

DYNAMIC AAC GOALS

The Dynamic AAC Goals Grid is a tool for assessment and measurement of an individual's current level of communication ability across communicative competencies. In addition, it may be used to assist with planning more appropriate future communication goals with the overall goal of achieving successful communication as independently as possible.

Developed in conjunction with Dynamic Therapy Associates of Kennesaw, GA. www.mydynamictherapy.com

COMMUNICATIVE COMPETENCIES

Skills in these four areas are directly related to conversational interactions using an AAC system:

- **Linguistic:** Receptive and expressive language; Learning and using vocabulary, sentence structure and pre-programmed messages in increasing number, variety and complexity
- **Operational:** Skills related to the maintenance and operation of the AAC system
- **Social:** Skills needed to communicate effectively and in socially appropriate ways such as initiating, maintaining, developing and terminating an interaction
- **Strategic:** Strategies to overcome or minimize the functional limitations of AAC and to prevent or repair communication breakdowns

COMMUNICATION ABILITY LEVEL

Each Communicative Competency has been organized into three levels - Emergent, Context-Dependent, Independent. In the AAC Goals Grid, these levels provide a way to define observable communication behaviors for present and progressing competency skills. We suggest evaluating from Emergent moving forward through Independent (see InterAACt Framework checklist on last page).

PROMPTING HIERARCHY

When we are trying to teach a target skill, we often use a graduated or "least to most" prompting hierarchy to elicit the communicative response. The ultimate goal is that the individual recognizes the opportunity to communicate given only natural conversational cues (e.g. facial expression, actions, gesture, statement or question) or natural environmental cues (e.g. desired object is out of reach). If the individual is using a "Natural Cue" the targeted goal would be met. Consider the following example:

- **Goal Met (Natural Cue):** Other people saying hello
- **Indirect Cue (IC)**
 - Search light – randomly moving light/pointer over device
 - Verbal – "Did you hear what they said?" "I wonder if you could say something back?"
 - Visual/Gestural – shrug of shoulders, "I don't know" hand gesture
- **Direct Verbal Cue (DVC):** "They said hello to you." or "They were nice to say "hello" to you."
- **Direct Pointer Cue (DPC):** Showing the location of "hi" on the device without activating it
- **Physical Assistance (PA):** Provide some means of physical assistance to activate the appropriate message on device

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InterAACt™ FRAMEWORK

What is InterAACt? InterAACt is the language framework used on all DynaVox devices. It allows individuals with speech and language disabilities to successfully communicate, develop higher-level language skills and express themselves, in everyday activities. InterAACt uses familiar communication settings that are natural and easy-to-use. InterAACt provides individuals with the communication messages they need to say what they want and how they want in a timely manner.

Mark each statement that best describes an individual's observable communication behaviors. Use this guide to help provide insight to current and potential target skills and strengths, as well as to identify the most appropriate set of communication pages in their DynaVox device. It is not necessary to achieve skills in order within a given communication ability level as individuals may demonstrate skills in more than one level.

YOUNG CHILD 2-6	<input type="checkbox"/>
CHILD 7-13	<input type="checkbox"/>
TEEN 14-21	<input type="checkbox"/>
YOUNG ADULT 22-50	<input type="checkbox"/>
ADULT 50+	<input type="checkbox"/>

EMERGENT

- May be starting to follow directions within routines and familiar activities.
- May be communicating most successfully using facial expression, body language, gestures and/or behaviors (either socially appropriate behaviors or challenging behaviors).
- May have a few messages that (s)he communicates well and/or often using symbols or any methods listed above.
- Frequency and reliability of both understanding and expression varies from day-to-day and/or activity-to-activity.
- Pictures seem to increase both comprehension and expression.
- Attempts to communicate are most frequent in motivating situations or favorite activities.
- When using symbols to communicate (e.g., pictures, signs, objects), uses only one symbol at a time.
- May be beginning to use clear and simple symbols (including objects, photographs and picture symbols) in motivating situations and/or favorite activities.
- Benefits from help from his/her communication partner to communicate successfully (e.g., narrowing choices, page navigation, interpreting gestures/body language).
- May be starting to show interest in social interactions, especially with familiar people.

NOTE: "Children's natural actions and behaviors are the only prerequisites to AAC... Early behaviors and skills facilitate the gradual development of more complex communication skills, including language" (Cress & Marvin, 2003).
We believe that this is true of individuals of all ages. As a result, the communication system should embrace growth and development.

COMMUNICATION ABILITY LEVEL CONTEXT-DEPENDENT

- Understands general conversations and directions.
- Understands picture symbols that represent objects and common actions (e.g., run, point, eat).
- Starting to understand more abstract picture symbols (e.g., think, big, hot, few).
- Uses symbols and objects spontaneously to communicate basic needs and wants.
- Uses a combination of communication methods (e.g., pictures, objects, pointing/gestures, speech vocalizations) to express messages.
- Beginning to combine two or more symbols to create longer and/or more complex messages.
- Communicates best in routines and regarding familiar topics.
- Benefits from help to initiate social interaction and/or take additional turns in conversation.
- Benefits from help to participate in interactions in new environments and with new people.
- May continue to benefit from the help of his/her communication partner to narrow down choices, navigate pages and to interpret their communicative attempts (e.g., gestures, word approximations, etc.) as skills develop.
- Literacy skills developing (e.g. letter names and sounds, sight words, spelling of simple words).

NOTE: Because these characteristics cover a broad range of skills, many AAC users fall into this category.

INDEPENDENT

- Understands communication the same as same-age peers.
- Able to talk about a broad range of age-appropriate topics in flexible ways.
- Combines single words, spelling, phrases and complete messages together to support routine and novel communication about a variety of subjects as would others of his/her age.
- Changes the way words and phrases are combined based on the communication partner and situation.
- Literacy skills on par with same-age peers.
- Social interaction skills, environments, and activities are similar to others of his/her age.
- Participates in age-appropriate environments and activities.
- Actively participates with communication partner when communication breakdowns occur.

NOTE: Self-sufficiency and flexibility when using AAC is not a characteristic limited to individuals of the independent level. Context-Dependent users can also be self-sufficient and/or flexible with AAC. However, their skills in language, literacy and social interaction will be below those expected of same-age peers.



DYNAMIC AAC GOAL GRID

COMMUNICATIVE COMPETENCY

LINGUISTIC		OPERATIONAL		SOCIAL		STRATEGIC					
EMERGENT		EMERGENT		EMERGENT		EMERGENT					
GM <input type="radio"/>	Communicates behaviorally (eye gaze, point, pull partner to, etc.) to request/respond/comment and socially interact	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Understands that his/her communication (regardless of modality) has an effect on the environment or communication partner	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Rejects undesired propositions or item behaviorally	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Recognizes the need to obtain the communication partner's attention before initiating a message with setup as needed	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Responds positively to propositions, activities and/or offered items behaviorally (brief glance, nod, eye contact, smile or touch)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Uses an introduction strategy with unfamiliar communication partner with setup as needed (e.g. "I use this device to talk", pointing to the device to show they use it to communicate)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Uses reliable signals (e.g. sign/sign approx., obj/pic symbol, verbal/ verbal approx.) to represent intended message in immediate environment	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Recognizes the need to repeat message when intended message is misunderstood or ignored	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Request/comment/labels a tangible object with single noun symbol given an array of 2 or more symbols in familiar routine/context with setup as needed	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Uses different mode of communication (e.g. gesture, vocalization, behavior, etc.) for misunderstood message with setup as needed	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Request/comment/labels a familiar concrete action with single verb symbol given an array of 2 or more symbols during a familiar routine/context with setup as needed	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Requests or obtains the communication system when appropriate	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Selects single button messages in familiar contexts to participate in or move an interaction along with setup as needed	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>						
Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%					
CONTEXT DEPENDENT		CONTEXT DEPENDENT		CONTEXT DEPENDENT		CONTEXT DEPENDENT					
GM <input type="radio"/>	Selects scene or category symbol to navigate to appropriate message/s for present context/activity	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Engages communication partner(s) visually during the interaction to monitor their attention and understanding	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Understands and uses action concepts (at least 10 verbs across situations)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Adjusts volume to fit the setting	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Uses learned sentence constructions (carrier phrases) for creative 2+ word phrases (e.g. "I want ____." "I see ____." "I have ____.")	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Independently uses an introduction strategy with unfamiliar communication partner (e.g. descriptive instructions on how best to communicate with him/her)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Generates novel or creative 2+ word simple sentences	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Recognizes the intended message was not understood and uses a message to alert ("Wrong try again" or "Let me tell you another way" or "Wait", shaking head)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Understands and uses abstract descriptive concepts: quantitative/qualitative/spatial (at least 3 in each category)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Uses a repair strategy for communication breakdowns (e.g. repeat, rephrase, provide additional key word or information, draw attention to message window, use non-verbal cues-gesture/body or facial expression, first letter cue)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Sequences information in a logical manner to tell or retell a story (narrative)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Selects a communication mode appropriate to the situation with a familiar communication partner	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Asks and answers a variety of prestored question forms	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Proactively manages the interaction (e.g. interjects with "wait" or "hang on" while he/she retrieves message or "yeah" "uh-huh" letting listener know he/she is engaged)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Generates simple grammatical sentences using present ("ing") and past ("ed") tense	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Demonstrates emerging use of simple rate enhancement strategies (e.g. telegraphic strategy)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Uses plural "s" to denote more than one	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>						
GM <input type="radio"/>	Recognizes letter/sound associations	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>						
GM <input type="radio"/>	Recognizes and uses high frequency onsets and rhymes to spell familiar words	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>						
Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%					
INDEPENDENT		INDEPENDENT		INDEPENDENT		INDEPENDENT					
GM <input type="radio"/>	Uses existing vocabulary to describe new word/concept not in device (flexible vocabulary use)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Independently utilizes several strategies to prevent communication breakdowns	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Generates creative messages by combining individual words/phrases/spelling, with increased length and/or complexity	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Communicates intent to contribute to a conversation (e.g. "I have a question")	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Understands and uses morphological endings to qualify verbs ("er", "ly")	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Plans ahead to contribute effectively in a conversation (e.g. compose and store messages for doctor before appt.)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Demonstrates independent spelling skills at age level with or without word prediction	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Selects a communication mode appropriate to a variety of situations and listeners	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Constructs complex and compound sentences ("because," "and," "that," etc)	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Creatively uses device features to communicate effectively and efficiently	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Uses question reversals conversationally ("Can I?" "Did you?" "Are they?")	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Signals a topic change with appropriate message	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
GM <input type="radio"/>	Demonstrates the ability to understand and discuss linguistic structures and forms related to communication system	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>	GM <input type="radio"/>	Independently analyzes errors in communication interactions and devises strategies to address it	IC <input type="radio"/>	DVC <input type="radio"/>	DPC <input type="radio"/>	PA <input type="radio"/>
Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%		Q1 _____% Q2 _____% Q3 _____% Q4 _____%					

CHAIN OF CUES PROMPTING HIERARCHY
GM: GOAL MET (USES CUES NATURAL TO SKILL/ACTIVITY) • **IC:** INDIRECT CUE • **DVC:** DIRECT VERBAL CUE • **DPC:** DIRECT POINTER CUE • **PA:** PHYSICAL ASSISTANCE

www.dynavotech.com
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