



# 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



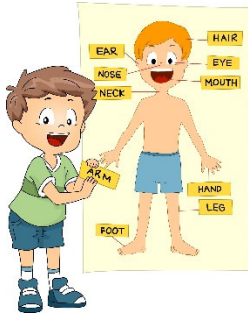
**Goals** – Learn about jobs that people have in the community  
Learn about health and safety  
Improve social skills and interaction

**Tools** – Dolls or plastic figures and photos of doctors, firefighters, police officers, etc.  
Adapted toy vehicles used by helpers Stunt Car #3092, Wheelie #9323  
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** – Talkable 2 #2400

### How to Play

- ❖ Record “Stop” and “Go” on Talkable 2
- ❖ Attach Talkable 2 to wheelchair tray or swing using the EZ Mount Tray for Talkable 2
- ❖ 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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