



Sometimes we are looking for a way to determine what our clients like and don't like. We can try this method for sorting items and/or pictures to determine likes and dislikes. We can use the information to find motivators, allow the client to select the order of the activities, grouping likes and dislikes or teaching to comment with like or don't like.

Try modeling things you like so the communicator gets the idea. For example, I will touch the buttons on the device or the document for something I like- ice cream. I will also model something I don't like-touching the buttons on the device or the document to indicate something I don't like- spiders. I would place the objects or pictures under the respective category of like or don't like.