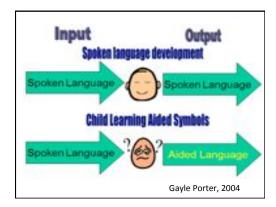
Closing the Gap Preconference, October 14, 2014, Minnesota

Grice's Cooperative Principles (1975)

Quantity - put as much information into the dialogue as is needed, no less and no more.

- -What needs to be included depends on what your interlocutor already knows.
- -My translation: Don't share old information!!!



Some Key Findings from Hart & Risley Study, 1995

- The variation in children's IQs and language abilities is relative to the amount parents speak to their children.
- Children's academic successes at ages 9 and 10 are attributable to the amount of talk they hear from birth-age 3.
- Parents of advanced children talk significantly more to their children than parents of children who are not as advanced.

Hart & Risley Study, 1995

"The data revealed that the most important aspect of children's language experience is its amount."

Meaningful Differences in the Everyday Experience Of Young American Children, 1995

Modeling: Aided Language Stimulation

Goossens' et al, Engineering the Environment, 1992

- Use the student's system to communicate
- Supports receptive and expressive communication
- Called 'natural aided language' by Joanne Cafiero



ı

Closing the Gap Preconference, October 14, 2014, Minnesota

WHAT is a Communication Circle??

Definition

CC-1

Communication Circles have been developed to promote follow-through in use of assistive technology. They are an extension of the peer tutors model, with peers working as a team with the AAC user and professionals to plan and carry out activities.

Peer Support vs Peer Helpers

- · Is the support reciprocal?
- · Are authentic friendships forming?
- Are peers learning respect for the support their friend needs to participate?
- Are we reinforcing any stereotypes about disability?

Peer Helper

- Charity: we help because it's the right thing to do
- The peer IS the work, not reciprocated
- Learning lessons about charity and kindness
- · Supporters are praised
- · Only one person is learning

Peer Support

- We help because support enables contribution: solidarity
- · Support is reciprocated, tools are shared
- · Enhances learning for all students
- Teaches problem-solving, addresses the fear of help and vulnerability
- · Support needs perceived as an opportunity

WHO needs a Communication Circle??

Closing the Gap Preconference, October 14, 2014, Minnesota

Belonging, friendships, and student success

Friendships are the biggest predictor of student's liking of and enjoyment of school and their achievement over the school year, regardless of whether the student believed school is important.

Ryan, 2003

Circle of Friends

- Nine Lessons to promote social acceptance and friendship for an AAC device user and their peers
- Try This:
- Tell which skills are addressed in each lesson



Conversation The Ultimate Goal!!

Conversation:Putting It All Together

- · Linguistic about the language
- · Social about the interaction
- Operational about access
- · Strategic about being fast

Linguistic Competence



 The development of receptive and expressive language skills used in the home and community, the knowledge and use of the language "code" of the AAC system, and the ability to attend to both during a communicative interaction.
 Examples include: teaching vocabulary, icon sequences, navigating dictionaries, past tense, SVO, etc.

Social Competence



Knowledge and skill in the social rules of communication, for example making appropriate eye contact, sharing the balance of talking and listening, and using communication for a range of different purposes - social chat, requesting items, responding to others, contradicting people, etc..

Closing the Gap Preconference, October 14, 2014, Minnesota

Social Agendas of Communication

Light (1988) has identified four agenda that are fulfilled within communicative interactions:

- 1) Expression of needs/wants
- 2) Information Transfer
- 3) Social Closeness
- Sense of belonging
- Aspects of personality
- Change perceptions
- 4) Social Etiquette

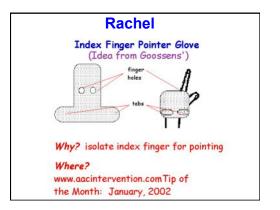
Operational Competence



Development of the technical skills used to operate the AAC system, including the ability to access the system to transmit information (physical and cognitive skills).

- Visual discrimination (look or listen)
- Motor planning
- Finds pre-stored vocabulary (categorization)

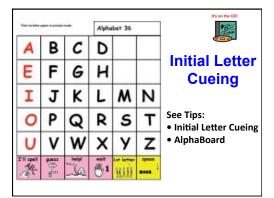
Source: Janice Light, 1989 and Kovach, 2009 (AAC Profile)



Strategic Competence



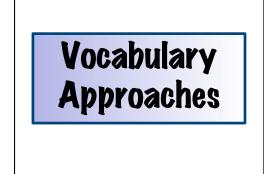
Using knowledge of what can be communicated and how best to communicate it (within the individual's limitations), as well as developing compensatory strategies for effective communication.



Pragmatics Profile

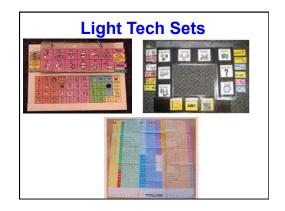
- The Pragmatics Profile of Everyday Communication Skills, Dewart and Summers
- Inventory of how the student currently communicates a range of functions across many contexts
- Great tool to describe all the things a student currently expresses and identify greatest needs.

Closing the Gap Preconference, October 14, 2014, Minnesota













Closing the Gap Preconference, October 14, 2014, Minnesota

VOCABULARY SETS

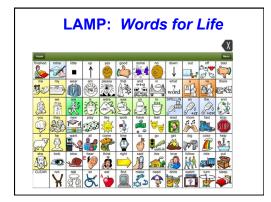
- Core & Content Vocabulary
- Closed, Activity Specific Vocabulary
- The Alphabet

Core + Content Vocabulary

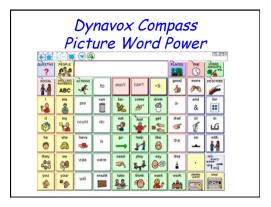
- CORE vocabulary
- Most common words
- Permits talking about any topic
- Stored together rather than by theme
- CONTENT vocabulary
- Other words that fit into broad themes

Why Model? Aided Language Stimulation!

- For decades, communication partners have been urged to model AAC use interactively (Musselwhite & St. Louis, 1982; Beukelman & Garrett, 1988; Goossens', Crain, & Elder, 1992)
- \bullet Research shows that modeling AAC use is helpful (Romski & Sevcik, 1996)
- Light (1997) cites several studies indicting that partners use AAC modeling in less than 10% of their messages, even when specifically instructed to do so
- Model vocabulary not yet in student's expressive lexicons and sentence structures that are "... just beyond the current productions of the child, although within the child's receptive capabilities" (Light, 97, p. 168)

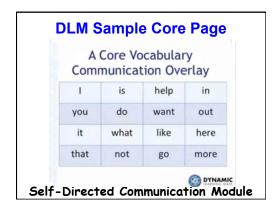




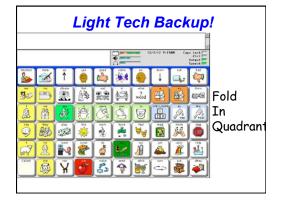


Closing the Gap Preconference, October 14, 2014, Minnesota



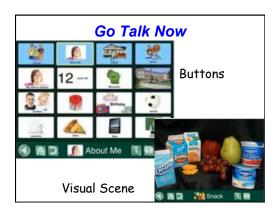




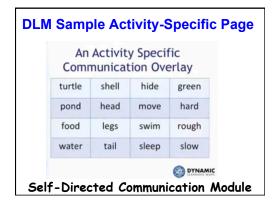


ACTIVITY SPECIFIC Vocabulary

- Small # of pre-programmed words & phrases
- Vocabulary chosen by another person and arranged for the AAC user
- May be temporary, or set up for a specific acitivity, or may be hard to find



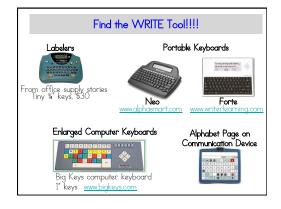
Closing the Gap Preconference, October 14, 2014, Minnesota





The Power of 26!

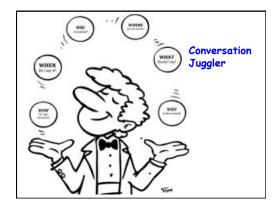
using the <u>FULL alphabet</u>
is the one way that
students can express
ANYTHING they want!

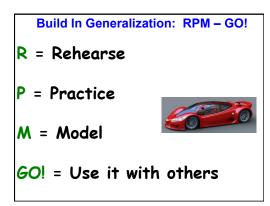


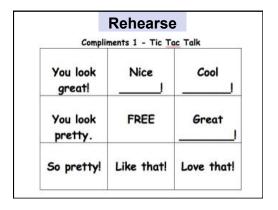


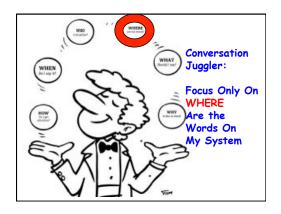


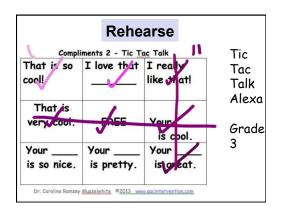
Closing the Gap Preconference, October 14, 2014, Minnesota









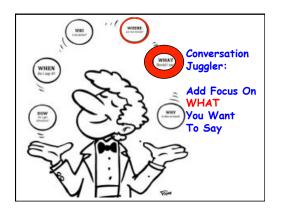


Practice Makes Perfect!

* * * * *

(But, could we make it a little less BORING??)

Closing the Gap Preconference, October 14, 2014, Minnesota



Model

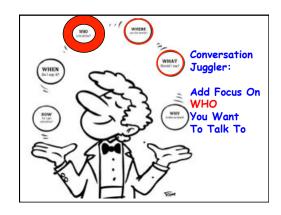
Around The Table

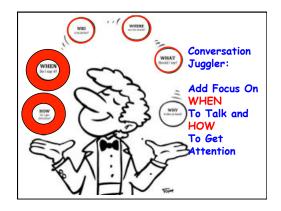
Me: Leila, you look nice. I like your scarf

Leila: Alexa, that is a pretty hat.

Alexa: Kennedy, your shirt is cool.

NOTE: After 2 - 3 models, target student gets EVERY OTHER TURN!!!





Build In Generalization: RPM - GO!

R = Rehearse

P = Practice

M = Model

GO! = Use it with others



Closing the Gap Preconference, October 14, 2014, Minnesota

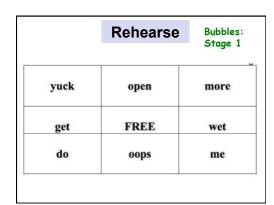
Key Features

- KISS!! (Keep It Simple, Silly)
- Motivating (apps help!)
- Goal = Beginning motor automaticity

Rehearse Complimer		
That is so cool!	This is funny.	I really like that!
That is very bad.	FREE	So sorry.
Oh no! That is bad.	Very funnyl	I don't like that.

Comm	Rehearse	Easy
Great!	Cooll	Yeahl
Crazy!	FREE	Sorryl
Oops!	Fun.	Okay.

	Rehearse	Mother's Day Stage 1		
Mother's Day 1 - Tic Tac Talk				
Wowl	Awesome!	fine		
Silly	FREE	Нарру		
Play	Pretty	like		



	Rehearse	Bubbles: Stage 2
That yuck!	Open it.	Want more.
Get it.	FREE	That wet.
I do	Oops. Gone.	You do.

Closing the Gap Preconference, October 14, 2014, Minnesota

Rehearse: Making Tic-Tac-Talk FUN!

Light Tech Ideas

- Use fun markers (bugs, cowboys from \$ store)
- Play Musselwhite Bingo:

Bingo = 1 bingo Tingo = 2 bingos Thringo = 3 bingos Fingo = 4 bingos

Pingo = 5 bingos (p from pentagon!)

Rehearse

Keep kicking it up across sessions (5 - 10 min max)

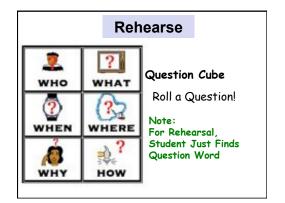
Goal 1 - Show it

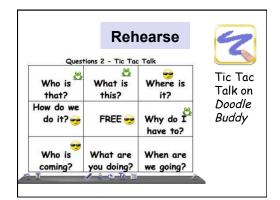
Goal 2 - Prompts (verbal - show category)

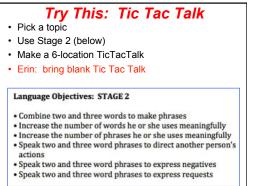
Goal 3 - No prompting

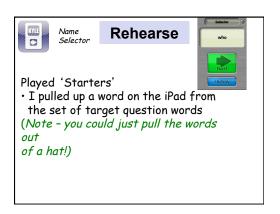
Goal 4 - Speed

Note: Rehearse must ALWAYS be followed with practice & modeling in the same session

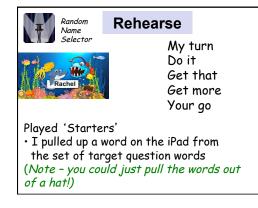


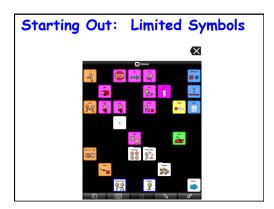






Closing the Gap Preconference, October 14, 2014, Minnesota





Ideas & Discussions!!

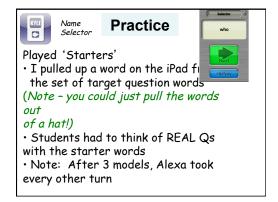
- Why not just video directly?
- Sometimes when we video, we obscure the location of symbols remember, we are helping students juggle the WHERE ball!
- · How can we support meaning?
- -Student videos linked to the "where' video, showing student acting it out (ex: 'I like that!)'
- · What about light tech such as PODDs?
- Would video models help YOUR students?

Build In Generalization: RPM - GO! R = Rehearse P = Practice (All about the WHERE!) M = Model GO! = Use it with others

Key Features • Student gets to use words from rehearsal • BUT, they aren't talking to a real person • Reduces stress • Goal = Growing motor automaticity while thinking about what to say

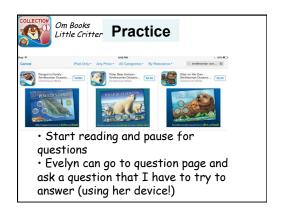


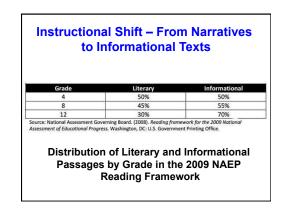
Closing the Gap Preconference, October 14, 2014, Minnesota





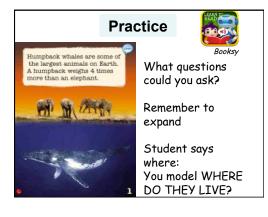








Closing the Gap Preconference, October 14, 2014, Minnesota





Build In Generalization: RPM - GO!

R = Rehearse

P = Practice

M = MODEL (All about the WHO!)

M = Model

Modeling: Key Features

- Real conversations, but in 'safe' settings (therapy, classroom, with Communication) Circle, with family, etc.)
- Can include Role Play
- Partners should model their parts
- Goal = Growing motor automaticity while thinking about what to say and WHO to say it to

Model Ask About It

Took turns going around the table to ask real questions (Note, can use spinner, cube, Name Selector, etc for Q words)



Image Spinner

Adina: WHO DO YOU LIKE?

Caroline: WHY DID YOU DO THAT? Layla: WHERE WILL THEY GO?

Alexa: WHAT DO YOU WANT? Kennedy: WHEN WILL WE GO?

Alexa: WHY DO I GO?

Model Samples

Bubbles: Play bubbles with a friend

Snack: Have a real snack with other

students

Interview: Interview classmates with

supports

Closing the Gap Preconference, October 14, 2014, Minnesota

Build In Generalization: RPM – GO!

R = Rehearse

P = Practice

M = Model

G = GO (Adding WHEN and HOW!)

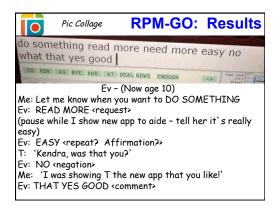
Key Features

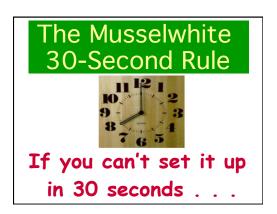
- · Real conversations, real world
- Facilitators should be mostly out of sight
- Partners should speak naturally to person who uses AAC
- Goal = Putting it all together, and with less familiar partners



Homework: Make A Data Page

- Pick an app (e.g., DoodleBuddy; Glow)
- · Make a data page
- What will be in all columns?
- · How will students keep data??
- Let's talk: Would this be helpful or just make more work?

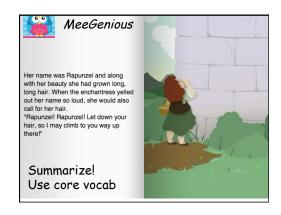




Closing the Gap Preconference, October 14, 2014, Minnesota



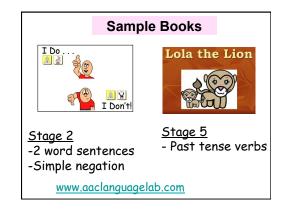




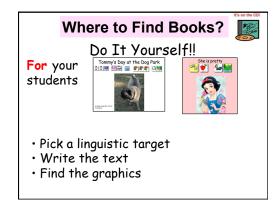


- help locate key text (Rehearse)
- practice (Practice)
- · perform (Model)





Closing the Gap Preconference, October 14, 2014, Minnesota

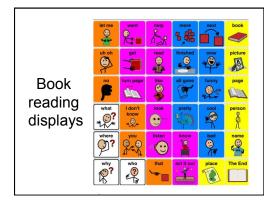


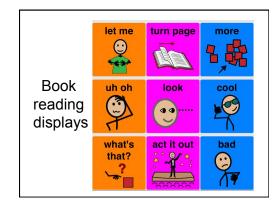


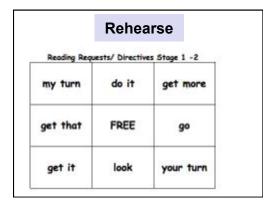
Tarheel Reader.

www.tarheelreader.org

- 30,000 books written expressly for students with significant disabilities
- Books can be read online
 - Silently
 - Or with child, woman, or man's voice
 - Using switches or IntelliKeys with custom overlay
- Books can also be downloaded into:
 - PowerPoint, Flash or Impress
- · Background & text colors can be changed to support vision needs







Closing the Gap Preconference, October 14, 2014, Minnesota







- If an AAC user responds VERBALLY
 (not just smiling and nodding), he /
 she is thought to be:
- 1) Smarter
- 2) A better communicator
- 3) Someone the person would like to talk to again

Negative Comments:

Oh no! Bummer!

Chill out! Rats!

Positive Comments:

Right on! Awesome!

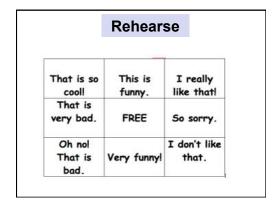
Cool! Wow!

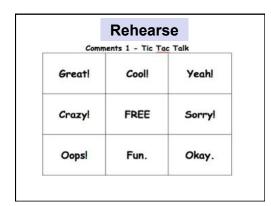
Neutral Comments:

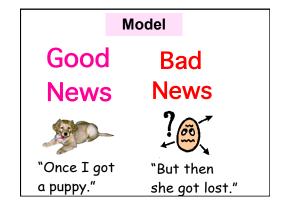
Really? Okay!

Uh-huh. No kidding.

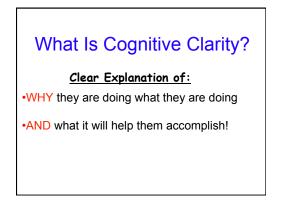
Closing the Gap Preconference, October 14, 2014, Minnesota













Closing the Gap Preconference, October 14, 2014, Minnesota



Circle

WHO organizes it? Typically SLP / SpEd teacher

WHO runs circle meetings? SLP / SpEd teacher / aide

HOW OFTEN do they meet? Typically 1x a week at first, then weekly or bi-weekly; 30 minutes – 1 hr

WHEN do circles meet? Before school, lunch, recess, whenever it works!



Teacher develops a list of approved students, and target student picks 4 - 6

Conversation
The Ultimate
Goal!!

Co-Planned Sequenced Social Scripts

Closing the Gap Preconference, October 14, 2014, Minnesota

What Are Social Scripts?

Interactions

CC 4

(joke-telling, life stories, chit chat)

- Beyond Wants and Needs

 ('real conversations)
- Support AAC users
 - claim a turn
 - start & maintain a conversation

Anatomy of a Conversation

- · Attention Getters
- Maintainers
- · Starters/Context setters
- Repairs
- · Transfer/Questions
- Closers

Try This!

Gestures (Nice, Not Naughty!)

- Attention Getter = Wave hello (open hand)
- Starter = Fire start gun
- Maintainer = Rolling motion (yeah, yeah, yeah)
- Turn Transfer = Point to other person
- Closing = Wave goodbye (closed hand)

Sequenced Scripts

- Pre-planned steps
- Co-constructed by user and partner
- Goal of social interaction

Goal - Make communication:

- Frequent
- Motivating
- · Self-initiated
- · Varied, to maintain interest
- · Ongoing, with multiple turns
- · With a range of partners, including peers
- · A way to model a range of pragmatics
- Easy (do 'on the fly')

Beginning Communicators

Students just learning to use devices or having trouble accessing. Use 'step-listing' devices.



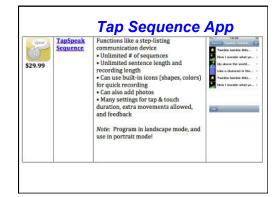


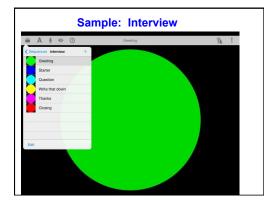


Step by www.ablen

Hip Step Talker www.enablingdevices.com

Closing the Gap Preconference, October 14, 2014, Minnesota













Closing the Gap Preconference, October 14, 2014, Minnesota

Generative Communicators

- Using light or high tech systems with extensive core + context language
- Still difficult to engage in extensive conversations or story-telling
- · Strategic skills support conversation

Social Agendas

Janice Light, 1988, 1998

CC₆

Social Closeness

- Sense of Belonging
- Aspects of Personality

Information Transfer

- Story Scripts
- Directions

Content Area Scripts

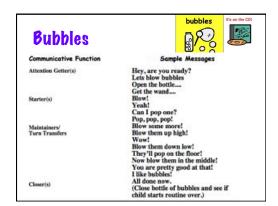
- study
- spelling test
- · directions



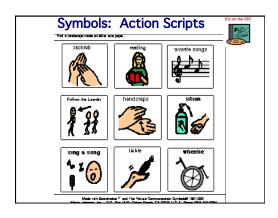
Categories
Of Social
scripts

Closing the Gap Preconference, October 14, 2014, Minnesota





Intermediate Action Scripts



Pretend Play Action Scripts



Closing the Gap Preconference, October 14, 2014, Minnesota

Try Thir! Scavenger Hunt

- 1) Think of a scavenger hunt ideaSizes, colors, shapes, etc.
- 2) How would your students help pick the clues to look for
- 3) How would they give the clues?

Class / Work Participation Scripts

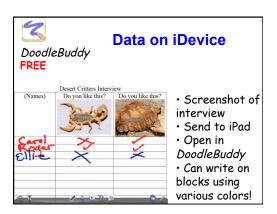
INTERVIEWS:
Why & How?

INTERVIEW PURPOSES:

- what people know (capitals of states; parts of cell)
- frequency of behavior(how often do you _____?)
- opinions (what do you think about_____?)
- preferences (do you like_____?)

Why Interviews for AAC Users / Struggling Writers??

- practice language (ask same Qs to many people)
- modified curriculum goal (alternate to 3 page report)
- social interaction
 (attention getter / starter / topic maintenance / closings)



Closing the Gap Preconference, October 14, 2014, Minnesota





More Class Participation

- · Line Up Scripts
- · Phonics (ex: name chant)
- Spelling
- · Classroom Rules
- · CUPS
- Reading Comprehension Strategies (tell more; summarize; how do you think that made the char feel)

Conversation Scripts

Conversation Scripts

- General Scripts (weather, movies, sports, etc.)
- · Prank Scripts (bugs, etc.)
- Story Scripts (went to the fair, saw a friend, etc.)

Story Scripts

- · Information transfer
- Showing personality

Closing the Gap Preconference, October 14, 2014, Minnesota

Prank Scripts

WHY??

- motivating
- engages partners
- fun!

Must Haves For Your Practical Joke Bag!

- Remote Control Fart Machine
- · Whoopee Cushion
- · Fake Throw up
- · Dribble Glass
- Rubber Pencil
- Fake Nail Through Finger
- Rubber Slug
- · Plastic Bugs

- · Rubber Snake
- · Bug in the Cube
- · Snake in the Can
- · Snappy Gum
- · Invisible Ink
- Two Pencils & Rubber Band
- Harry Potter Jelly Beans

Partner TIPS!

- * Look at the AAC user NOT the facilitator
- * PAUSE!
- * Take turns
- * Don't ask for 'show speech'

Facilitator Role=

Be seen (just barely)



Not Heard!



Don't Forget Your DOGGIE BAGS!!!



- CD
- Handout
- Language Lab
- AAC Intervention
- AAC Girls Blog
- SpedApps2 wiki
- $\bullet \ \, {\sf TeachersPayTeachers.com}$

carolinemusselwhite1@me.com