

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!

CORE WORDS

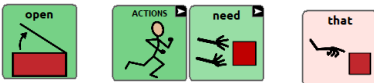
Do	I
Give	You
Go	My
Like	Uh-oh
Lose	Cool
Need	There
Put	That
Want	"Colors"
Win	Again

MATERIALS

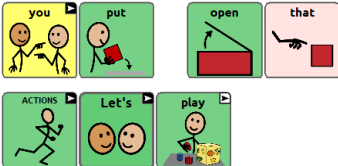
Board Game	You
	AAC User
	AAC Device

Model It on the AAC Device

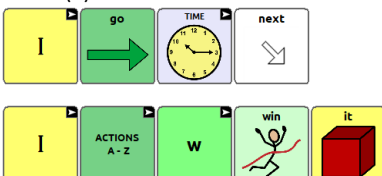
One Word:



Two Words:



Three (+) Words:



Active with AAC

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

