

2018 CALENDAR

FEBRUARY



Saltillo

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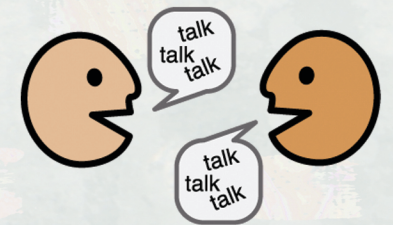


Create Communication Success:
Teach communication with an AAC system by understanding language and communication goals.

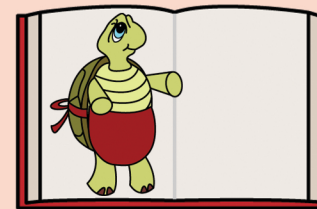
Language is a symbolic communication system that is learned. Language includes spoken and written words, pictures, gestures and facial expressions.

Communication is a shared experience between two or more people. For example, greet a friend by saying “Hello!”. Or, tell someone how you feel by saying, “Wonderful!”

And It The
WORDS
Up



Read **Heart of a Ninja** by Random House Children's Books.



February is a month for Valentine's, love and friendship. Teenage Mutant Ninja Turtles have a lot of love. Find out what each Ninja friend loves during this month of LOVE.

Words to Model:



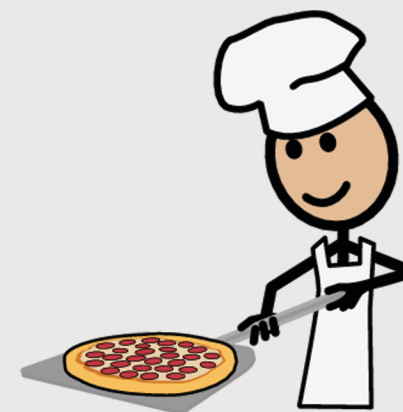
This is an opportunity to express likes and dislikes.

Make a crazy, but **nice** pizza for a **friend** or your **brother**! This free website provides interactive fun for all. Express how one feels about the pizza:

love it

it's **nice**

it's **bad**



<http://www.abcya.com/pizza.htm>

SUN **MON** **TUES** **WED** **THU** **FRI** **SAT**

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Groundhog Day

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Valentine's Day

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President's Day

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Let's teach

Explore Saltillo Implementation resources for expanded tips on teaching core words.

Suggested target words this month:

bad, love, nice



Let's teach bad

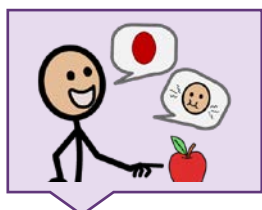
This food tastes **BAD**. She is a **BAD** singer. The description word **BAD** can be used to express something is unpleasant, poor quality, or injured.

The ability to express and describe something that is **BAD** is an important part of commenting. It gives us a way to communicate our opinion when we don't like something.



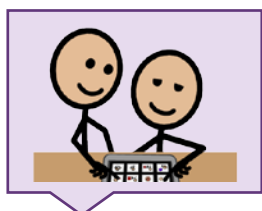
FIND

Find the word in the vocabulary. **BAD** is an adjective and will typically be a pink word. It is often located on the DESCRIBE page of many vocabularies. If you can't find **BAD**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.



INTRODUCE

Use **BAD** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "**BAD** could mean something you don't like or is wrong."



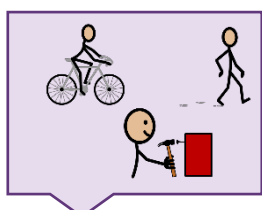
MODEL

Model the word throughout the day, touching **BAD** in the vocabulary anytime you say it.

"This **BAD** apple is moldy." "You are acting **BAD**."

"I have some **BAD** news." "He is feeling **BAD** today."

"She has a **BAD** leg."



ENCOURAGE

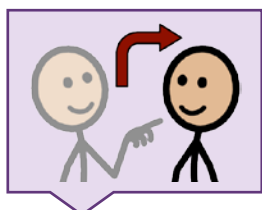
Create activities to provide lots of models and practice with **BAD**.

Book: Talk about heroes and **BAD** villains in various stories.

Snack: Decide if it tastes "good or **BAD**."

Activity: Clean the fridge. Find fresh and **BAD** foods

Create opportunities for the learner to say the word. Make sure to wait, and look so they know it is expected.



EXPECT

For *comments*: Ask after a book or movie, "Was this good or **BAD**?" and look for a response.

For *questions*: If someone looks sick or injured, asking "Do you feel **BAD**?"

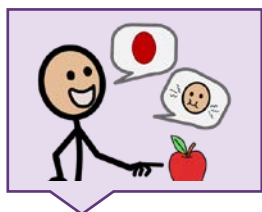
Let's teach love

"I **LOVE** you." Those are perhaps three of the best words to hear from your child, your spouse, or a dear friend. Due to its emotional value, the word **LOVE** is the topic of many songs, books, and conversations. It conveys a feeling of value and appreciation and makes people feel good. In addition to people, we use the word to express our feelings toward food, toys, activities, actions, and places. "I **LOVE** ice cream with sprinkles. Swimming is my favorite, I just **LOVE** it!." What do you **LOVE**?"



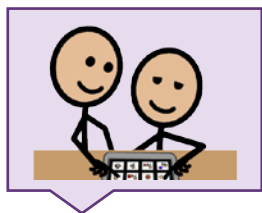
FIND

Find the word in the vocabulary. **LOVE** is a verb, so it will typically be a green word. It is often located on the "Actions" page of many vocabularies. If you can't find **LOVE**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.



INTRODUCE

Use **LOVE** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "**LOVE** means to like someone or something a lot. For example, you **LOVE** Mom, Dad..."



MODEL

Model the word throughout the day, touching **LOVE** in the vocabulary anytime you say it.

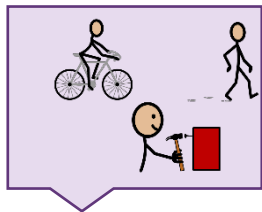
"Don't you just **LOVE** that."

"I **LOVE** it when you listen."

"You really **LOVE** skittles."

"Do you **LOVE** it or hate it?"

"I **LOVE** that! Great job."



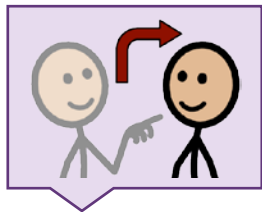
ENCOURAGE

Create activities to provide lots of models and practice with **LOVE**.

Song: *Skidamarink: I **LOVE** you*

Activity: Graph things you **LOVE** vs. things you don't **LOVE**

Book: *Guess How Much I **LOVE** You*



EXPECT

Create opportunities for the learner to say **LOVE**. Make sure to wait, and look so they know it is expected.

Use the "Save Message" feature on the "Story Template" page to help the learner write about things he/she **LOVES**.

Ask the learner's opinion about various activities, items. "Do you not like, like, or **LOVE** it?"

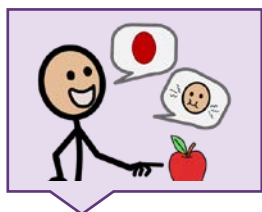
Let's teach nice

Being **NICE** is something we want for all people, but what does it really mean? Help the learner start to understand the word **NICE** by putting it into action. Start by calling an awareness to it whenever you use it. Then, think about when the learner may benefit from using it. Maybe he/she wants to tell his/her siblings to "be/play **NICE**," or maybe he/she wants to tell someone else they did a "**NICE** job," or perhaps it would be good to introduce it in the context of something he/she already does, such as greet others, "**NICE** to meet you."



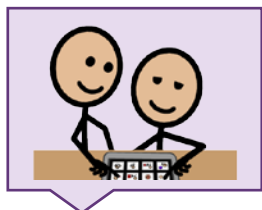
FIND

Find the word in the vocabulary. **NICE** is an adjective, so it will typically be located on the "DESCRIBE" page of many vocabularies. If you can't find **NICE**, use the Word Finder feature to learn where it is. If it is not in the vocabulary, you may want to add it.



INTRODUCE

Use **NICE** in context and try to explain it at the learner's level. Modeling, touching the word in the vocabulary as you say it, may help. Here's an example: "**NICE** means you are good or friendly. When you share your toys, you are being **NICE**. People like you when you are **NICE** to them."



MODEL

Model the word throughout the day, touching **NICE** in the vocabulary anytime you say it.

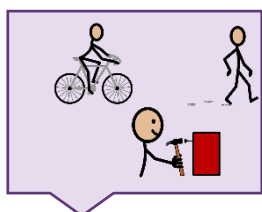
"Be **NICE** and share."

"That was so **NICE** of you!"

"What a **NICE** surprise!"

"I hope you had a **NICE** time."

"**NICE** to meet you."

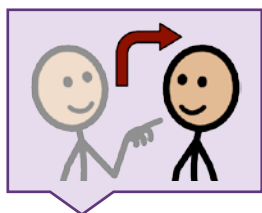


ENCOURAGE

Create activities to provide lots of models and practice with **NICE**.

Song: Three **NICE** Mice (variation of 3 Blind *MICE*)

Activity: Take turns being the "**NICE** monster" and do one **NICE** thing for someone else. Need help thinking of ideas? Make "**Be NICE** cards to pick from" (e.g., pick up toys).



EXPECT

Create opportunities for the learner to say the word. Make sure to wait and look at them so they know it is expected.

Have the learner review the class rules, one is "(be) **NICE**."

Write a book with the learner about how to be **NICE**. Use the sentence starter "It is **NICE** to/when..." or "**NICE** means..."