

CONSULTANT IFORMATION

Name:	
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Note: it may be helpful to rip this out of your packet, so you can write in it throughout the training

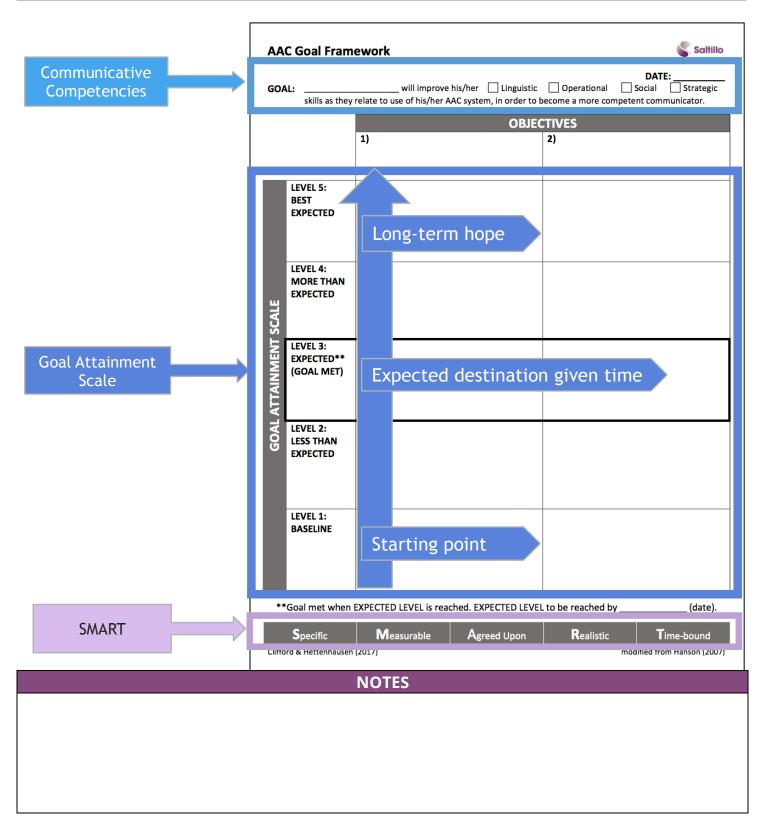
Think - Pair - Share



What is your greatest challenge with writing goals for individuals using AAC?
What is one tool you use to determine typical language development and guide language
goals for other students/clients on your caseload?
· · · · · · · · · · · · · · · · · · ·
How might you tweak these linguistic objectives for a current client with whom you work?
How aware are you of your client's/student's skills as they relate to device use?
Do you have any goals written to specifically address operational skills? Why? Why not?
What tools do you use to help determine appropriate social language and interaction targets?
What strategies does your client/student use as it relates to using the device?
What strategies might be helpful for him/her to learn how to do?
What is one tool you use to help monitor progress?

Understanding the AAC Goal Framework





Case Study for Today's Goal Examples



Meet Matthew:

- 6-year-old boy with Autism
- Fine & Gross Motor: within normal limits
- Hearing & Vision: within normal limits
- Device: NOVA chat 8
- Vocabulary: WordPower 60 Basic
- Expressive/Receptive Language Skills
 - o Uses 20 signs and 10 words consistently
 - o Follows 1-step and some 2-step directions
 - o Understands more than what he can say
 - Unable to be assessed using standardized testing
- Demonstrates some behaviors, often secondary to loud noises

What does he like?



• What goals/objectives will we write for him today?

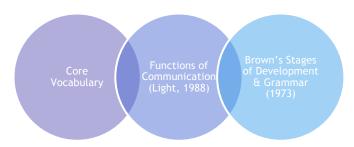
	LINGUISTIC	OPERATIONAL	SOCIAL	STRATEGIC
OBJECTIVE 1	Increase use of prepositions.	Speak message by using the "Smart period"	Ask personal questions.	Use an introductory statement to explain his device.
OBJECTIVE 2	Increase ability to state likes/dislikes	Carry device	Answer personal questions.	Use a low-tech board for outside and water-based activities.

Linguistic Competency



The ability to use and understand language.

"sufficient knowledge, judgment, and skills in the linguistic code of the language(s) spoken and written in the individual's family and broader social community, including receptive skills and as many expressive skills in these languages as possible. In addition, they must also learn the language code of the AAC systems that they utilize, including the representational aspects of AAC symbols" (Light, 1989).



RESOURCES



LinguiSystems Guide to Communication Milestones

- Includes Brown's Stages of Morphemes as well as many other developmental language guides by age
- Free: https://www.linguisystems.com/pdf/Milestonesguide.pdf

QUAD[©] Profile

Checklists for Profiling Language Samples



QUAD Communication Profile (Cross, 2010)

- tool that enables a clinician to perform a simple, rapid evaluation of the language performance of a client who is using an SGD
- Set of 4 checklists: Vocabulary, Morphology, Syntax, Function
- FREE: https://speechdudes.wordpress.com/2015/05/21/the-quadprofile-a-quick-and-simple-language-evaluation-tool/

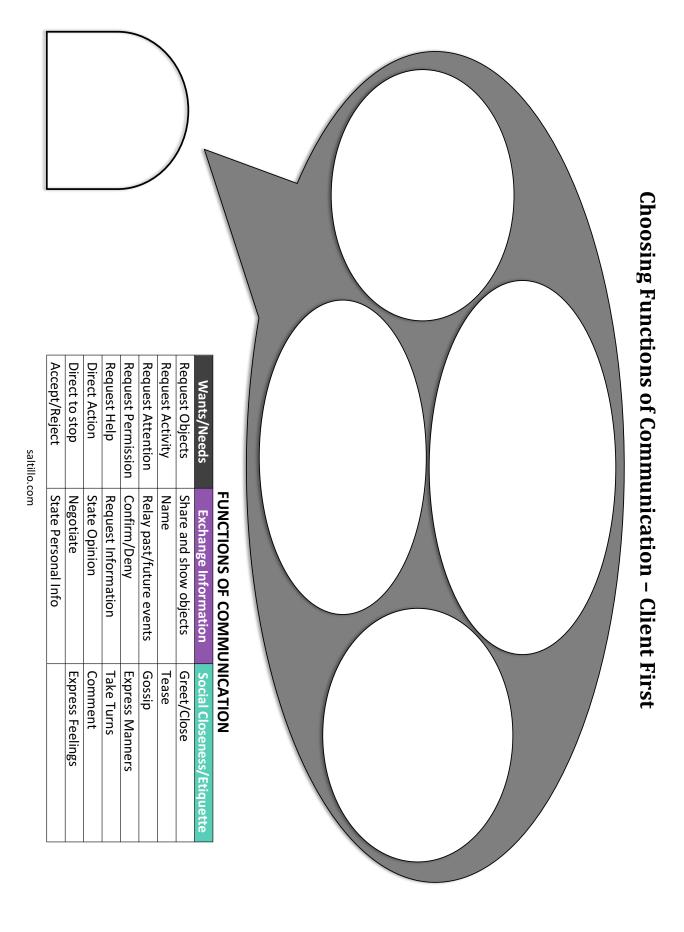
Functions of Communication

Full version included in handout (p. 6)

Core Vocabulary Word Lists

- Monthly Word lists (pictured left) Include the picture pathways to locate the vocabulary within the WordPower vocabulary files FREE: https://saltillo.com/chatcorner/content/31
- Early Language Word Lists, examples included in handout (p. 7-8)

NOTES



Language Functions & Early Generative Language Production

Banajee, M., DiCarlo, C., & Buras-Stricklin, S. (2003). Core Vocabulary Determination for Toddlers, *Augmentative and Alternative Communication*, 2, 67 – 73.

Top Words Used by Toddlers

1. a	9. it	17. some
2. all done/finished	10. mine	18. that
3. go	11. more	19. the
4. help	12. my	20. want
5. here	13. no	21.what
6. I	14. off	22. yes/yeah
7. in	15. on	23. you
8. is	16. out	

CLINICAL APPLICATION

First 8 Words:

1.	all done	5.	more
2.	help	6.	stop
3.	want	7.	that
4.	mine	8.	what

First 15 Words:

6. I	11.stop
7. it	12.that
8. like	13. want
9. mine	14. what
10. more	15. you
	7. it 8. like 9. mine

First 30 Words:

rst 30 Words:		
1. again	15. little	29. what
2. all done	16. mine	30. you
3. away	17. more	
4. big	18.my	
5. do	19. off	
6. down	20.on	
7. get	21.out	
8. go	22.put	
9. help	23. some	
10.here	24. stop	
11.1	25.that	
12.in	26. there	

27.up

28.want

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13.it

14.like

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Language Functions & Early Generative Language Production

First 50 Words

1. again	14. get	27. mine	40. stop
2. all	15.go	28. more	41.tell
3. all done	16. good	29. my	42.that
4. away	17. happy	30. not	43.there
5. bad	18. help	31.now	44. turn
6. big	19. here	32. off	45.up
7. come	20.1	33. on	46.want
8. do	21. in	34. out	47.what
9. don't	22. it	35. play	48. where
10. down	23. like	36. put	49. who
11. drink	24. little	37.read	50. why
12. eat	25. make	38.sad	51. you
13.feel	26. me	39. some	

ddin	g to the Top 50			
1.	+ed	26. have	51. one	76. they
2.	+ing	27. he	52. other	77. think
3.	+s	28. hear	53. over	78. thirsty
4.	after	29. hi	54. place	79. those
5.	almost	30. hot	55. please	80. time
6.	another	31. how	56. pretty	81. tired
7.	any	32. hungry	57. problem	82. together
8.	ask	33. idea	58. ready	83. try
9.	be	34. is	59. ride	84. under
10.	before	35. job	60. same	85. very
11.	body	36. know	61. say	86. walk
12.	can	37. later	62. she	87. way
13.	cold	38. leave	63. sick	88. we
14.	color	39. let	64. silly	89. when
15.	did	40. listen	65. sing	90. win
16.	different	41. live	66. sit	91. with
17.	dress	42. lose	67. sleep	92. work
18.	fall	43. love	68. slow	93. write
19.	fast	44. maybe	69. sorry	94. wrong
20.	favorite	45. much	70. start	95. your
21.	for	46. myself	71. surprise	96.
22.	fun	47. name	72. swim	97.
23.	give	48. need	73. take	98.
24.	goodbye	49. nice	74. thank you	99. 100.
25.	guess	50. of	75. these	100.

Adding Words to Get to 300+ Core Words

- 1. Add all the pronouns.
- 2. Add more adjectives and adverbs
- 3. Expand verbs, with tense variation

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FOLLOW ALONG & COMPLETE AS WE THINK THROUGH A GOAL FOR MATTHEW

AA	C Goal Fram	ework		Saltillo
GOA		nprove his/her		DATE: Social Strategic become a more competent communicator.
			OBJEC	CTIVES
		1)		2)
	LEVEL 5: BEST EXPECTED			
SCALE	LEVEL 4: MORE THAN EXPECTED			
GOAL ATTAINMENT SCALE	LEVEL 3: EXPECTED** (GOAL MET)			
GOAL	LEVEL 2: LESS THAN EXPECTED			
	LEVEL 1: BASELINE			
	**Goal met w	hen EXPECTED LEVEL is	reached. EXPECTED	LEVEL to be reached by (date).
	S pecific	M easurable	Agreed Upon	Realistic Time-bound
Cliffo	ord & Hettenhausen	(2018)		modified from Hanson (2007)

SAMPLE GOAL & OBJECTIVES TO INCREASE LINGUISTIC COMPETENCE: CASE STUDY

AAC Goal Framework

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	*****				DAT	E:
GOAL:	Matthew	_ will improve his/her	★ Linguistic	Operational	Social Social	Strategic
	skills as they relate to u	se of his/her AAC syste	m, in order to b	ecome a more con	npetent com	municator.

		OBJEC	CTIVES		
		1) Increase use of prepositions (e.g., in/out, on/off, up/down).	2) Increase ability to state his likes/dislikes.		
GOAL ATTAINMENT SCALE	LEVEL 5: BEST EXPECTED	Matthew will use 6 target prepositions spontaneously when appropriate.	When presented with an item/activity, and asked "What do you think?" Matthew will accurately indicate his preference. Matthew will express		
	LEVEL 4: MORE THAN EXPECTED	Matthew will use 6 target prepositions during less structured activities	"dislike" to indicate dissatisfaction for 10 known non- preferred items or activities.		
	LEVEL 3: EXPECTED** (GOAL MET)	Matthew will use <u>6 target</u> <u>prepositions</u> to direct action during structured play given aided language input.	Matthew will express "like" to indicate satisfaction for 10 known preferred items or activities when asked his opinion (e.g., What think?)		
	LEVEL 2: LESS THAN EXPECTED	Matthew will use <u>6 target</u> <u>prepositions</u> to direct action during structured play given aided language + 1 prompt.	Matthew will express "like" to indicate satisfaction for <u>5</u> known preferred items or activities when asked his opinion (e.g., What think?)		
	LEVEL 1: BASELINE	Matthew expresses (via sign, verbalizations, or SGD) 18 core words, but does not express any prepositions.	Matthew says "no" when asked "Do you want?" & plugs his ears or rocks when experiencing things he doesn't like.		

^{**}Goal met when EXPECTED LEVEL is reached. EXPECTED LEVEL to be reached by ______ (date).

	S pecific	M easurable	Agreed Upon	Realistic	T ime-bound
Clifford & Hettenhausen (2017)				mod	lified from Hanson (2007)

Using the information in a different format

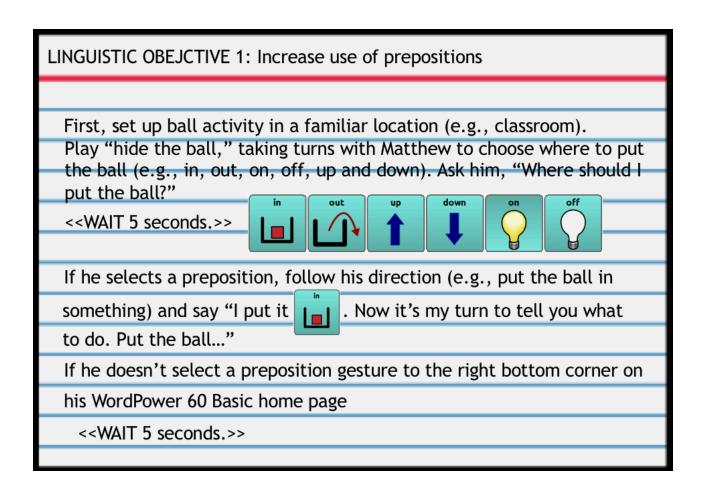
Goal:	Matthew will increase his expressive language skills (linguistic competency).
of	Matthew expresses (via sign, verbalizations, or SGD) 18 core words, but does not express any prepositions. He says "no" when asked "Do you want?" & plugs his ears or rocks when experiencing things he doesn't like.
Implementer:	SLP, teacher, sped teacher
Objective 1:	Matthew will use 6 target prepositions to direct action during structured play given aided language input.
Objective 2:	Matthew will express "like" to indicate satisfaction for 10 known preferred items or activities when asked his opinion (e.g., What do you think?)

NEEDED COMMUNICATION PARTNER SKILLS

- Use Word Finder feature to locate words
- Know where the target words (e.g., prepositions) are within the vocabulary
- Provide aided language input, or model on the device
- Know those things Matthew likes and doesn't like
- Prompt appropriately

LINGUISTIC OBJECTIVE

Matthew will use 6 target prepositions to direct action during structures play given aided language input + 1 prompt.

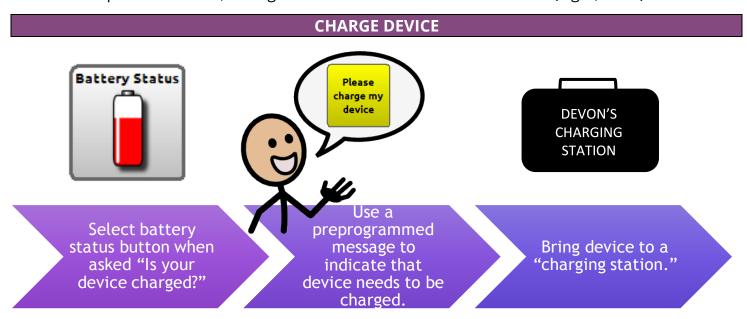


Operational Competency

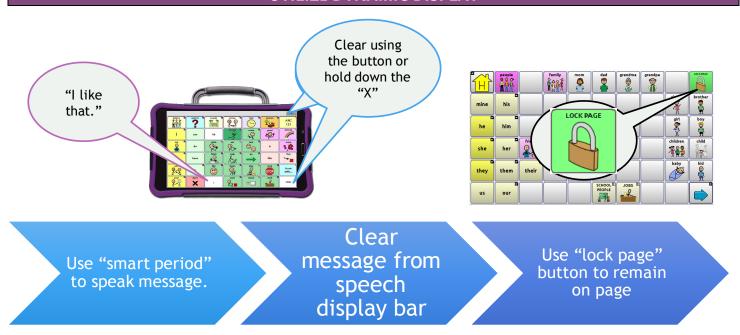


The technical skills involved in operating the AAC System.

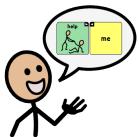
The goal is for the person who uses AAC to operate his/her system without the burden of a cognitive overlay. In other words, despite the access methods used (direct or indirect), the operational skill of the AAC user is automatic. This requires practice and time, and depends upon motivation, strengths and weaknesses of the individual (Light, 1989)



UTILIZE DYNAMIC DISPLAY



CUSTOMIZE DEVICE/ADD VOCABULARY



Identify when can't find a word (e.g., help me) or indicate word is not on device (e.g., not here)



family mom dad grandma grandpa NAME OF THE PERSON NAME OF THE P Choose where to put it. their

Choose the image Take the picture Confirm if it is "good" or want something "different"

Request word to be added to the device

Participate in adding a new word

ACCESS DEVICE

Push here to wake up the device



Wake up and/or

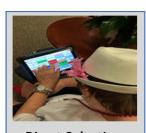
turn on the device



Use the kickstand to be able to see the vocabulary on the screen

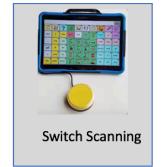


Instruct communication partners on where to get the device, mounting, or positioning



Direct Selection with finger





Increase speed

Increase accuracy

Increase independence

Additional Resources:

- "Two Switches to Success," Linda Burkhart http://lindaburkhart.com/wpcontent/uploads/2016/07/switch handout 3 12 Burkhart.pdf
- "Every Move Counts, Clicks, & Chats," Korsten, Foss, & Berry http://www.everymovecounts.net/



Operational Competencies: A Brainstorming Tool

AAC: Ready, Set, GOAL!!

CHARGE DEVICE	COMMENTS
Use battery status button Indicate that device needs to be charged Participate in charging process (e.g., plug in device, bring device to a "charging station").	
ADJUST VOLUME	
Locate & use volume control paddle or volume buttons Adjust volume based on a natural cue (e.g., "I can't hear you") or a direct prompt (e.g., "Turn it down/up.") Adjust volume based on the environment (e.g., library)	
UTILIZE DYNAMIC DISPLAY	
Navigate to a new vocabulary page Navigate away from a vocabulary page Use "lock page" button to stay on a page Navigate to another page using the "next" arrow Use smart period of SDB to speak message. Clear message from SDB Delete a single word from the SDB	
CUSTOMIZE DEVICE/ADD VOCABULARY	
Identify when you can't find a word (e.g., "help me") Indicate word is not on device (e.g., "not here") Request a word be added to the device. Use "Word Finder" feature to locate new words Participate in customizing device	
ACCESS DEVICE	
Wake up and/or turn on device Position device and/or set the kickstand to use device. Open correct App Adjust for lighting Get device out. Carry device around environment. Instruct others on where/how to get or mount device Increase skills related to accessing device (e.g., direct selection with finger, headpointing, switch scanning)	

This is not a comprehensive or hierarchical list. All examples are suggestions and should be modified appropriately for individual needs.

FOLLOW ALONG & COMPLETE AS WE THINK THROUGH A GOAL FOR MATTHEW

AA	AAC Goal Framework			Saltillo			
GOA		prove his/her		Social Strategio			
			OBJEC	CTIVES			
		1)		2)			
	LEVEL 5: BEST EXPECTED						
SCALE	LEVEL 4: MORE THAN EXPECTED						
GOAL ATTAINMENT SCALE	LEVEL 3: EXPECTED** (GOAL MET)						
GOAL	LEVEL 2: LESS THAN EXPECTED						
	LEVEL 1: BASELINE						
	**Goal met w	hen EXPECTED LEVEL is	reached. EXPECTED L	EVEL to be reached by _	(date).		
	Specific	M easurable	Agreed Upon	Realistic	Time-bound		

AAC Goal Framework



	44 441			DAT	E:
GOAL:	<u>Matthew</u>	_ will improve his/her 🔲 Linguistic	Operational	Social	Strategic
	skills as they relate to u	se of his/her AAC system in order to	hecome a more co	nnetent com	municator

		OBJEC	TIVES
		1) Speak message in the SDB by using the "smart period."	Carry AAC system independently throughout the day
GOAL ATTAINMENT SCALE	LEVEL 5: BEST EXPECTED	Matthew will independently use the smart period to speak his messages of 2+ words as appropriate.	Matthew will independently carry his AAC system with him during transitions throughout his day.
	LEVEL 4: MORE THAN EXPECTED	Matthew will use the smart period to speak his message of 2+ words given expectant wait time.	Matthew will independently carry his AAC system with him during 5 transitions when appropriate.
	LEVEL 3: EXPECTED** (GOAL MET)	Matthew will use the smart period to speak his message of 2+ words with no more than 1 visual prompt (e.g., highlighted button)	Matthew will carry his AAC system with him for 5 daily transitions with 1 gestural prompt and verbal cue (e.g., bring what you need).
	LEVEL 2: LESS THAN EXPECTED	Matthew will use the smart period to speak his message of 2+ words with no more than 1 visual and 1 verbal prompt.	Matthew will carry his AAC system from one location to another for 3 daily transitions with1 gestural prompt and verbal cue.
	LEVEL 1: BASELINE	Matthew selects 2-3 words in sequence (e.g., play ipad) but does not speak the entire message.	Between activities, Matthew's aid carries his devices. Matthew holds his device by the handle with instruction.

^{**}Goal met when EXPECTED LEVEL is reached. EXPECTED LEVEL to be reached by ______ (date).

S pecific	M easurable	A greed Upon	Realistic	T ime-bound		
Clifford & Hettenhausen	fford & Hettenhausen (2017) modified from Hanson (20					

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NEEDED COMMUNICATION PARTNER SKILLS

- Know how to use the "smart period."
- Know how to prompt appropriately

OPERATIONAL OBJECTIVE

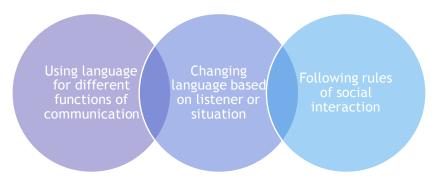
Matthew will use the smart period to speak his message of 2+ words with no more than 1 visual and 1 verbal prompt.

OPERATIONAL OBEJCTIVE 1: Use smart period to speak message in SBD.				
Ask Matthew to speak the message in his SBD ("say it a	ıl together").			
< <wait 5="" seconds.="">></wait>				
If he doesn't respond, hover your finger above the	and then,			
< <wait 5="" seconds.="">></wait>				
If he selects listen and respond naturally (e.g., A	wesome!"			
"Thank you for telling me." "That makes sense!")				
If he doesn't select you push it for him, listen, a	nd say ("This is			
the smart period. It says all of your words together so t	hat I			
understand.")				

Social Competency



The ability to understand and adhere to the social rules of interaction. Connecting with people (Light, 1989).



RESOURCES						
Think Social	"Think Social" A Social Thinking Curriculum for School-Age Students, Michelle Garcia Winner www.socialthinking.com					
Communication Milestones 2012 Edition	LinguiSystems Guide to Communication Milestones FREE: https://www.linguisystems.com/pdf/Milestonesguide.pdf					
SOCIAL COMMANDICATION DISCLAS—THE PRADMATICS CHICAGOST AND THEM. See Companying to C	Pragmatic Language Checklists – Goberis, D. (1999) Midcentral FREE: http://midcentral-coop.org/uploads/Pragmatics w20Checklists%20Examples.pdf					
QUAD® Profile Checklists for Profiling Language Samples	QUAD Communication Profile (Cross, 2010) Function Checklist FREE: https://speechdudes.wordpress.com/2015/05/21/the-quad-profile-a-quick-and-simple-language-evaluation-tool/					
Skillstreaming in Early Childhood A Guide for Teaching Prosocial Skills	Skillstreaming, Dr. Arnold P Goldstein and Dr. Ellen McGinnis. Research-based prosocial skills training program from children from early childhood to adolescence. www.skillstreaming.com					
Venets/heeds Recurses deformation Sector Description Wants/heeds Recurses deformation Sector Description Request Description Share and these objects Terror Description Request Recurse Sector Sect	Functions of Communication Full version included in handout (p. 6)					
ACLE and so to those Out + MC	PRC Language Labe Stages Chart: Pragmatics Available in the "paid" section of AAC Language Lab Included in packet (p. 17) with PRC permission					

AAC Language Lab Stages Chart

* PRC prentrom.com | 800.262.1984

PRAGMATIOS (FUNCTIONS OF LANGUAGE) : Pragmatics addresses "Communication Interaction" and within that interaction:
1. "Communicative intent," the reason behind why we are communicating such as questioning, commenting, requesting.
2. "Discourse," the rules of conversation such as turn taking, introducing a topic, maintaining a topic and making adjustments when a listener does not understand, for example, rephrasing or restating something.

		Discourse Rules			Communicative Intent	MLU-M Mean	MLU-M Range	Approx. Vocab. Size	Description	
		Turn-taking based on Joint Reference or Joint Action Initiating a topic based on "self," such as attention getting Maintaining a topic in routine situations			Naming Commerting Commerting Requesting objects Requesting Information Responding Protesting or rejecting Greeting	_	_	up to 75 words	Talking with one word at a time	Stage One
	Turn-taking after a pause Turn-taking beyond two turns Initialing a topic to an adult, then to peers Restating when requested	int Action lention getting		Requesting action Responding to requests Stating Regulating conversational behavior		N	1.5 - 2.5	75 to 200 + words	Talking with two and three word phrases	Stage Two
	then when given an indirect cue by an adult, "I ddn't hear you."					2.75	2,5 - 3.0	200 to 1000 words	Building phrases and early sentences	Stage Three
Rephrasing when requestedthen who Maintaining a topic using interjections Maintaining a topic using questions Maintaining a topic using questions initiating a topic regarding something in the "here and now".	uk, "I ddn't hear you."		Other performatives such as teasing			3.5	3.0 - 3.75	1000 to 2000 words	Learning grammar and sentence structure	Stage Four
then when given an indirect cue by an adult, "I didn't understand that." here and now"then to topics in the past and future.			warning, sarcasm, humor, metaphors			4	3.75 - 4.5	2000 to 3000 words	Using sentences and phrase with more grammar endings	Stage Five
Jult, "I didn't undersland that." ast and future.						4.5+		3000+ words	Using correct grammar and syntax	Stage Six

For best viewing, print on legal-sized paper.

Sources:
Sources:
Sources:
Roth, FP, and N.J. Spekman (1984a). Assessing the Pragmatic Capabilities of Children: Part 1. Organizational Framework and Assessment Parameters. Journal of Speech and Hearing Disorders, 49, 1-11.
Solo, Gioria, and Carole Zangari. Practically Speecking: Language, Literacy, and Academic Development for Students with AAC Needs. Brockse Publishing Baltimer 2009. P. 62.
ASHA: www.asha.org.public/speech/development/Pragmatics.htm

ala: 09/09

FOLLOW ALONG & COMPLETE AS WE THINK THROUGH A GOAL FOR MATTHEW

AAC Goal Framework

1	
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	Julilli

GOAL: will improve his/her Linguistic Operational Social Strategic skills as they relate to use of his/her AAC system, in order to become a more competent communicator.					
			OBJEC	CTIVES	
		1)		2)	
	LEVEL 5: BEST EXPECTED				
SCALE	LEVEL 4: MORE THAN EXPECTED				
GOAL ATTAINMENT SCALE	LEVEL 3: EXPECTED** (GOAL MET)				
GOAL	LEVEL 2: LESS THAN EXPECTED				
	LEVEL 1: BASELINE				
	**Goal met w	hen EXPECTED LEVEL i	s reached. EXPECTED L	EVEL to be reached b	y (date).
	S pecific	Measurable	Agreed Upon	Realistic	T ime-bound
Cliffo	rd & Hettenhausen	(2018)		mo	dified from Hanson (2007)

AAC Goal Framework



GOA		ew will improve his/her Linguistic relate to use of his/her AAC system, in order to be					
	OBJECTIVES						
		1) Answer questions related to personal information.	2)				
	LEVEL 5: BEST EXPECTED	Matthew will answer practiced and novel questions related to personal information or indicate "I don't know."					
GOAL ATTAINMENT SCALE	LEVEL 4: MORE THAN EXPECTED	Matthew will answer (verbally or by navigating to and selecting from messages on his PERSONAL page) personal information questions.					
	LEVEL 3: EXPECTED** (GOAL MET)	Matthew will answer 5 personal information questions by selecting preprogrammed messages from a field of 5 on an PERSONAL page.					
	LEVEL 2: LESS THAN EXPECTED	Matthew will answer 3 personal information questions by selecting preprogrammed messages from a field of 5 on an PERSONAL page given .					
	LEVEL 1: BASELINE	Matthew can verbally answer "What is your name?" He will select buttons when on the PERSONAL page, but is not accurate in responses					

**Goal met when EXPECTED LEVEL is reached. EXPECTED LEVEL to be reached by ______ (date).

S pecific	M easurable	Agreed Upon	Realistic	Time-bound
Clifford & Hettenhausen (2017)			moo	lified from Hanson (2007)

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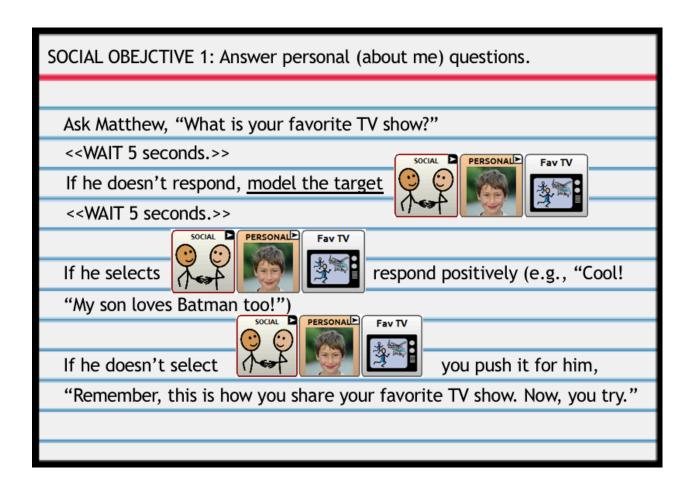
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NEEDED COMMUNICATION PARTNER SKILLS

- Know how to create opportunities to practice answering and asking questions.
- Know how to hide/show answers as needed.
- Know how to customize personal info.
- Know how to navigate to and model the target information.
- Know how to prompt appropriately.

SOCIAL OBJECTIVE

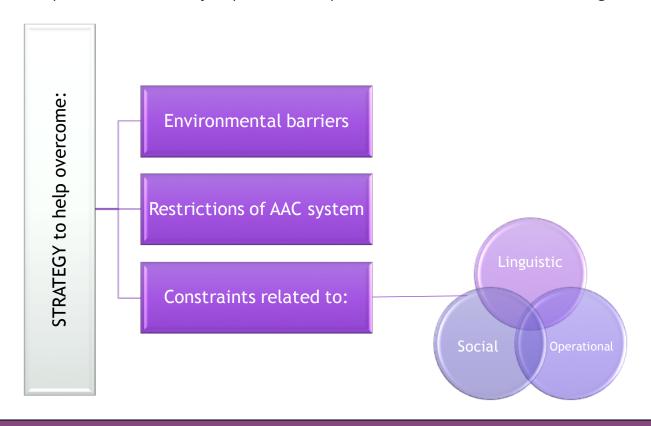
Matthew will answer 3 personal information questions by selecting preprogrammed messages from a field of 5 on a PERSONAL page given aided language input and no more than one prompt.



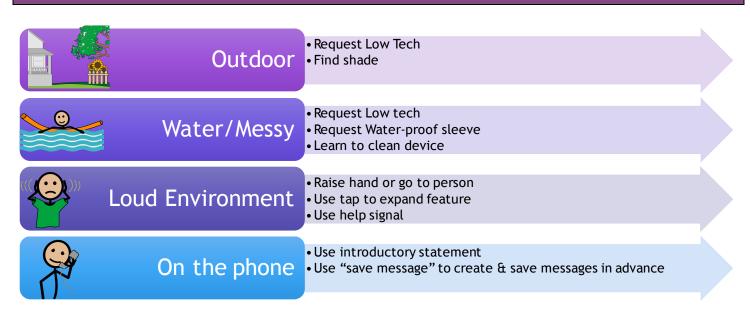
Strategic Competency



Use of compensatory strategies to overcome environmental barriers, restrictions of the AAC system, and/or personal limitations of other linguistic, operational and/or social competencies. The ability to prevent or repair communication breakdowns (Light, 1989).

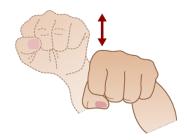


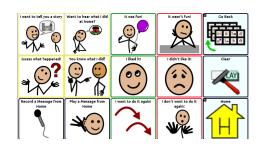
ENVIRONMENTAL BARRIERS & STRATEGIES



STRATEGIES FOR LINGUISTIC CONSTRAINT







Use a preprogrammed phrase to repair a communication breakdown Use a different communication modality (e.g., write, gesture) when you don't have or can't find the word.

Use "voice recording" to store longer message.

STRATEGIES FOR SOCIAL CONSTRAINTS



Use introductory statement with new communication partner "this is a communication device and I am using it to help me speak."



Gain attention using prestored messages (e.g., "Excuse me." "Come here." "I need you for a minute." "Look at this!")



Use the "tap to expand feature" during situations that he/she should be quiet (e.g., class quiet work)

NOTES	



Strategic Competency: A Brainstorming Tool

AAC: Ready, Set, GOAL!!

ENVIRONMENTAL BARRIERS & STRATEGIES	COMMENTS
Uses device outside	
Request and/or use Low Tech board	
Find shade	
Uses device during water or messy activities	
Request and/or use Low Tech board	
Request water-proof sleeve	
Learn to clean device after/during	
Uses device during loud/noisy environments	
Raise hand or go to the person	
Use "tap to expand feature" to show your message	
Use "help signal"	
☐ Turn up the volume using paddle and/or button	
Uses device while talking on the phone	
Use introductory statement	
Use "save message" to store messages in advance	
RESTRICTIONS OF AAC SYSTEM	COMMENTS
Limited volume/speaker disconnects	
Raise hand	
Get assistance to charge and/or connect speaker	
Limited vocabulary	
Indicate "something different" or "not on the device."	
Request help to add vocabulary	
Use other forms of communication	
LINGUISTIC CONSTRAINTS	COMMENTS
Use a pre-programmed phrase to repair breakdown.	
Use a different communication modality (e.g., sign,	
write) when you don't have or can't find the word.	
Describe what you are trying to say if can't find word.	
Use "voice recording" option to store longer message.	
OPERATIONAL CONSTRAINTS	COMMENTS
Indicate mistake using "oops" button or gesture	
Use low-tech board to identify the issue with device	
Use alternative mode of communication (e.g., gesture)	
SOCIAL CONSTRAINTS	COMMENTS
Gain attention using pre-stored message	
Use "tap to expand" feature during quiet situation	
Use intro statement to explain device	

All examples are suggestions and should be modified appropriately for individual needs.

This is not considered a comprehensive list.

FOLLOW ALONG & COMPLETE AS WE THINK THROUGH A GOAL FOR MATTHEW

AAC Goal Framework

Saltillo
danino

GOAL: will improve his/her Linguistic Operational Social Strategic skills as they relate to use of his/her AAC system, in order to become a more competent communicator.					
				CTIVES	
		1)	35520	2)	
	LEVEL 5: BEST EXPECTED				
SCALE	LEVEL 4: MORE THAN EXPECTED				
GOAL ATTAINMENT SCALE	LEVEL 3: EXPECTED** (GOAL MET)				
GOAL	LEVEL 2: LESS THAN EXPECTED				
	LEVEL 1: BASELINE				
	**Goal met w	hen EXPECTED LEVEL is	s reached. EXPECTED I	LEVEL to be reached by	(date).
611.55	S pecific	M easurable	Agreed Upon	Realistic	Time-bound
Cliffo	rd & Hettenhausen	(2018)		modi	fied from Hanson (2007)

AAC Goal Framework



	AA a t t la aasa				DAT	E:
GOAL:	_Matthew	will improve his/her	Linguistic	Operational	Social	X Strategic
	skills as they relate to us	se of his/her AAC syste	m. in order to b	ecome a more con	npetent com	municator.

		OBJEC	TIVES
		1) Use an introductory statement to explain his AAC system.	2) Use a corresponding low tech communication board during activities involving use of liquid.
	LEVEL 5: BEST EXPECTED	Matthew will use an introductory statement to explain his device when asked or to self-advocate (e.g., peer touches his device).	Matthew will directly select on his low-tech communication book during structured and unstructured activities that involve liquids (e.g., crafts and cooking).
SCALE	LEVEL 4: MORE THAN EXPECTED	Matthew will use the introductory statement to explain device to a variety of people in a variety of environments.	Matthew will directly select on his low-tech communication book given aided language input provided by his teachers and therapists 5 times during art class.
GOAL ATTAINMENT SCALE	LEVEL 3: EXPECTED** (GOAL MET)	When asked, "What is that (pointing to his device)?" Matthew will navigate to and use an introductory statement to explain it to 5 people.	Matthew will directly select on his low-tech communication book given aided language input provided by his teachers and therapists 5 times during water play.
GOAL	LEVEL 2: LESS THAN EXPECTED	When asked, "What is that (pointing to his device)?" Matthew will navigate to and use an introductory statement to explain it to 2 different people with 1 gestural prompt.	Matthew will directly select on his low-tech communication book with verbal reminders and aided language input provided by his teachers and therapists 5 times during water play.
	LEVEL 1: BASELINE	Matthew uses preprogrammed messages from his SOCIAL page. If asked "What is that (device)?" he will select a button randomly. He will get the device when directed.	During art class and water play activities, Matthew pays close attention as his communication partners model language use on laminated vocabulary pages from his Word Power 60 Basic vocabulary file.

^{**}Goal met when EXPECTED LEVEL is reached. EXPECTED LEVEL to be reached by ______ (date).

Specific	M easurable	Agreed Upon	Realistic	T ime-bound
Clifford & Hettenhausen (2017) modified from Hanson (2007)				

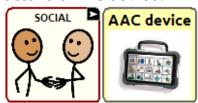
NEEDED COMMUNICATION PARTNER SKILLS

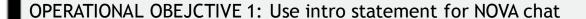
- Customize the vocabulary
- Create opportunities
- Navigate the vocabulary
- Provide aided language input (Model on the device)
- Prompt appropriately

OPERATIONAL OBEJCTIVE 1:

When asked, "What is that (pointing to his device)?" Matthew will navigate to and use an introductory statement to explain it to 5 people.

Help him by modeling it and/or pointing to the buttons on his device.





Ask Matthew, "What is that (and point to his NOVA Chat)?"

<<WAIT 5 seconds.>>

If he doesn't respond, point to



on his device, then



<<WAIT 5 seconds.>>

If he selects



listen and respond naturally (e.g., That's neat!"

"Thank you for telling me." "I like it!")

If he doesn't select



you push it for him, listen, and say ("I think

this is your NOVA chat device. It helps you tell me what you want.")

Fine Tuning

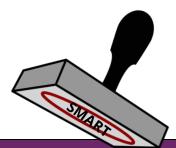


S.M.A.R.T
Specific
Measurable
Agreed Upon
Realistic or Relevant (today & tomorrow)
Time-bound

Using the checklist on the next page, rewrite the following goals/objectives to be SMART. The first example is completed for you. Note the changes in bold.

ORIGINAL GOAL	SMART REWRITE
Matthew will use 6 target prepositions to direct action during structured play activities with minimal support.	By May 2018, Matthew will use 6 early developing target prepositions (e.g., on/off, in/out, up/down) to direct action during motivating structured play activities given aided language input and an indirect visual cue.
2. Matthew will carry his AAC system with him for 5 daily transitions with 1 gestural prompt and 1 verbal cue (e.g., bring what you need).	
3. Matthew will answer personal information questions by selecting a preprogrammed message from a field of 5 on a PERSONAL page.	
4. When asked, "What is that (pointing to his device)?" Matthew will navigate to and use an introductory statement to explain it to 5 people.	





SMART Guide

AAC: Ready, Set, GOAL!!

S SPECIFIC

- Use wording that is clear and understood by everyone on the team, including the person for whom the goals are written.
- Write it so that anyone else could implement and monitor it.
- Use doing words to describe a behavior that is seen or heard (e.g., name, point, give). Avoid vague words (e.g., enjoy, demonstrate, maintain).
- Give context to the skill. When and where will it occur (e.g., each morning, during structured activities)?
- Describe types of support and give examples. Two people's understanding of "moderate support" or prompts may differ.

MEASURABLE

- Assign a value that makes sense for the skill you are targeting. Consider:
 - o Increasing the duration, spontaneity, frequency, speed, or accuracy
 - Decreasing the level of prompt, latency
- Ensure the value clearly shows progress over time.
- Consider the environment and/or communication partners.
- Make sure the intention of the goal is in sync with the criteria of the goal. Think beyond "80% accuracy across 3 data days."

A AGREED-UPON

- The team should agree the goal is a priority and a worthy area of focus.
- The goal/objective reflects the person's needs, interests, and abilities.
- The goal/objective improves the quality of life for the person.

R REALISTIC

- Target an emerging skill, one that is stimulable.
- Consider time restraints.
- Consider skills of communication partner.
- Consider possible barriers within the environment.

TIME-BOUND

• Date the goal form to indicate when each level/skill is expected.

Writing **Observable and Measurable**Goals, Objectives and Benchmarks

Observable – a behavior which can be seen or heard by an observer. Behaviors have a beginning and an end.

Measurable – an observer has to do something to be able to measure the behavior (count, weigh, watch, etc). Measurable goals, objectives and benchmarks can be measured as written, allows multiple evaluators to repeat the same measurement, and provides data to demonstrate progress.

	Use Doing Words:	Avoid Slippery Words:		
Add	Pours	Apply		
Answers	Puts on /Takes Off	Appreciate		
Circle	Reaches	Be able to		
Classify	Remains	Believes		
Complete	Removes	Communicate		
Copies	Seeks	Comprehends		
Counts	Selects	Demonstrates		
Cuts	Sign	Enjoy		
Draw	Sing	Grasp/Understand		
Gives	Smile	Identify		
Groups	Sort	Increases		
Initiates	State	Know		
Jumps	Touch	Maintains		
List	Type	Manipulates		
Locates	Underline	Participates		
Looks	Walk	Realizes		
Names	Write	Recognize		
Paint	Zips	Solve		
Perform		Tolerate		
Pick up		Tries/Attempts		
Places		Uses		
Point to		Value		

Slippery words can be used if the author of the G-O-B describes "how" – how will the student manipulate, how will they participate, etc.

Observable	Not Observable
Matching author to book title	Appreciating art
Reading orally	Enjoying literature
Constructing a timeline	Understanding history
Dressing one's self	Becoming independent
Speaking to adults without vulgarities	Respecting authority
Pointing, drawing, writing, etc	Improving, feeling, knowing

Bateman, Barbara D., and Cynthia M. Herr. "Part I: About GO/Bs." Writing Measurable IEP Goals and Objectives. Verona, Wisc.: IEP Resources, 2006. 19. Print.

PROMPT HIERARCHY

ALWAYS USE AIDED LANGUAGE STIMULATION

(aka: Modeling, Aided Language input, Partner Augmented Input) intensively, across all environments. This is the umbrella under which all AAC learning happens.

CREATE MOTIVATION - Create circumstances which are highly engaging and make communicating more likely. Be a motivating communication partner.

INVITING/EXPECTANT PAUSE - Pause and wait for the individual to respond. Consider using a clock to ensure you are waiting long enough. Some individuals need just a few seconds, others need much longer. For individuals with anxiety, an inviting, distracted pause may be more effective.

INDIRECT VISUAL CUE - Use a gesture, point a light at, move the communication system closer or otherwise help the individual direct attention to communicating a message. Use an inviting, expectant pause.

DIRECT VISUAL CUE - Directly point at or otherwise indicate possible messages the individual may want to use. Use an inviting expectant pause.

INDIRECT VERBAL CUE - Give a hint, use a partial verbal cue such as phonemic cue or unfinished sentence. Ask what they think. Use an inviting, expectant pause

DIRECT VERBAL CUE - Directly tell the individual possible messages they might want to share. "I wonder if you think it's..." Use an inviting, expectant pause

NON-DIRECTIVE MODEL - Tell the individual something like "Some people might say..." or "I think it's..." and then model some possible messages. Use an inviting, expectant pause.

WAIT

INCREASE MOTIVATION AND RE-EXPOSE TO TARGET VOCABULARY Communication is always a choice, which means that it is ok if the individual
does not communicate or says something other than what you were expecting.
When this happens, increase motivation and re-expose to target vocabulary.
Avoid physical prompts as these remove the choice and increase risk of physical
and sexual abuse by grooming compliance behaviors.

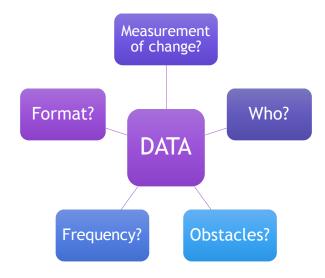
(C) Kate Ahem, M.S.Ed 2016 with Shelane Nielsen

Monitoring Progress



A goal is only as good as your ability to measure it.

What do you need to consider in your data collection?



Example: "By May 2018, Matthew will use 6 target prepositions to direct action during motivating structured play activities given aided language input and an indirect visual cue (e.g., point towards his device).

Measurement of Change?	# of prepositions	level of support
Who will collect?	SLP	Aide
What are possible	Not motivated by activity	Not given enough opportunities
obstacles/factors?		
What is the	Track activity, prepositions, general	Probe and collect trial data 2/month
frequency?	support each session	
Format?	Data sheet	Occasional video

Find Data Sheets: www.praacticalaac.org (Data Collection)

www.pinterst.com (Lauren Enders, MA, CCC-SLP, AAC Data Collection)

Additional Progress Monitoring Tools:

- Communication Matrix: www.communicationmatrix.org
- QUAD Profile: https://speechdudes.wordpress.com/2015/05/21/the-quad-profile-a-quick-and-simple-language-evaluation-tool/
- Augmentative & Alternative Communication Profile: www.linguisystems.com
- Realize Language: <u>www.realizelanguage.com</u>

Goal:	Name:	
Objective:	Who is	
	collecting	
	data:	

		Target(s)		Support	Obstacle	es/Factors	PROBE
Date	Activity(ies)		ALI				

PROBE: Fill in information above as usual. Setup the session to provide the support according to the objective. Track data below for up to 10 trials. Indicate "+" if demonstrated and "-" if not demonstrated. Transfer data to PROBE column.

	10	10	10	10
	9	9	9	9
	8	8	8	8
	7	7	7	7
	6	6	6	6
	5	5	5	5
	4	4	4	4
	3	3	3	3
	2	2	2	2
	1	1	1	1
	0	0	0	0
date:				
comments:				

		ainment Levels		Client			inment Levels		Client
Goal:	Objective 1 Objective 2		MEASURING PROGRESS USING GOAL ATTAINMENT SCALE	Client Name:	Goal:	Objective 1 Objective 2		MEASURING PROGRESS USING GOAL ATTAINMENT SCALE	Client Name:
	Objective 3		SS SCALE	Date:		Objective 3		SS 「SCALE	Date:
		☐ Baseline☐ Progress					☐ Baseline☐ Progress		
		ainment Levels	_	Client Name:			inment Levels	_	Client Name:
Goal:	Objective 1		MEASU	Name:	Goal:	Objective 1		MEASU USING GOAL	Name:
-	Objective 2		MEASURING PROGRESS USING GOAL ATTAINMENT SCALE			Objective 2		MEASURING PROGRESS USING GOAL ATTAINMENT SCALE	
-	Objective 3		SCALE	Date:		Objective 3		SCALE	Date:
				ľ			' 		ľ
	(Baseline Progress				o.	Baseline		

AAC Goal Framework



GOA		prove his/her		Social Strate					
		OBJECTIVES							
		1)		2)					
	LEVEL 5: BEST								
	EXPECTED								
	LEVEL 4:								
	MORE THAN EXPECTED								
SCALE									
ENT	LEVEL 3: EXPECTED**								
INM	(GOAL MET)								
GOAL ATTAINMENT SCALE									
OAL	LEVEL 2: LESS THAN								
9	EXPECTED								
	. = . = .								
	LEVEL 1: BASELINE								
	**Goal met w	hen EXPECTED LEVEL is	s reached. EXPECTED I	LEVEL to be reached by	y (date).				
	S pecific	M easurable	Agreed Upon	Realistic	T ime-bound				
Cliffo	rd & Hettenhausen	(2018)		mod	dified from Hanson (2007)				

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 36840F241760DA4915&thid=OIP.UqrFDHgLJ5AMEiYmzJ8QkQDbEc&mediaurl=https%3a%2f%2fi.pinim
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 &q=ahern%2c+k+2016+.+prompt+hierarchy&simid=608020569220320748&selectedIndex=0&qpvt=ah
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