



12 Fun AAC Activities for the Special Education Classroom



Meet Your Classmates



Goals – Improve social skills
Learn turn taking

Tools – Switch Spinner #4532
Big Talk #4200R or Small Talk Sequencer #8151

How to Play

- ❖ Send home a questionnaire for student's family to fill out (e.g. favorite activity, favorite food, number of siblings, types of pets, etc.)
- ❖ Record each student's information from the family onto their communicator. In class, put each student's name or photo on the Switch Spinner.
- ❖ Choose a student to activate the Switch Spinner. The student selected by the Spinner plays their recorded information. Once the student is finished, remove their photo from the Switch Spinner. Repeat the activity until all students have participated.

Treasure Hunt



Goals – Practice giving instructions
Use appropriate directional words
Remember where the object is placed and how it relates to the "finder"

Tools – Fun objects to hide
7 Level Communication Builder #7075B
or Cheap Talk 8 #1391 or #2391
or 32 Message Communication #3206

How to Play

- ❖ One child is the "instructor" another is the "finder"
- ❖ Record directional vocabulary into the communicator and add appropriate icons – (Example: "turn left", "go straight", "you're getting close", etc.)
- ❖ Hide the object and show the "instructor" the hiding place.
- ❖ "Instructor" gives directional messages to the "finder"

Farm Animals



Goals – Identify farm animals and their sounds
Match animal sounds to animal pictures

Tools – Plastic farm animals or animal pictures and/or a book about animals
Cheap Talk 8 – 6 levels #2391
or 7-level Communication Builder #7075B

How to Play

- ❖ On the communicator, record animal names on one level and add appropriate icons
- ❖ On communicator, record animal noises on a second level and add appropriate icons
- ❖ Read a story about animals and ask the student to either choose what animal is shown or what noise the animal makes
- ❖ If the story has a repeated phrase, record it. Have students activate the phrase at the appropriate time in the story (e.g. The book Mrs. Wishy Washy's Farm – Repeated phrase is "Wishy Washy")

Food Shopping



Goals – Practice grocery shopping and life skills
Identify specific food items

Tools – Plastic food on shelves
7 Level Communication Builder #7075B
or Cheap Talk 8 #2391

How to Play

- ❖ Record different phrases about food items that student can ask for in the "store" (Example: "Where is the cheese?" "Can I have the bread, please?") or
- ❖ Show the student a food item and have them match it by playing the message

Fast Food



Goals – Increase communication and social interaction
Develop choice making
Practice life skills

Tools – Big Talk Triple Play #4202R
Cheap Talk 6 #2391 or 7 Level Communication Builder #7075B

How to Play

- ❖ Create a fast food restaurant in your classroom with a counter, printed menu and plastic foods such as hamburgers, fries, etc.
- ❖ One student acts as an order taker and others as customers. Customers line up and take turns placing orders. Record appropriate messages: Order taker: “What would you like to order?” Customer: “I would like a hamburger and fries”

Community Helpers



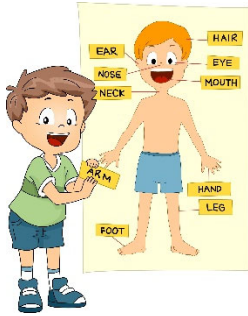
Goals – Learn about jobs that people have in the community
Learn about health and safety
Improve social skills and interaction

Tools – Dolls or plastic figures and photos of doctors, firefighters, police officers, etc
Adapted toy vehicles used by helpers Stunt Car #3092, Wheeee-mote Control Car #1439
Adaptive switch - Gumball Switch #782R
Cheap Talk 8 #2391 or 7 Level Communication Builder #7075B

How to Play

- ❖ Identify community helpers and their roles – Record descriptions of helpers on the communication device and place appropriate icons on message squares.
- ❖ Show one of the figures and ask students to select and play the appropriate message.
- ❖ Attach adaptive switches to helpers vehicles. Show one of the figures and ask students to select and activate appropriate vehicles.

Simon Says



Goals – Learn parts of the body
Develop social skills
Promote leadership skills
Learn to give and take instructions

Tools – Cheap Talk 8 #2391 or
7 Level Communication Builder #7075B
Icons of various parts of the body

How to Play

- ❖ Record directions such as “Simon says touch your nose”, etc. on the communicator. Place appropriate picture icons on appropriate message squares.
- ❖ One student acts as Simon, others respond to the directions. Change roles as appropriate.

Stop and Go



Goals – Learn cause and effect and the concept of stop and go
Develop basic AAC skills
Participate in movement

Tools – Big Talk #4200R

How to Play

- ❖ Record “Stop” and “Go” on Big Talk
- ❖ Attach Big Talk to wheelchair tray or swing
- ❖ Child activates Big Talk to instruct adult to move or stop the wheelchair or swing

Go Fish



Goals – Teach core vocabulary
Develop social skills including turn taking
Encourage conversation

Tools – 32 Message Communicator #3206
2 copies of Go fish cards each with a vocabulary word and picture

How to Play

- ❖ Place icons on the communicator for each object on the playing cards. Record messages about object. Also record three additional messages: “Do you have a...” “Yes” and “Go Fish” on the communicator.
- ❖ Deal the cards (5 to each player). Have Player 1 use the communicator to ask for a card. Pass the communicator to player asked and they choose the appropriate answer – Yes or Go Fish. Continue playing Go Fish until all matches are made.

Let's Cook



Goals – Improving the use of an AAC device
Learning to ask questions and follow directions

Tools – 32 Message Communicator #3206
Simple recipe, ingredients and equipment

How to Play

- ❖ Record messages on the communicator related to cooking and recipe (e.g. I need...a bowl, I need...flour) Record answers to questions such as how many cups of flour do you need?
- ❖ Record messages about food tastes (e.g. sweet, salty, hot, cold, etc)
- ❖ After cooking, taste the food and ask students to comment on how it tastes.

Find a Word



Goals – Improve AAC use
Develop recognition of sight words
Learn turn taking
Increase social interaction and team building

Tools – 32 Message Communicators #3206
Variety of sight words on index cards
Timer

How to Play

- ❖ Record all sight words on the communicator and use matching icons
- ❖ Divide students into 2 teams
- ❖ Team 1 goes first. Show a random card and start the timer. If Team 1 plays the correct message to match the card before the timer goes off, they get a point. If the timer goes off before the correct message is selected, Team 2 gets a chance to “steal”
- ❖ Continue until you are out of words or a point goal is reached

Reporter



Goals – Improving Communication and social skills
Asking appropriate questions

Tools – 7 Level Communication Builder #7075B

How to Play

- ❖ Record messages on communicator appropriate to the event (e.g. Interviewing students about a topic for the school newspaper)
- ❖ Reporter goes to interviews accompanied by a helper. Reporter asks questions with their communicator and helper takes notes

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