

TWISTER

If you find yourself stuck inside and looking for something fun to do, Twister is the game for you! Get up, get moving, bend and stretch with this classic game. Don't forget to model language while you play! You can use the AAC device or a low-tech system while you play. Have fun!

CORE WORDS

Do	I
Go	You
Help	Easy
Like	Hard
Look	Colors
Need	Here
Put	There
Reach	That
Stretch	This

MATERIALS

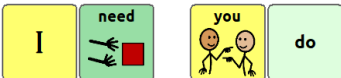
Twister	You
	AAC User
	AAC Device

Model It on the AAC Device

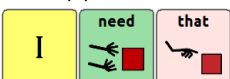
One Word:



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)	Need There Want Do You Put Reach Stretch Touch	I need You need You put Put there Need that You do Touch green Stretch here Reach there	I need that Put (body part) here Put it there Need that + color I want + color Put it here Reach over here Stretch your XX Help me reach
Exchange Information (share and show objects, confirm/deny, request information, etc.)	You There That Colors Easy Hard Over Under Go Put Touch	I do You do Need + color That hard Put over Put under Put here That one Help me Touch blue Put + body part	Put your XX here Right hand red Reach over her Put your leg under Put your hand over Put on red Touch yellow here That is hard Need left hand blue Look at you! You go there
Social Closeness/Etiquette (greet, take turns, comment, etc.)	I You Again Like Do Fun Hard Easy Oh my! Careful	Like this I like I do It fun It hard It easy Go again Look me Look that Be careful!	Wow! Good job! I like this! This is fun! That was hard! That is easy! Its not hard! That's too hard! Look at me Let's play again! Do it again!

Tips to Engage, Expand, and Succeed:

- Playing Twister is a great way to get Active With AAC while also being able to model a LOT of language and concepts! Remember, while you play keep your modeling natural. Kids learn best when they are engaged and having fun!
- There are so many early and more advanced concepts you can focus on with Twister:
 - Colors: red, blue, green, yellow
 - Body parts: hand, leg, or get creative with your directions and give custom directions with body parts like knee, elbow, finger, toe, etc.
 - Right vs. left
 - Spatial concepts: over, under, up, down
- You can also get creative the length and complexity of your directions. Looking to work on harder directions? Give a direction to put two body parts on the board, for example, "Put your left hand on red and right foot on blue". Or you can sequence the directions, for example "First put your left hand on red then put your right foot on blue." And don't forget you can also simply the game for your user, for example "Touch blue" or "Put your foot on green".
- This is a great time to practice modeling without expectation! You can model lots of directions without needing a response!

