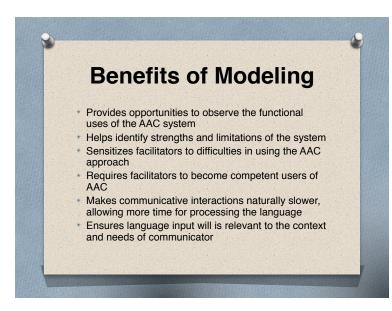




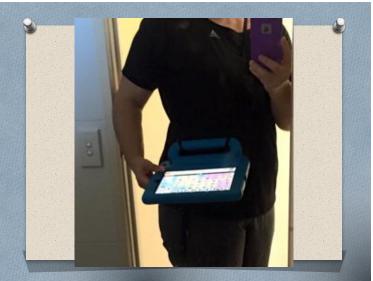
Modeling * Partner use of communication modes/materials to represent: * own words * communicator's words * instructor's words * others' words * words related to the current situation....

"We just can't tell beginning communicators how to interact ... using AAC ... We need to show them how to use the modes of communication ... and demonstrate that using AAC works and can work for them." Augmentative Communication News: September 2006 Volume 18, No 3

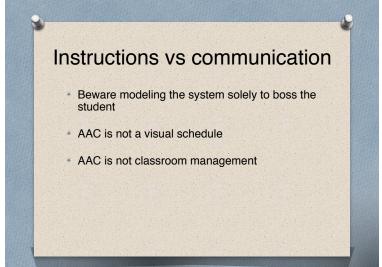






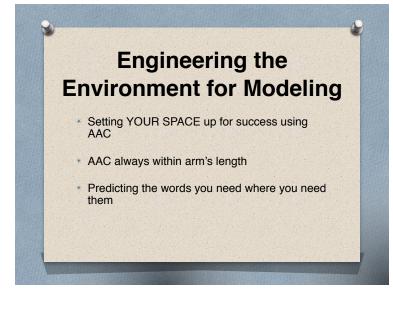




























Context-specific Preparing to have the words you need when and where you need them. Whenever possible, use the full system! Better to model symbols separate from the full system than to not model at all.















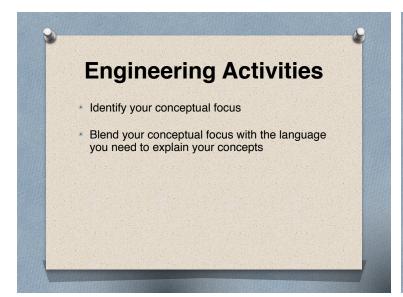


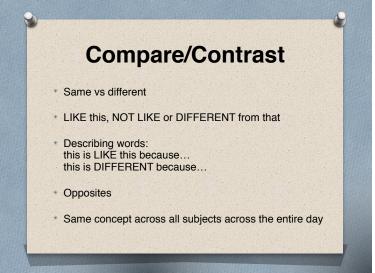




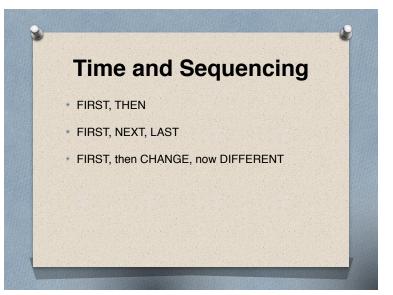
Engineered Partner Interactions * Purposefully created * Motivating * Familiar, often predictable * Model, model, model * Wait time: provide LOTS * Non-directive language * Open-ended comments

Engineering Interactions * pause – place an item where it is visible but don't give it immediately * missing item – item needed for activity is missing interruption – remove an item that is part of a routine * partial presentation – give only some of the parts of the activity * wrong item – give an item that doesn't match what they requested * inaccessible item – place item in visible but inaccessible location

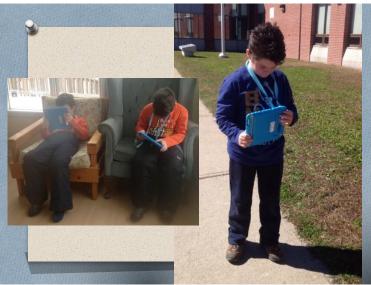








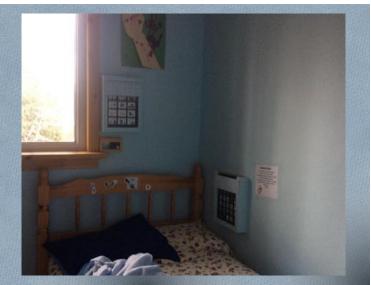






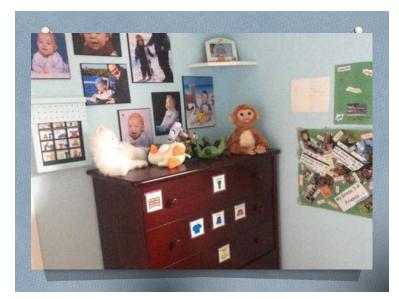














Possible Next Steps * Ask: How is your environment supporting you to model? Which activities are easiest for you to use AAC? Which ones are hardest? * Share: your strategies in the Facebook group * Create an extra copy of the AAC



