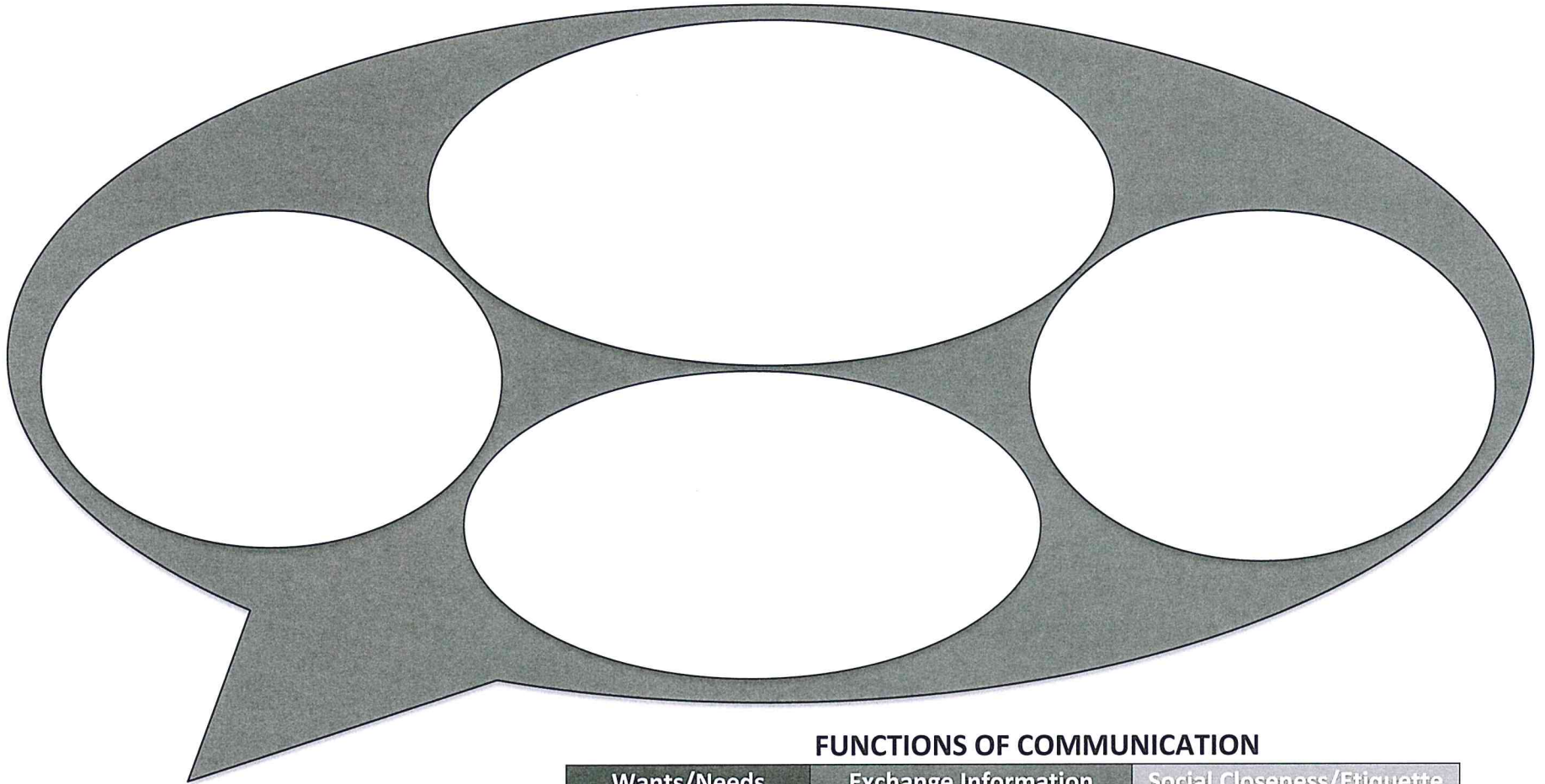




Choosing Functions of Communication – Client First



Insert Client
Name/Picture

FUNCTIONS OF COMMUNICATION

Wants/Needs	Exchange Information	Social Closeness/Etiquette
Request Objects	Share and show objects	Greet/Close
Request Activity	Name	Tease
Request Attention	Relay past/future events	Gossip
Request Permission	Confirm/Deny	Express Manners
Request Help	Request Information	Take Turns
Direct Action	State Opinion	Comment
Direct to stop	Negotiate	Express Feelings
Accept/Reject	State Personal Info	



LOOK-PLAN-DO

Client: _____

Activity: _____



Who is communicating? _____

What is already happening? 1. _____
2. _____
3. _____
4. _____
5. _____

Where are things located? _____



How will you change the environment? _____

Target words/phrases

Wants/Needs	Exchange of Info	Social Interaction
1. _____	5. _____	9. _____
2. _____	6. _____	10. _____
3. _____	7. _____	11. _____
4. _____	8. _____	12. _____

BRAINTSORM: start activity – continue activity – end activity – comment – ask a question – social nicety – answer question – greeting/salutation

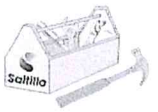


What will be modeled on the device? 1. _____
2. _____
3. _____
4. _____
5. _____

How will you prompt?

- Think aloud
- Ask open-ended question
- Provide a choice
- Visuals
- Gestural Prompt
- Physical prompt

make sure everyone knows what their role is (prompter, modeler, etc.)



CREATING COMMUNICATION OPPORTUNITIES ACROSS THE DAY

Activity <i>what, where</i>	Things We Need <i>materials, visuals...</i>	Goal/Objectives <i>what the client will do or say</i>	Scripts/Model <i>what the partner will do, say, or model on device</i>