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Active with AAC

BOARD GAMES

Many children love to play board games! But, you may be wondering what can I model and say while playing a board game? There are plenty of core words you can model while playing any board game you want! Check out the chart and our Tips to Engage, Expand, and Succeed!

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Board Game

You AAC User AAC Device

Model It on the AAC Device







Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met	Want	l want	I want that one
(requesting	Need	You need	I need it
objects/activities/	That	Put there	Put it there
permission/attention,	There	Put on	Put it on there
etc., directing action/to	Put	Give that	Give me that one
stop, request help)	Give	Want that	Help me open it
	Help	Help open	Let's play again
	Open	Go + "color"	Go to "color"
Exchange Information	Open	Put on?	I did it
(share and show objects,	Like	I do/did	Put it there
confirm/deny, request	That	You put	Put in on here?
information, etc.)	There	Need that	I need that
	Put	What next?	You need this one?
	On	You win	Open that one
	In	I lose	Let's play more
	Let's	Where put?	l go next
	Where	Open that	What is next?
	What	Let's play	I lose again
	Next	l go	l go again
Social Closeness/Etiquette	1	My turn	l did it
(greet, take turns,	You	l go	l go again
comment, etc.)	My	You go	Uh-oh! You lose
	Turn	l win	Cool! I win!
	Go	You lose	Let's play again
	Win	That cool	That is "color"
	Lose	Let's play	That was cool
	Uh-oh	l do	lt's my turn
	Colors	That + "color"	This is fun

Tips to Engage, Expand, and Succeed:

- The most important thing to remember while you play is to keep it natural. Don't make the AAC user feel like they have to do too much work to take a turn. We learn best when we are having fun and in natural contexts!
- Turn taking isn't the only thing you can focus on while playing board games. Try focusing on some other reasons to communicate like:
 - Commenting Did you roll a high number? Or something good happened? You can comment by saying: Yes!, Wow!, Awesome! OR if something bad happened, you can model: uh-oh!, I'm sorry, Oh my!
 - Directing Others tell others where to go, where to put the game pieces, what to do next,
 Asking Questions don't control the game too much. Ask questions like: where, what's
 - **next**, who's next to get communication going and engage the AAC user.
- This could be a good time to focus on following directions, using prepositions (in, on, under). Many games require players to follow directions or follow a sequence (first, next, after).
- Remember, full sentences are not always required! Sometimes, we answer and respond with single words or short phrases. Not everything we say is a grammatical sentence! For example, someone may ask you, "Where is the bathroom?" and you respond by pointing and saying "Over there". And when playing a game using only sentences can make the situation feel forced.

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Using a low-tech communication board? Or need some choices to help you communicate during this activity?

single page low-tech core word board. boards here: https://saltillo.com/chatcorner/content/29 You can add these to a flip book. OR, you can Velcro these to the top/bottom of a will need one of our low-tech flip books or a single page communication board. These boards are available on our website. Download the The following strips can be used as choice boards or fringe vocabulary for the above activity. If you are using this as fringe vocabulary, you





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