

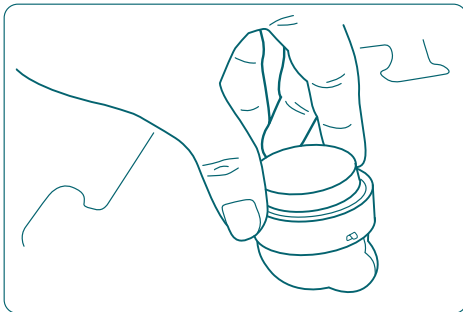
FluentPet 

# Quick Start Guide

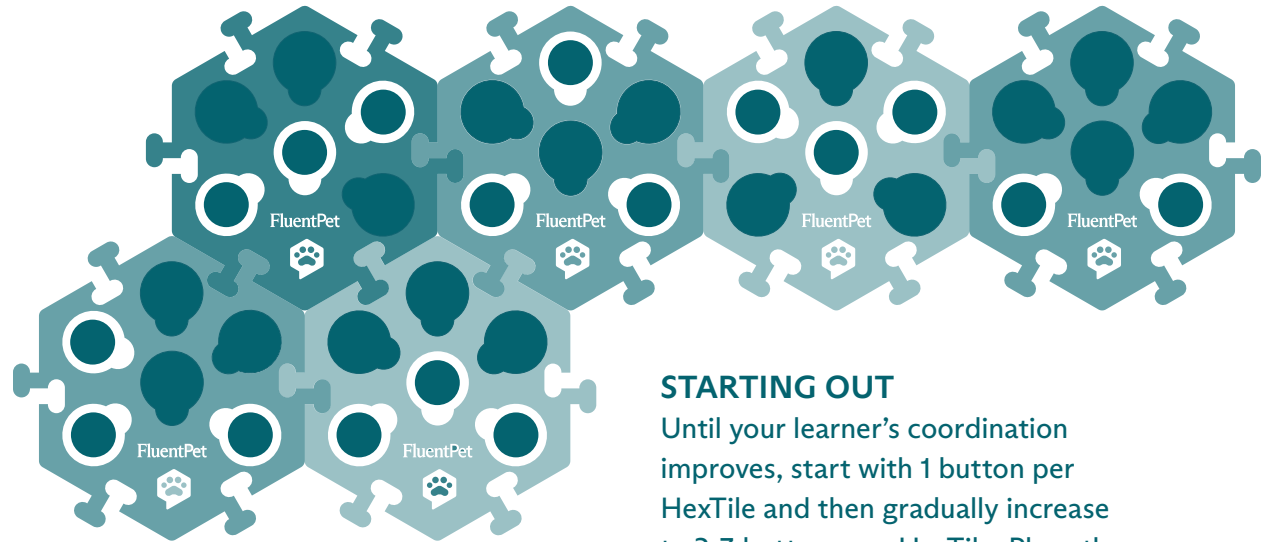


# HexTile Setup

1. Remove HexTile insert.
2. Beginning at an angle, insert sound button into exposed space.



3. Gently connect the HexTiles by using the puzzle-piece tabs.

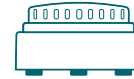


## STARTING OUT

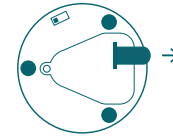
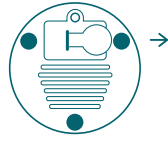
Until your learner’s coordination improves, start with 1 button per HexTile and then gradually increase to 2-3 buttons per HexTile. Place the soundboard in a central location where you spend most of your time so you can easily hear and respond to presses.

## SOUNDBOARD LAYOUT

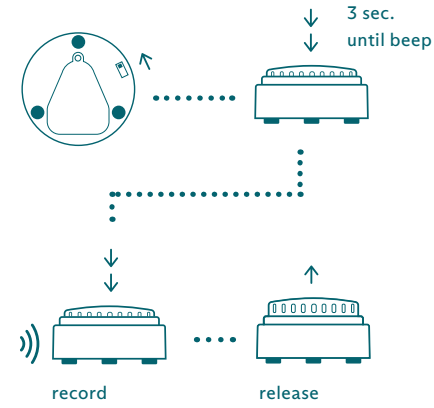
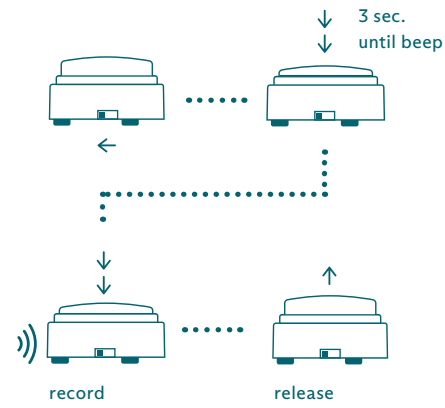
We recommend grouping similar buttons together on like-colored HexTiles to form categories for your learner. Place contrasting HexTile colors next to each other to visually distinguish between categories. For example, you can put names, places, and actions into their own groups.



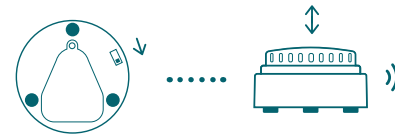
1



2



3





# Tips for Getting Started

- 1. Speak regularly to your learner (dog or cat).**

Pay attention to the things you say that motivate your learner. Be consistent with the words you use – do you say “outside” or “backyard”? Choose one to use exclusively. Use the word repeatedly in context without different conjugations. For example, to model PLAY, say “You want to play? Ok let’s play! Play play play!”
- 2. Start with 2-3 concepts that your learner cares about.**

Pick starting buttons they’ll want to use. Start with concepts you can model easily and repeatedly. Early buttons should have clear, tangible meanings (wait to introduce ALL DONE). If your learner is on a diet, don’t start with a TREAT button. Many learners start with OUTSIDE, PLAY, SCRITCHES, and WALK. To learn more, see [flnt.pt/TeachOutside](https://flnt.pt/TeachOutside).
- 3. Model how to use buttons frequently.**

Animals can learn by watching and mimicking. Model a new button for your learner by (a) pressing the button, then (b) repeatedly saying the corresponding word/phrase out loud, while (c) showing your learner what it means by either engaging in the action or directing their attention to a relevant item.
- 4. Respond to every press.**

Especially in the beginning, it’s crucial to respond to every press your learner makes as they learn how to use the soundboard. This is why you choose starting buttons you can say “yes” to over and over. Even if you think it was an accidental press, respond like they meant it so they can learn.
- 5. Don’t force button presses or withhold basic needs.**

Button teaching should always be a positive experience. Let your learner set the pace. Never force your learner to use the buttons or withhold basic needs because they won’t push the button representing it.



# Complete Step-by-Step Guide to Button Teaching

Scan the QR code or visit [flnt.pt/start](https://flnt.pt/start)



## Join The Community

As you start this journey, it's critical to remember that every learner is different. You know your learner best! Some tips and hints might not work for you. But we're here to help with resources and community support every step of the way.

**How.TheyCanTalk.org** is a community of thousands of animals and their humans devoted to realizing the full potential of communication with dogs and cats. Get tips and best practices on using sound buttons from those exploring this exciting new world with their animal companions.