

Circle Of Friends



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Circle of Friends

Lesson One

Interviews

Objective: Establishing conversational protocol, turn taking, using and answering ‘wh’ questions

Materials: ‘Smart Charts’ with vocabulary sequencing for the device user

Procedures:

1. Script out 3 questions for group to ask each other.
2. Provide ‘Smart Charts’ of questions and answers established at an earlier date for the device user. It is recommended that this practiced ahead of time with the device user.
3. Have group ask and respond to questions.
4. Document all answers
5. Have each participant tell something new they learned about a friend.

Summary:

Have the group look for similarities and differences.

Modifications: See ‘Smart Charts’ provided. Make your own using PASS software downloadable from www.prentrom.com.

NEXT WEEK – Get ready to work on categories.

Sample Questions:

What is something you don’t like?

What is your favorite food?

Where do you like to go?

Who is your best friend?

When is your birthday?

Smart Charts

Vantage / Vanguard



What is something you don't like?



What is your favorite food?





Where do you like to go?



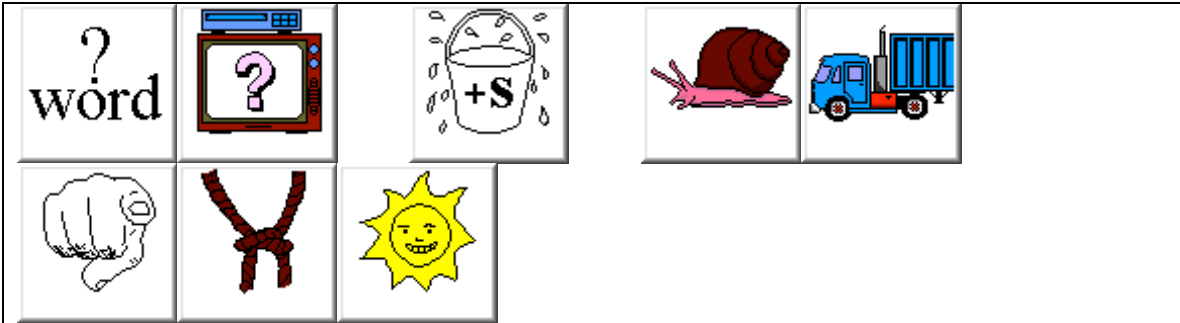
Who is your best friend?



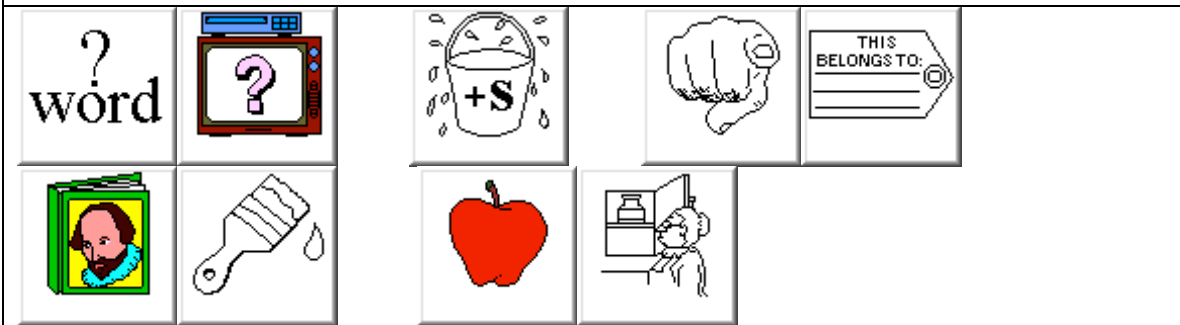
When is your birthday?

Pathfinder

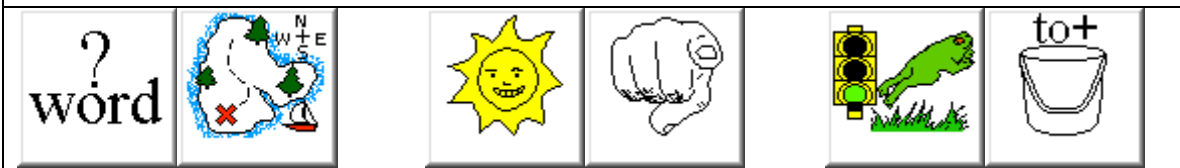
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What is something you don't like?



What is your favorite food?



Where do you like to go?





Who is your best friend?



When is your birthday?

Lesson Two

Device Play

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Objective: Participants will play the category game using the cards provided. The device user will practice finding ‘fringe’ vocabulary using categorization skills.

Materials:

Category Game Cards

Procedures:

1. Call name of category
2. Participants call out a word from each category

Modifications:

1. Provide devices or emulators for each participant (or at least try to balance out the teams)
2. Participants can only use their emulator or device to answer the questions

Summary

Laugh, laugh and laugh some more

NEXT WEEK: Get ready to work on interjections.

The Category Game

Name a fruit	Name something that smells	Name an occupation	Name a color
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Name something in the garage	Name something at the mall	Name something that is gross	Name something hot
Name a beverage	Name something in this room	What is something that embarrasses you	Name a body part
Name something a cat or dog does	Name something you wear	Name something on a farm	Name something grown ups do

Lesson Three

Slang It

Objective: Participants will explore current slang and record onto the user's device.

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Materials:

Flip chart or white board for brainstorming

Markers

Programming recorded message quick reference guide

Objectives:

1. Brainstorm ideas of modern slang used among the group.
2. Choose the group's favorite slang terms.
3. Record the slang into the device. Be sure to let the participants do their own recording.

Modifications:

1. Review interjections prior to the meeting

FOR NEXT WEEK: Get ready to work on adjectives.

Lesson Four

Name Anagrams

Objective: Find vocabulary that describes the members of the group using the letters in their names.

Materials:

Flip Chart or white board

Markers

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Procedures:

1. Write down a member's name vertically on the board.
2. Encourage members to find descriptors using each letter of the friend's name.
3. Continue with each member of the group.

Modifications:

1. Leader may want to go over where to find adjectives on the device ahead of time.
2. Provide 'Smart Chart' cards of anticipated vocabulary

Summary:

Group may want to make bookmarks for each member

C – cute

H – happy

R – real fun

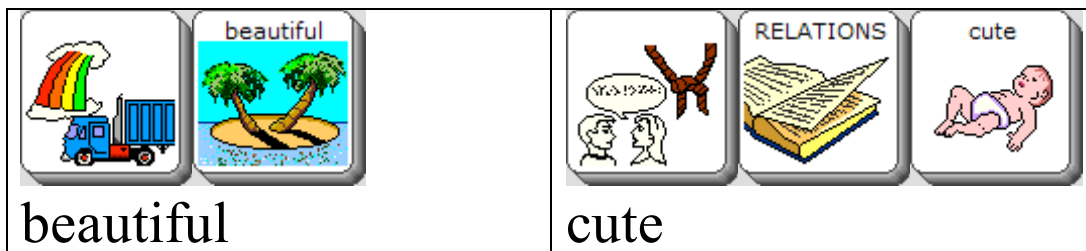
I – is good

S – smart








FOR NEXT WEEK: Get ready to work on non-obligatory responses.

Smart Chart - Adjectives


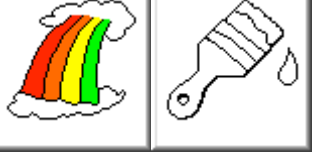
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 <p>good</p>	 <p>nice</p>
 <p>funny</p>	 <p>friend</p>
 <p>smart</p>	 <p>happy</p>
 <p>tall</p>	 <p>awesome</p>
 <p>cool</p>	 <p>short</p>

Pathfinder

 <p>beautiful</p>	 <p>pretty</p>
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good	nice
 	 
funny	friend
  	  
wonderful	happy
  	 
tall	awesome
  	  
cool	short

Lesson Five

Non-Obligatory Responses

Objective: Participants will explore positive, negative and neutral non-obligatory responses and when to use them appropriately

Materials:

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Situation cards or current event materials (i.e. Magazines and news articles)
'Smart Chart' cards for Non-Obligatory responses

Procedures:

1. Members take turns reading about a different situation or event.
2. Members call an appropriate non-obligatory response. Slang terms that were previously recorded into the device can be used.
3. Group leader will prompt as necessary.

Modifications:

1. Device user will identify ahead time one positive, negative and neutral response to use. Slang can be use for this activity.
2. Device user will practice until comfortable

Summary:

Students can identify more responses if desired.

Sample:

Brittany Spears had a baby.

Cool yuk oh

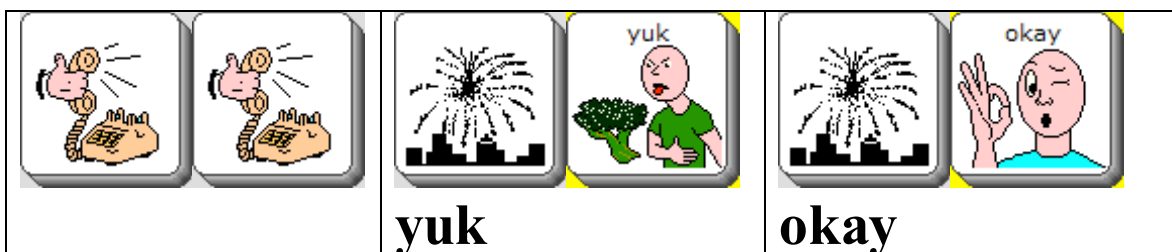
She drove her car without putting her child in a carseat.

Bad duh smart














FOR NEXT WEEK: Be sure to remind the group to bring in their favorite music for the next meeting. Continue to practice non-obligatory responses.

Smart Charts – Non-Obligatory Responses


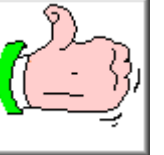



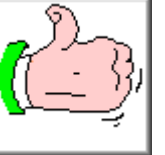

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 <p>great</p>		
  <p>cool</p>	  <p>bad</p>	  <p>sure</p>
  <p>awesome</p>	  <p>awful</p>	  <p>well</p>

Pathfinder

 	 	 
 <p>great</p>	<p>yuk</p>	<p>okay</p>

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		bad		sure	
cool					
					
awesome				well	
		awful			

Lesson Six

Rate That Tune

Objective: Participants will practice using Non-Obligatory responses to rate their favorite music.

Materials:

CD Player (wouldn't be cool to have an Infrared controlled cd player for the device user to control)

Or

Use the MP3 player now standard in some devices

Music participants bring

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Or

Use music already on the device

‘Smart Chart’ cards

Procedures:

1. Participants take turns playing their favorite music.
2. Group members rate music using non-obligatory responses.

Modifications:

1. Be sure to bring back up music in case the participants forget

Summary: Vote on the group’s theme song!

FOR NEXT WEEK: Have participants bring in their favorite jokes. Work on where jokes are the user’s device. Determine the difference between knock knock jokes and riddles.

Lesson Seven

Jokes

Objective: Learn and practice conversational skills including turn-taking, timing and being socially appropriate.

Materials:

Joke Book

Quick reference guide for storing jokes on a device

‘Smart Chart’ cards



























Procedures:

1. Each student will take a turn telling their favorite jokes.
2. Allow each student time to answer the jokes.
3. Encourage participants to use their non-obligatory responses to tell their friends how they liked their joke.

Modifications:

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1. Program the device user's jokes into the device ahead of time. Use the 'wait any key' tool if appropriate.

 	 	 
ha ha ha	yuk	okay
 	 	 
very	funny	my turn
 	 	 
your turn	awful	well
 	 	
I have	one	
 	 	
do you have	one	

Lesson Eight

Whisper Down The Lane

Objective: Practice listening and language skills by playing an old favorite, Whisper Down the Lane

Materials: ‘Smart Charts’ with vocabulary sequencing for the device user

Procedures:

1. Script out 3 messages for the group to whisper to each other.
2. Provide ‘Smart Charts’ for the device user if needed. . It is recommended that this be practiced at an earlier time with the device user.
3. Have group take turns telling the message quietly to the next person starting with the device user. Be sure the device user’s volume is turned down.
4. The last person will state what they think the message was.
5. Have the device user retell the message.

Summary:

Have the group try to figure out where the communication breakdown occurred.

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Examples:

1. A big black bug beat a big black bear.
2. Toy boat, toy boat
3. I can't bear to see a bear.

Vantage/Vanguard

A

big

black

bug


























beat

big













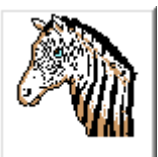









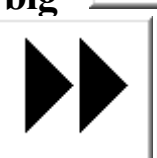

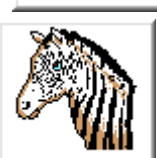


black

a
























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bear.				
toy				
boat				
toy				
boat				
I can't				
bear				
to				

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see a			
bear			
A			
black			
bug			
beat			
a			
black			
bear			

Circle of Friends: AAC

toy			boat		 WATER	
toy			boat		 WATER	
I can't						
bear		 ZOO				
to see			 to+	a		
bear		 ZOO				

Lesson Nine

I Spy

Objective: Participants will use colors, adjectives, prepositions and size to formulate an adequate description to identify and object.

Materials: ‘Smart Charts’ with vocabulary sequencing for the device user

Procedures:

1. Script out 3 object descriptions for the device user to give clues.
2. Provide ‘Smart Charts’ of possible descriptions. It is recommended that this be practiced at an earlier time with the device user.
3. Have the device user give a description of an object using colors, adjectives, prepositions, size or all of the above.
4. Have the group try to determine what the device user is describing.
5. Have each participant tell something new they learned about a friend.

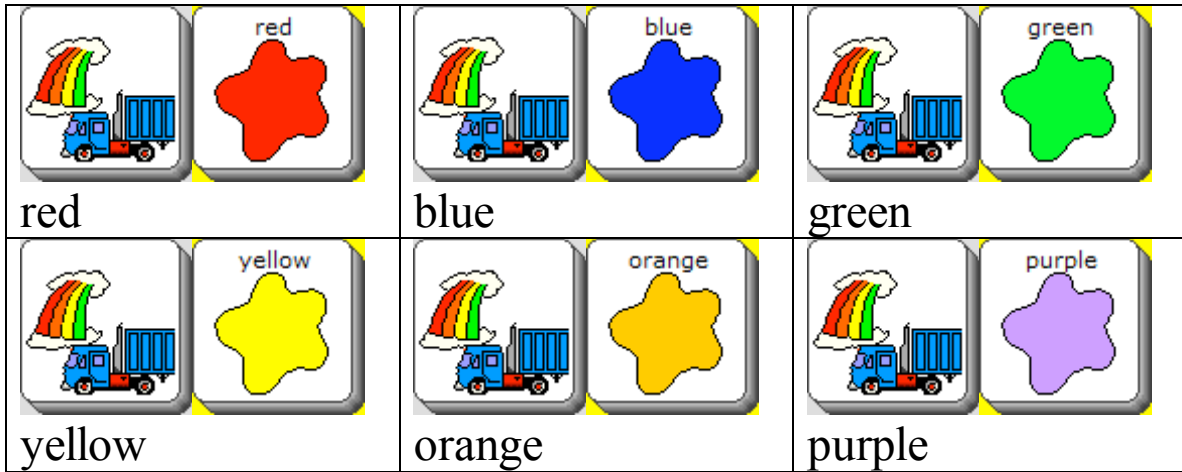
Summary:

Have the group talk about how they did.

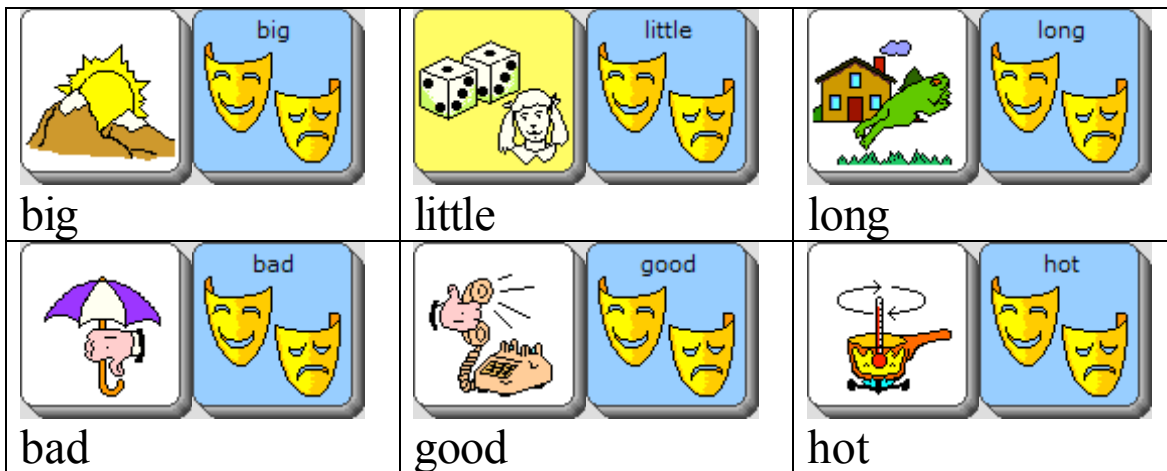
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Colors















Adjectives



Prepositions



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  behind	  in front	  over
  under	  on	  off

Describers













  new	  old	  heavy
  light	  high	  low
  DESCRIBE	  DESCRIBE	 DESCRIBE

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 <p>thick</p> <p>thick</p>	 <p>thin</p> <p>thin</p>	
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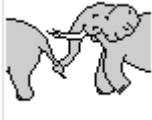




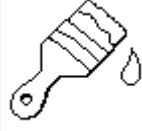






Pathfinder

Colors


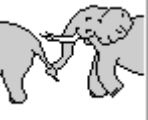







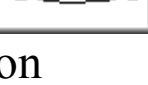

  <p>red</p>	  <p>blue</p>	  <p>green</p>
  <p>yellow</p>	  <p>orange</p>	  <p>purple</p>

Adjectives

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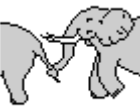





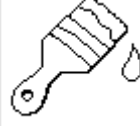
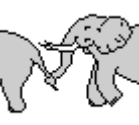





					
big		little		long	
					
bad		good		hot	

Prepositions

						
behind			over			
		in front				
			off			
under		on				

Describers

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<p>young</p>		<p>old</p>		<p>high</p>	
					
					
<p>low</p>		<p>heavy</p>		<p>light</p>	
					
					
<p>thick</p>		<p>thin</p>			

Quick Reference Guides

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To Store a Recorded Message:

1. Decide what you want to say (or do) and the icon sequence or what key on the activity row you want to use.
2. Open the Toolbox by pressing the *Tools* key on the front of the device.
3. Activate the *Set Up* key.
4. Activate the icon you decided to use.

Note: Read the instructions in the Instructions Area at the top of the menu for directions.

5. Activate the *Type of Message* key until you see *Recorded*. If you want to include written text that will be displayed while your message is spoken, activate *Spell Text for Message* and type in the text you want to have displayed. Activate *OK* when you have finished.
6. Press and hold the *Record Message* option. While you are holding the *Record Message* option, speak your message into the microphone at the top of the case. Release the *Record Message option* as soon as you have finished recording.
7. To hear your message before you leave the menu, activate the *Listen to Recording* option.

Plus Products: Importing Sound (wav) Files

Importing WAV (Sound) Files to the Device: Windows MTI Only (Version 7.0 and up)

In order to transfer wav files to your device, you must first have them stored on your computer.

An easy way to find wav files is to type "wav files" into a search engine on your internet browser, then save a few files to a new file on your computer. The files you save must be in

PCM format. To check this: right click on the wav file you want, click on "Properties", then

"Summary" to see the format.

To Transfer a Wav File:

1. All memory transfers should be made with the battery charger plugged in. Connect one end of the battery charger that came with your device to the connector labeled CHARGER on the side of the device. Plug the other end into a wall outlet.
2. All memory transfers should be made with the MTI cable, not the devices infrared capability. Plug one end of this cable into Serial Port 1 on your computer. Plug the other end into the computer serial port connector on the top of the device that is next to the Speaker and Earphone connectors.
3. Turn the computer On and insert the MTI CD disk into the appropriate drive. Use "Windows

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- Explorer" to go to the drive that has the MTI CD disk in it or right click on "My Computer" and click on "Explore" to go to the drive that has the MTI CD disk in it.
4. Double click on "MTI.exe". The MTI screen is visible on your computer monitor.
 5. In the MTI "Options" menu and click on the name of the device you are using.
 6. Go to the devices Toolbox and select the STORE CORE key (you can save wav files using any key or menu which allows you to store vocabulary). .
 7. Activate the icon or icons you want to store the wav file under, and then activate OK.
 8. Select the Recorded option.
 9. Select the Import Sound File option.
 10. On your computer, go to the drive/open the folder where you have your wav files saved.
 11. Select the file you want to import and click on "Open".
 12. You will see a Memory Transfer Complete message box when the file has been transferred.
Click on OK in the message box. You can select Listen to Recording to check that you got the correct file. The wav file is now the recorded message for that icon or icon sequence.
 13. Now you can change the icon, the label, the key color, etc., if you wish to.

If you have a previously recorded message assigned to a key or sequence and you import a wav file, the wav file will replace the recorded message. Any macros assigned to the key or sequence will remain in place.

MP3 Player Tips and Tricks

- When ripping CDs, it helps to be connected to the internet.
 - This accesses the CDDB (CD Database) and will automatically pull in the names of the artist and song.
 - If you are not connected to the internet, you can manually type in the song names. Do this before you rip them.
- In iTunes the music files are in AAC format (not our version of AAC). They will not work in our devices.
 - iTunes can be used on Mac or PC.
 - If you have used iTunes to rip CDs those songs CAN be converted to MP3 format. (More on that later.)
 - If you download music from the iTunes music store, those songs are in AAC protected format and can't be converted to MP3 format.
- Do I want to do a "playlist" or "play file?"

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- Think of a playlist as a mix tape. It can have several songs in it. You can have a PRC device have a button in an activity row or a page that will play a playlist – your very own 21st century mix tape!
- Play File will play just one song. You can have a button in the activity row or on a page play one particular song.

Ripping Music – Step by Step – Windows Media Player

- Pick your music and insert the CD.
- Windows Media Player (WMP) should open. If not, open it. If you are connected to the internet it will pull up the list of songs on the CD.
 - If you aren't connected to the internet, rename the tracks to their song names. Taking the time to do this will make it easier to use your music later.
- There will be a check box to the left of the each song name. Uncheck the ones you don't want to rip.
- Then select “Copy from CD” or “Rip Music” depending on your version of WMP.
- If you have Windows XP, WMP places the ripped songs in the “My Music” folder that is usually in your “My Documents” folder or it can be found under the “Start” menu.
- Drag these songs onto an SD card to put into your PRC AAC device and get ready to jam!
- Depending on your version of WMP, your image on the program may look different than the image below.

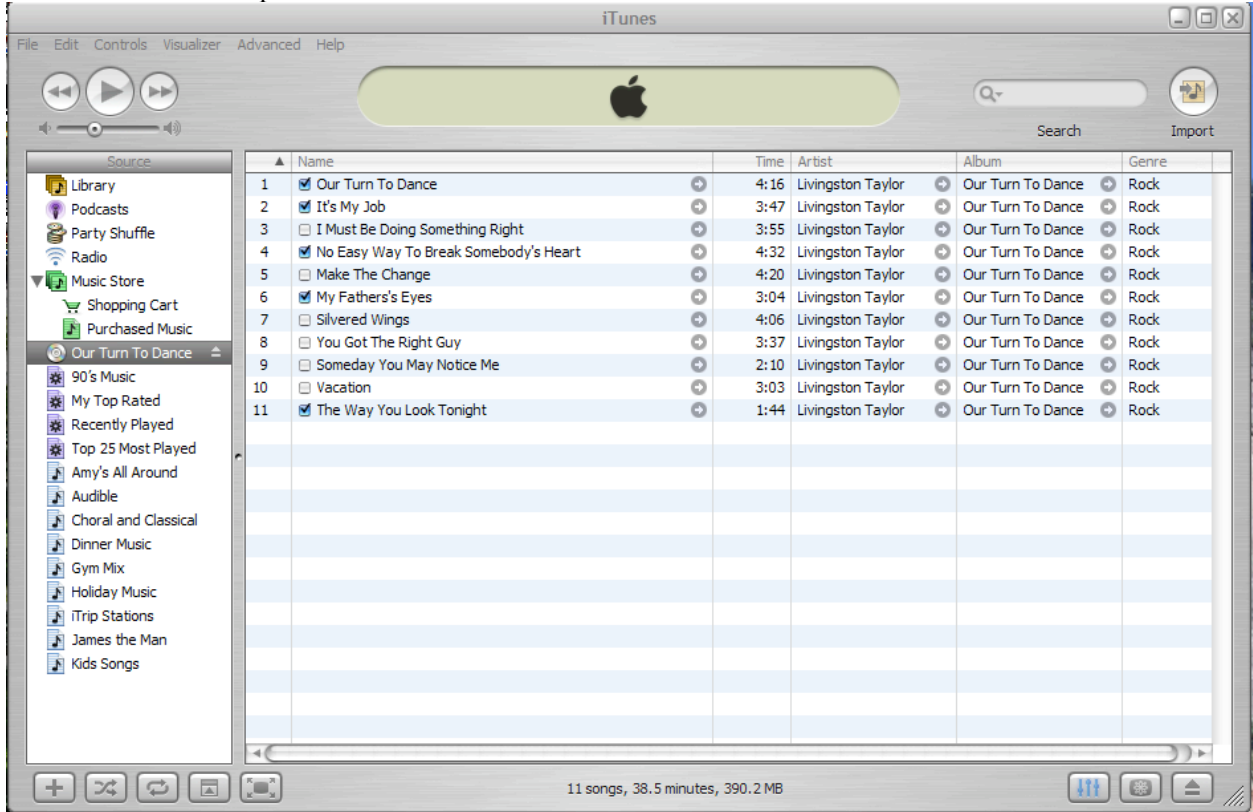


Ripping Music – Step by Step – iTunes

- Select your CD and insert it.

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- Typically iTunes will automatically open. If you are connected to the internet it will pull up the list of songs on the CD.
 - If you aren't connected to the internet, rename the tracks to their song names.
Taking the time to do this will make it easier to use your music later.
- There will be a box to the left of each name. Uncheck the songs you don't wish to rip and click "import."



Storing Jokes

When you add the WAIT ANY KEY tool to a synthesized message, you can pause within the message, wait for any amount of time, and then activate any key on the keyboard or any switch to continue speaking. For example, suppose you were going to store a joke under an icon sequence.

The joke is: Why is 6 afraid of 7?

(audience response)

Because 7 8 9!

To Use WAIT ANY KEY Tool:

1. Go to the Toolbox. Activate STORE.
2. Select an icon sequence and activate OK.
3. Choose **Spell text for message**. Spell in the message. Remember to use INSERT TOOL and then WAIT ANY KEY to allow for any pauses you want in the message. For example, in the example above you would type in

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“Why is 6 afraid of 7?” Then activate INSERT TOOL. Then activate WAIT ANY KEY. Then type “Because 7 8 9!”

4. Activate OK.

Now when you activate the icon sequence to retrieve this message, the device speaks, “Why is 6 afraid of 7?” and pauses. You wait for the audience response and then activate any key on your keyboard, or a switch, and your device will finish the joke. WAIT ANY KEY allows you to participate easily and naturally in conversations.