













# **KEY PRINCIPLE #3:**

The most important part of any AAC therapy session is the implementation of effective instructional strategies.

Good activities don't make good therapy.





# **KEY PRINCIPLE #4:**

Therapy plan should address a sequence of instructional experiences that lead to the desired AAC behavior.





# Initial Instruction

Skill: Moving from single symbol utterances to 2symbol utterances

• Sentence building template for

Stop + [Verb]

ApproConversation Therapy/Tactus



student is in the continuum of learning: Initial instruction, practice, generalization

Using materials that:

> Are effective, engaging, and sustainable

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# Practice

Skill: Moving from single symbol utterances to 2symbol utterances

Reading with Tar Heel Reader (free) online books using the RAAP strategy





#### Generalization

Skill: Moving from single symbol utterances to 2symbol utterances

Language Experience Surveys



# **AAC Student Examples**

- Emerging Communicator: Does not have a reliable method of expressive communication through symbolic language
  - > Primarily non-symbolic communication; No reliable yes/no; Performance w/ AAC is still inconsistent
- Context-dependent Communicator: Has reliable symbolic communication but is limited to certain partners or contexts

Independent Communicator: Is able to say anything to anyone in any context

Downden, 1995





Direct	Indirect
<ul> <li>Visual Supports         <ul> <li>Task schedules, session schedules</li> <li>Cue cards</li> <li>Anchor charts</li> </ul> </li> <li>Strategy Instruction</li> <li>Video Modeling</li> <li>Graduated Prompting</li> <li>Cues</li> <li>Mand-model</li> <li>Safety Signals</li> </ul>	<ul> <li>Aided Language Input</li> <li>Communication Temptations</li> <li>Language Extensions and Expansions</li> <li>Focused Language Stimulation</li> <li>Recasts</li> <li>Think-aloud</li> <li>Message co-construction</li> </ul>

















#### Indirect Intervention Strategy: Focused Language Stimulation

- Highlight target language concepts by providing <u>frequent models</u>
- Naturalistic setting/meaningful context
  - Can be used for many language concepts > Vocabulary: "Let's GO! I want you to GO with me. When can we GO? We'll GO later."
  - Morphology: "I like your new shoes. We need 3 pieces. We can take turns. You have 2 books."
  - Syntax: "COULD YOU wait? WOULD HE get mad? SHOULD WE eat now?"
- Current research primarily supports targeting vocabulary and syntax

Weismer & Robertson (2006), Girolametto, Pearce, & Wrisitzman (1996)

























































