

# How to Teach AAC to your Students: Implementation Strategies



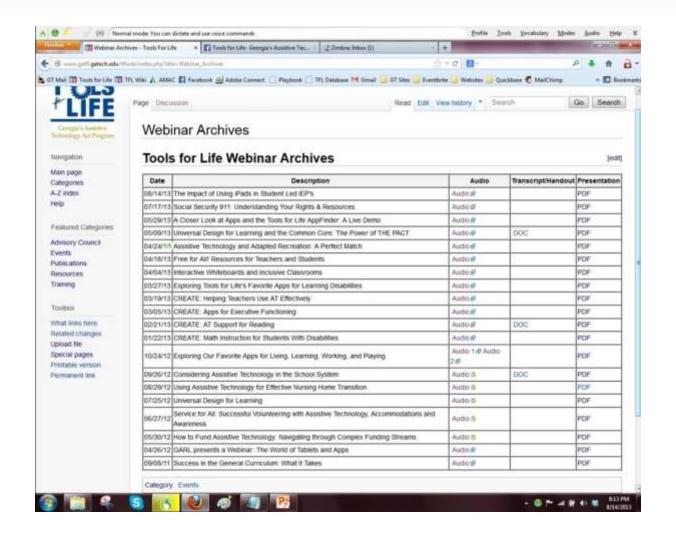


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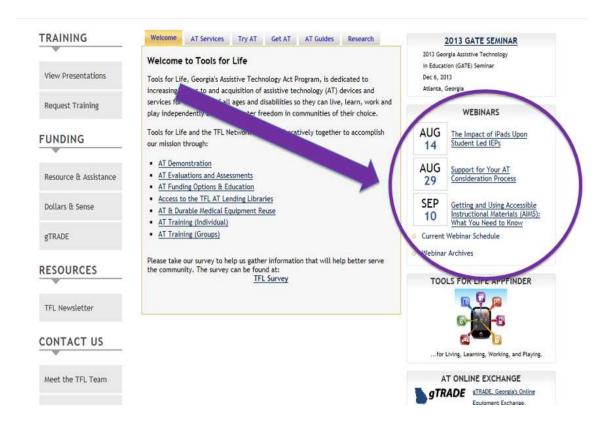




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## How To Teach AAC To Your Students:

**Implementation Strategies** 

Handout: http://bit.ly/1NrnD

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Traditional Instruction: aka "drill"



# Benefits to Traditional Instruction

- Allows for multiple repetition of messages/vocabulary
- Easy to document
- Easy to simplify for student



## Difficulties with Traditional Instruction

- Non-communicative
- Lacking motivation for the student
- Non-functional

## **Strategies for AAC Teaching**



## **Functional Communication Teaching**



**Aided Language Input** 



**Joint Action Routines** 



**Sabotage** 



## More Strategies for AAC Teaching

**Recasting and Expanding Utterances** 



Following the Student's Lead



Response Cue Modeling



**Momentum Strategy** 



**Prompting Hierarchy** 

## **Functional Communication Teaching**

#### Direction:

Teach AAC use during real life interactions, for real purposes.

#### **Examples:**

- Student delivers Attendance Form to main office.
   Participates in greeting routine.
- Student plays game with peers using comments and responses, "Oh man!" "That's funny!" "Who's turn is it?"
- Student asks coach in P.E., "What are we doing today?" and offers an opinion, "That's cool!" or "Oh no!"

#### Goal:

Student learns to communicate in the moment for real communication purposes in a manner similar to his peers.



## Talking with the Student's Device



## Aided Language Input

#### **Direction:**

 Adult partner uses student's device/AAC board to talk to student. Partner uses a slightly higher level of language than student.

#### **Examples:**

- Teacher tells the student, "We're going to the media center" while touching symbols "go" + "media center."
- Paraprofessional, reading to her students, touches 2-3 words per page to read the page. "Brown Bear, what do you see" while touching "what" + "you" + "see."
- SLP says "Hi!" "how are you?" while touching the symbols, "Hi" and "How are you?"

**Goal**: Student is immersed in AAC language, seeing models of AAC communication by others.



seak in the language your student speaking

## **Joint Action Routines**



#### Direction:

• Within an activity, each person has regular roles and messages. The student learns what has to be said to continue the activity with repetition.

#### **Examples:**

- During book reading, student begins by saying, "I want you to read to me."
- Teacher pauses at the end of each page and waits expectantly for the student to say, "turn the page."
- At the end, teacher says, "What do you think?" Student says, "I like it" or "Don't like it."

**Goal**: Student communicates effectively in familiar, predictable routine activity.

If the student
doesn't have a
doesire to
desire to
communicate,
they won't!

## Sabotage

#### Direction:

Make needed or desired objects inaccessible, but visible, to the student to create a need to communicate.

## **Examples:**

- Make things in your classroom more difficult to reach (ex. markers, paper)
- Lunch time! Have students ask for help opening drinks, packets
- Put a code on the iPad that students must request to unlock access

#### Goal:

Student will be motivated to communicate!









## Recasting and Expanding Utterances



#### Direction:

Add one word to student's message on device.

## **Example:**

- Student uses their device to say "want+glue"
- Following their production, you could say
   "Great! You said I+want+glue". Here it is!Glue on another word!

#### Goal:

The goal is to model a longer utterance/phrase without requiring the student to repeat.



## Following the Student's Lead

#### **Direction:**

WAIT for the student to show interest in something independently, then follow!

## **Example:**

• If the student reaches for a ball on a shelf, start playing with it! Talk about what you're doing and model appropriate language.

#### Goal:

Increase motivation to interact



Follow the bouncing ball.

## Response Cue Modeling



#### Direction:

Say 3 things, using the student's device BEFORE you ask a question.

## **Example:**

You say, "I want milk." "I want a sandwich" and "I want a napkin." "What do you want?"
OR

You say, "I go office," "I go cafeteria" then "I go Mrs. Smith's room." "Where did you go this morning?"

#### Goal:

Student sees a real life model of how to use his device to answer the last question. This technique gives the student an idea of the type of response required and navigation to get to the correct pages.





## **Momentum Strategy**

#### Direction:

Ask 3 questions which are easy for your student to answer. Follow with a comment. Wait for your student to reply with his own comment.

## **Example:**

You ask, "Where did you go today?" "What did you eat for snack?" "Who sat with you at the table?"

Then you make a comment: "I like her!" "I had Goldfish for snack," "It was yummy" or, "That sounds good!"

#### Goal:

Student responds to the momentum of turn-taking to answer questions and is compelled to comment in response.



## **Prompting Hierarchy**

#### Direction:

Begin teaching with full models and gradually decrease prompting until the student understands what to do. Once the skill is basically learned, allow the student to attempt to communicate independently and then gradually add prompting supports until the student is successful.

#### **Examples:**

Natural Cue → Indirect Cue → Direct Verbal Cue → Direct Point Cue → Partner Assistance

#### Goal:

Student will become increasingly independent communicating with his device.

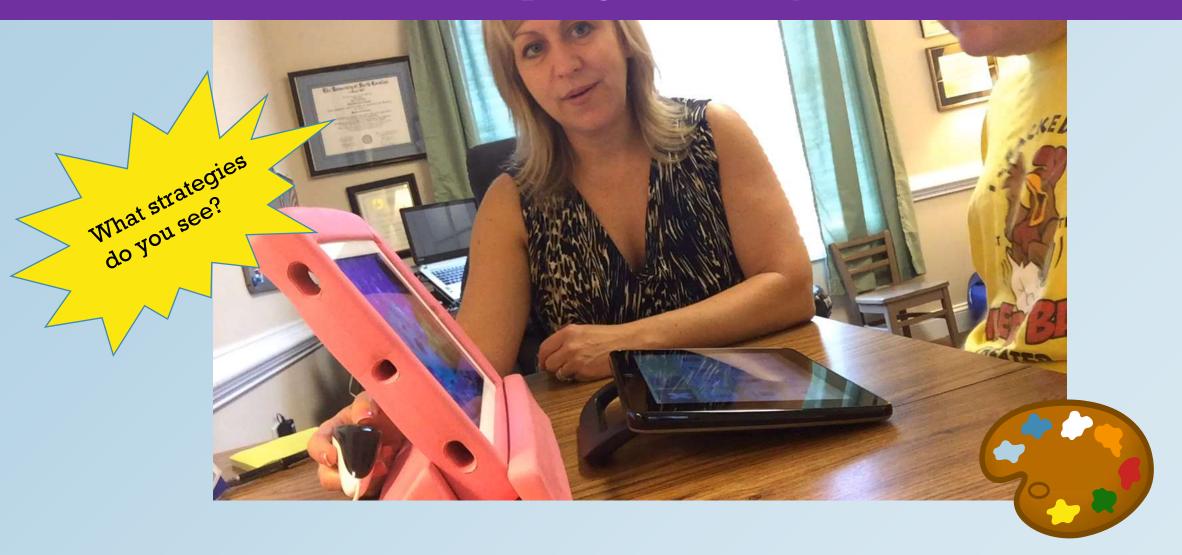
## Situation: Requesting help to get an object that is out of reach



## Communication Opportunity Targeted: Request "I want help"

- Natural Cue: Desired object is out of reach
- Indirect Cue:
  - Search light randomly moving light/pointer/finger over board/grid
  - Verbal "That sure is up high.", "It looks like you're interested in something.
  - Visual/Gestural shrug of shoulders, "I don't know" hand gesture
- Direct Verbal Cue: "It seems like you need some <u>help</u>."
- **Direct Point Cue**: Showing the location of "I want help" on the device without activating it (pen light/point)
- Physical Assistance: Hand under hand movement to touch symbol on device/board

## **Prompting Hierarchy**





improves self-concept and self esteem



provides motivation



reduce frustration and behavior problems



increase participation in daily life



facilitates learning by making learning interactive instead of passive



changes expectations of others for child's potential

Adapted from Total Augmentative Communication in the Early Childhood Classroom, by Linda J. Burkhart ©1993 on http://www.lburkhart.com/gphb.htm

What's the payoff?

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