

# **101 Ways** to Use a Sequential Message AAC Device to Access the Curriculum

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## **Reading Comprehension**

- \* Recite a repeated line in a story/play/poem/speech
- ★ Read from a story, chapter book, newspaper, magazine
- ★ Name the characters in a story
- ★ Sequence events in a story/chapter
- \* Give important details in a story/chapter / recall facts
- \* Ask questions (who, what, where, etc) of others about a story/chapter
- ★ Give "stage directions" to others in a play
- \* Follow the steps in multi-step directions/task analysis (e.g., recipe, simple machine)
- \* State the logical order of information in a non-fiction text
- \* Give timeline information about a person in a biography
- ★ Retell familiar events/stories to include beginning, middle, and end
- \* Name vocabulary words and define terms

## Listening/Speaking/Viewing

- \* Answer questions during calendar/schedule time
- \* Uses oral language for different purposes: to inform, to request, to entertain
- ★ Recite the Pledge of Allegiance
- \* Tell others about an event that happened (at home/community/another class)
- \* Ask questions of others about their evening/weekend/special event
- ★ Ask survey questions of others
- \* Repeat auditory sequences (letters, words, numbers, rhythmic patterns)
- \* Present an outline of a group report or class project to others
- ★ Identify people to participate in a group project/play a game/determine "Who's next?"
- ★ Interview a guest or teacher new to the school
- ★ Sing the chorus of a song or music/video
- ★ Recite Nursery Rhymes
- ★ Recite a poem
- \* Call items for Bingo games related to curricular themes (especially fun with a randomiser)

#### Writing

- ★ Sequence items to go into a story
- \* List adjectives/adverbs to go into a story (especially fun with a randomiser)
- ★ Provide vocabulary to be included in a story
- ★ Give details about different parts of a class story

#### Mathematics/Numbers and Operations

- ★ Count forward
- ★ Count backward
- Count days of the week/month/year
- ★ Count sets of items
- ★ Count using 1-1 correspondence
- ★ Recite prime numbers with visual models for identification
- \star Skip count
- \* Recite addition/subtraction/multiplication facts
- \* State money amounts (by dollars, quarters, dimes, etc.)
- Identify parts of a whole (fractions)
- \* Identify numerals in expanded notation (9 thousand, 3 hundred, fifty, five)
- ★ Identify and order percents
- \* Identify and order decimals
- \* Identify numbers on a number line

#### Mathematics/Measurement

- \* State the order of objects based on a dimension (e.g., big/bigger/biggest, long/longer/longest)
- ★ State time (hour/half-hour/quarter-hour)
- \* Count the increments while measuring (for length, capacity, time, temperature, etc)
- \* Counts items used in the formula to determine area, capacity
- ★ Give steps in formula for finding volume, surface area, etc.
- \* Name measurement-related vocabulary words and define terms

#### Mathematics/Geometry

- \* Count the number of shapes/solid figures identified in the class, school, community
- $\star$  Name the various types of geometric shapes when shown the same
- \* Count the number of sides, edges, vertices, in plane and solid figures
- State the properties of different shapes/solid figures (i.e., a triangle has three sides; a cube has 12 edges)
- ★ Count points on a grid
- Name geometry-related vocabulary words and define terms
- \* Choose geometric figures then identify them with visual/tactual manipulatives

## Mathematics/Data Analysis and Probability

- \* Count/name the items that are part of the survey
- \* Count the number of responses/tally marks for each item on a table/chart/graph
- ★ Skip count number of responses when using different scales
- ★ Estimate number of items in a set
- Predict the probability of a given event (i.e., numbers on dice, colours of M&M's) for experimental probability activities (randomiser device works best)

### Mathematics/Algebra

- ★ State items in a pattern
- \star Skip count
- State addition/subtraction/multiplication/division rules
- Tell other strategies for solving problems (mnemonic devices)
- ★ Count using ratios/fractions (i.e., 1/3, 2/3, 1/4, 1/2, 3/4, 1)
- ★ State formulas for solving problems
- ★ Announce simple equations for students to solve
- ★ Describe simple story problems for students to solve Science
- \* State science-related vocabulary words and define terms ("A mineral is made from non-living substance found in nature."; "A rock is made from minerals.")
- \* Describe items being used in the science task (i.e., minerals, rocks, animals, habitats)
- \* Describe common features between items (i.e., both the tiger and polar bear use camouflage, both the bat and possum are nocturnal)
- \* List reasons/outcomes (i.e., pollution is caused by littering, pouring items in streams or rivers...)
- ★ List items (i.e., major organ systems, names of the planets, items that can be recycled...)
- \* Sequence items (i.e., life cycles, planets in order from the sun, steps in the water cycle)
- ★ Explain steps in an experiment
- ★ Describe changes in items before, during, and after an experiment
- \* State parts of a whole (i.e., parts of a cell)
- \* State parts of a group (i.e., animals that are vertebrates, types of habitats)
- \* Call items for Bingo games related to science standards (especially fun with a randomiser)
- \* Describe physical attributes of items (i.e., shape, colour, size, hardness, texture)
- ★ Describe characteristics (i.e., habitats, cloud formations, hurricanes, physical/chemical changes)

## **Social Studies**

- ★ List items (individual freedoms on Bill of Rights, original 13 colonies, )
- \* Sequence items (steps in the producer/consumer cycle)
- \* State items in first/then and if/then format ("First England wanted to tax, then America wanted independence")
- ★ Give a timeline of events (history of music, transportation, important persons, events in a decade)
- \* List key individuals (presidents, world leaders, Civil Rights personalities, famous Georgians)
- ★ List reasons for an event
- ★ Recite lines in a play/music video/skit about subject/time period
- ★ List items/places in governmental jurisdiction (city, state, country)
- ★ List states in regions of the United States
- ★ List countries on different continents in the world
- \* List cultures (Indian tribes living in Georgia)
- \* State/list items related to a culture (common words in different languages)
- \* State social studies-related vocabulary and define terms
- ★ List/describe geographic regions
- \* List major products of a state, region, country
- \* Call items for Bingo games related to Social Studies standards (especially fun with a randomiser)
- \* Sing a song or chorus from a song of a country being studied
- \* List cultural achievements in the fields of art, music, literature, theatre, movies/TV

The following devices allow for sequential messaging:



★ LITTLE Step by Step Communicator (AbleNet) http://www.spectronicsinoz.com/product.asp?product=16047



BIG Step-by-Step Communicator (AbleNet) http://www.spectronicsinoz.com/product.asp?product=16047



Step-by-Step Communicator with Levels (AbleNet) http://www.spectronicsinoz.com/product.asp?product=16047



FL4SH Scanning Communicator (AbleNet) http://www.spectronicsinoz.com/product.asp?product=16047



\* SuperTalker Progressive Communicator (AbleNet) http://www.spectronicsinoz.com/product.asp?product=16047



Partner One/Stepper (AMDi) http://www.spectronicsinoz.com/product.asp?product=16047



StepPAD (Attainment Company) http://www.spectronicsinoz.com/product.asp?product=16047

#### Article Source:

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