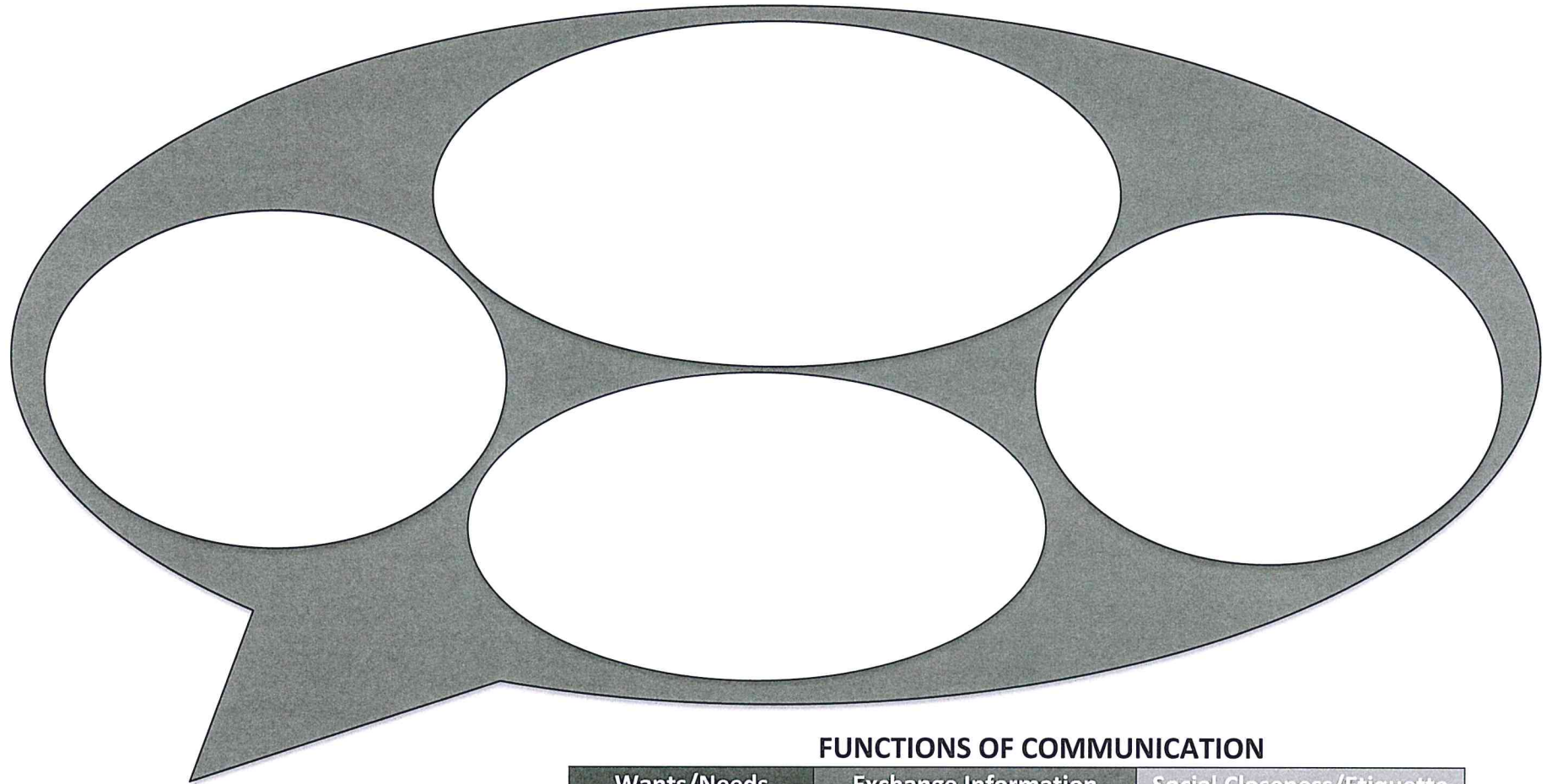




Choosing Functions of Communication – Client First



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 question
 Visuals
 Gestural Prompt
 Physical prompt

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

LOOK

at the environment

PLAN

for the opportunities

DO

communicate!



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>