

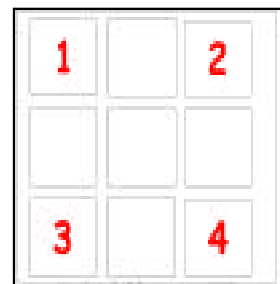
# Levels Based a.k.a. Partner-Powered 'Dynamic' Devices!

(Musselwhite, 2002)

**PURPOSE:** This strategy is intended to support individuals using levels-based devices, who need some of the features of dynamic devices, such as easily changing levels. This article presents two ways for a partner to 'change levels' for an AAC user. One is a passive approach, where the device emulates level-changing in what seems to be automatic. The second approach is active, with the user requesting a partner to change levels. Both of these approaches are used with sequenced social scripts, such as those described in the book, *Can We Chat: Co-Planned Sequenced Social Scripts* by Musselwhite & Burkhart (see info at this website).

**PLAN A: PROBLEM - STUDENT PERSEVERATES ON CELL**

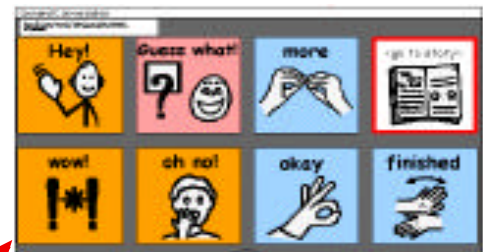
**Strategy:** This strategy is from Paul Andres, OT with Prentke Romich Deutschland in Germany. Record script in four locations of a device. However, message one is on Level 1, message 2 on Level 2, message 3 on Level 3, and message 4 of Level 4. Each time the kid hit the "right " button (e.g., message 1) the partner surreptitiously changes to the next level. Thus, if the student perseverates on the last speaking key, nothing is spoken. Silence (plus possible flashlight cueing!) prompts the student to choose another message. In this way, the student learns the sequence of the script.



Sample Overlay: Go Talk  
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**PLAN A: Problem - Student Needs More Than 1 Level**

**Strategy:** Record generic messages (greetings, responses, closing, etc.) on Level 1. Record story script in 8 cells on a different level (ex: Level 3 - Cell 1 = Guess what! Cell 2 = I went somewhere cool! Cell 3 = Need a hint? etc). Cell #4 on generic level contains recording to 'go to Level \_\_', with the partner changing level as instructed. The final message on the Story Level instructs the partner to 'go back to Level 1.' Several possible overlays are shown.



**Generic Overlay # 1** = both parts of the conversation, for the student who is learning to initiate and respond to a conversation.

**Generic Overlay # 2** = both parts of the conversation + #s, so no 'overlay shuffle' is required. That is, the partner doesn't need to flip the overlay to get to the #s overlay. Use this overlay as soon as possible!

**Story Overlay:** This overlay is on the back of Generic Overlay # 1 - when the student presses Message # 4 and asks "Go to Level \_\_ to hear more!" the partner flips the overlay and goes to the level requested.

