

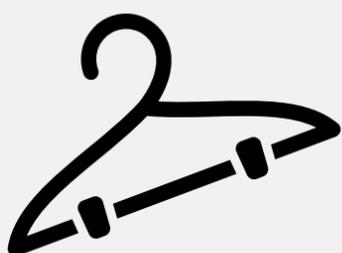
BEDTIME



Labels, sing, read
books.

- Bedtime is a great time to expand that vocabulary and those concepts:
- Basic concepts: "put on", "open book", "turn page".

GETTING DRESSED



Labels, concepts,
comments, colors

- Talk about what you are doing as you get dressed. What color is that shirt, put it "on" or take it "off".

CREATING OPPORTUNITIES

Communicative temptations allow us to create opportunities for communication and learning. For communication happens when a need and opportunity result in a reward for the communicative behavior.



PRETEND YOU DON'T UNDERSTAND

Playing "dumb" allows your child to learn how to advocate for themselves. Asking for what they want in a silly, low pressure situation.

EXAGGERATED PAUSE

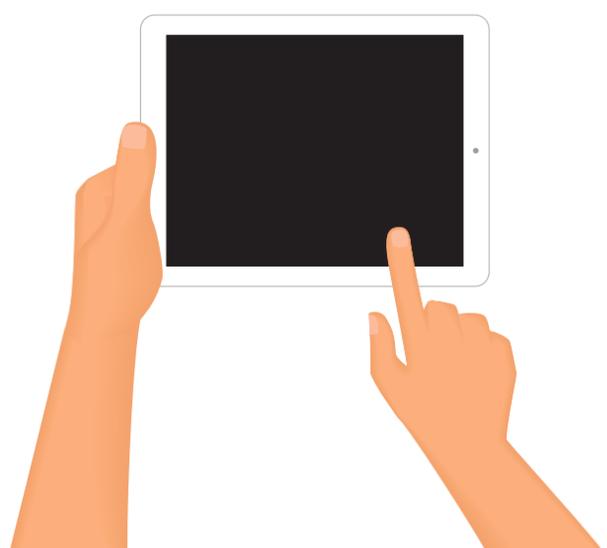
Giving your child a little extra time teaches them it is their turn to talk as well as let's them being to formulate their own messages.

This is so important as we look to creating independent communicators.

THE QUESTION GAME

Have your child be in charge of something, thinks the drinks for dinner. They have to ask each family member "what do you want to drink?"

This is a great way to get kids involved in routines and practice asking questions.



CONTROL ACCESS

Works on creating opportunities for requesting.

Give a small portion, keep in a closed box, move the location.

MAKE A MISTAKE

Your child will need to "correct" you



"I SPY" GAMES

These games start to teach our kiddos they can do more than make requests.



SIMON SAYS

This classic game allows your child to give directions and make statements