# Phone Page a.k.a. Conversation Page for Vanguard
## © 2003 Musselwhite & Wagner

Why? The phone page is set up for quick conversation while talking on the telephone. Many of the same features (greetings / closings / topic setters) found on the phone page are helpful for conversations, especially for individuals who are switch users. This was set up for a 14-year-old who has accurate but fairly slow access . . . and lots to say!

How? Here are the steps we used to make conversations easier, while still allowing the student to access Minspeak, and allow for quick responses.

Step 1 - **Go to Phone Page:** First, we started on the basic Minspeak page, then moved to the basic Phone Page, (on R.)
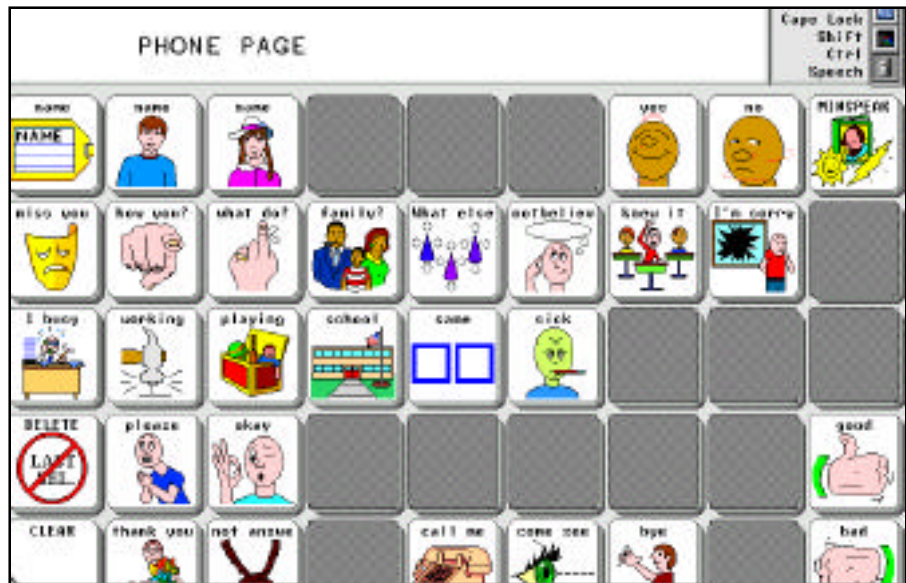
Step 2: Rearrange symbols (using Swap Page Keys from the Toolbox) Create a row of seven blank symbols, to be used to enter messages for an *interview* (Hey, may I ask you a few questions / first, how many helpings of fruit do you eat each day), *story* (ex: fell in the pool / dog got lost / went to ball game), *directions*, etc. **Add interjection button. Be sure to add the tool <Set page temporary> and link it to the Interjection Page (Step 6).**

Phone page: Messages moved to create a row of blanks
Interjection Button Added
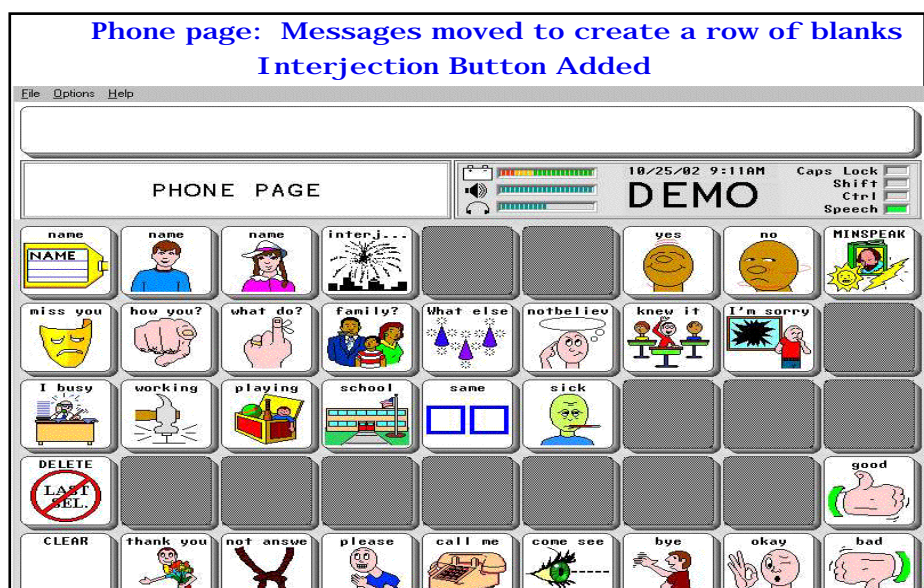
Step 3: Add #s 1 - 7 at the on the blank row. This will help users move from step to step in the story, but will not require users or helpers to add new symbols to represent each story. If desired, add symbols for messages such as "Guess what" or "I'm not telling."

Modified Phone Page: #s added to represent 7 messages
Ex: 1 = I went to the mall; 2 = I saw Kevin!, etc.

Step 4 - Negotiate: Have the user enter messages (telegraphic, if necessary) to co-construct messages to be stored in the seven message buttons. A sample negotiation / expansion session is shown at the right. The goal is to develop messages that would be understood by people not too familiar with the user. Be sure this is the USER's message!!

> ### Sample Co-Construction of Message
> (P = Pati;   F = Facilitator)
>
> P: GO . . . MALL
> F: Who?
> P: ME
> F: When?   Today? <P shakes no> Yesterday <P nods yes>
> F: So (models on device) - did you want to say. . . I WENT MALL YESTERDAY?
> P: Nods head yes
> F: Okay, should I store that under # 1?
> P: Nods head yes
> F: Okay, now for the next message . . . (pause!)
> P: SEE . . . K - V - N
> F: 'K V N' . . . Is that Kevin? <P nods yes>
> etc, etc. etc. until the story is finished & stored

Step 5 - Save As! Save this phone page under the name of the conversation, interview, directions, etc. For example, you might do 'Save As' ConvMall to represent the story about going to the mall. **Think about how you will get back to these pages - Ex: you might want to create a Sub-Menu page that has various Conversations / Interviews / Directions, etc. Be sure you think about this in advance, so that it is easy for the user to find the pages!**

Step 6 - Create a 'Fake' Interjections Page: To save time for scanners or struggling communicators, we have re-created the screen that links to the interjection button in Minspeak. This page has all the interjections (cool / awesome / ouch, etc.) that are so helpful in conversing. The difference is that each item on this page links back to the conversation page **because you used <set temporary page> on Int. button**

Step 7 - Practice, Practice, Practice! Help users engage in role play and find several familiar partners to try out new scripts before 'taking them on the road!' Prompt (very subtly) for use of Greetings / Starters (Guess what!) / Topic Setters (I went to the mall) / Maintainers (really / ha ha ha) / Event Statements (I saw Kevin!) / Maintainers (awesome) / Closings (good bye . . . call me). Remember that the Phone Page is linked to Minspeak, so users can 'jump back' if needed to create a novel message!