

POP-UP

PIRATE

Ahoy, matey! Game time is always a fun way to spend an afternoon or just a few minutes! Pop Up Pirate is a quick game that builds in elements of suspense and surprise. Using primary color swords see who will be the one to make the pirate pop out of the barrel. Make sure you model and talk using AAC, but most importantly have fun! ARGGH!

CORE WORDS

Put	1	
Want	You	
Help	My	
Like	Up	
Need	Down	
Colors	Again	
In	More	
Out	That	
Nervous	Funny	

MATERIALS

Pop up Pirate	AAC Device AAC User
Game:	You
Pirate	
Barrel	

Model It on the AAC Device

One Word:

































Active with AAC

Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met	Want	You do	I need help
(requesting	Need	I put	He go/went up
objects/activities/	Put	I want	Put+color+in
permission/attention,	Help	Need help	I want+color
etc., directing action/to	That	Put that	I need more
stop, request help)	In	Want + color	I need more+color
	Colors	Need more	Can you help me?
	Out	Color+in	
Exchange Information	1	I put	Put it here?
(share and show objects,	You	You put	I like it
confirm/deny, request	Need	Put + color	Do you like it?
information, etc.)	Like	What color?	Will he come out?
	Put	What think?	No more +color
	That	Put in	I like that
	In	Put down	I don't like that
	Want	Go up	Look at him
	Out	Like this	He went up
	Down	Color + in	Put him in
	Up	Color+out	Take+ color+out
Social Closeness/Etiquette	1	I do	I like it
(greet, take turns,	You	You do	I do it
comment, etc.)	More	My turn	He came out
	Again	I put	You did it
	Like	Like that	It's my turn
	Funny/Silly	That funny	I put+ color in
	Surprise	That cool	That is funny
	Uh-oh	Look out	Will he go out
	Cool	Don't like	I don't like it/that
	Nervous	Feel nervous	I feel nervous

Tips to Engage, Expand, and Succeed:

- It's time to play! This is not just any "bored" game; this is a barrel of fun, with a lot of opportunities to use language. You are choosing a color, commenting on where you should put the sword, whether you will make the pirate pop, and you are probably commenting on how you feel. All these things are perfect to model on the AAC device. Keep your language natural!
- Games provide opportunities to focus on different categories of core words. Here are some categories and words you may want to focus on:
 - o Prepositions: in, out, up, down
 - o Determiners: that, this, those
 - o Colors
 - o Describing: silly, nervous, funny, cool
- This is a great game to practice making predictions "I think he will pop out!" and how uncertainty makes you feel "I'm nervous/scared he will pop!" "I'm curious to see what will happen!" "Yikes!"
- Pop-Up Pirate has few rules and lots of silliness! The players can choose to play by color or by number of swords. The AAC user shouldn't have to ask for certain color or announce what they are going to do for each turn. Too much structure can make it seem like work. Enjoy game time and have fun!



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

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

single page low-tech core word board.



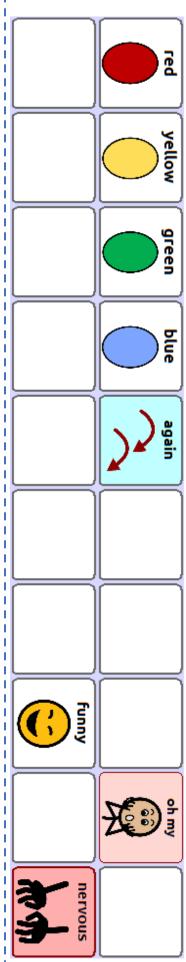
Attached to a one-page communication board.

I



Added to the WP 42 Basic flip book

You can add me with the WordPower 60 Basic Flip Book to the "Groups" tab.



You can add me with the WordPower 42 Basic Flip Book to the "Groups" tab.

