

Ideas for using single message communication devices



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Single message communication devices are a button or switch which, when activated, plays a pre-recorded message aloud. These devices can be a simple yet effective tool as part of your communication toolbox. Some examples include a BigMack, LittleMack or Talking Brix.

At Superyou Tech we have put together a list of ideas for what to record on your device and how they can be used in different activities throughout your day.



Initiating communication and getting attention



- "I have something to say! Please get my communication book or device"
- "Excuse me"
- "Let's chat!"
- "Come here Mum!"
- "Can we talk?"
- Call a pet – "Rosie, come!"
- "Look at this"
- "I'm finished"

Giving and getting information



- Sharing personal experiences or news – "I went to the zoo. The giraffe was my favourite because it's so tall!"
- Taking a message to another class or area – "Class D would like to borrow some blue paint please."
- Share a morning announcement – "It's going to rain today. Inside play for recess and lunch"
- Promoting products at a stall – "Candles for sale, only \$5!"
- Giving directions – "Please recline my chair."
- Sharing opinions during a story or song – "I like that part."
- Complete a survey for maths – "What is your favourite colour?"
- "Do you want to play?"
- "What did you do on the weekend?"

Social interactions



- Greetings "Good morning!"
- Farewells – "See you later"
- Celebratory messages - "Happy Birthday!"
- Songs or segments of songs
- Jokes – (may need to leave a pause if not using a sequenced message device)
- Cheer on a player or team – "Go Joey, you can do it!", "Extra, Extra, read all about it, Gold's going to win and there's no doubt about it!"

Express needs and wants



- Pre-prepared cafe order "I'd like a sausage roll and chocolate milkshake please."
- Asking for help "Can someone help me with this please?"
- "I need a break", "I need some alone time."
- Buy a ticket – "One child's ticket to the Super Mario movie Requests during a story – "read that part again."

Other participation opportunities



- Repeated line in a book "But he was still hungry" (The Very Hungry Caterpillar")
- Repeated line in a song - "EIEIO" (Old MacDonald)
- Funny noises or sound effects during a story or song
- Starting a race – "Ready, Set, GO!"
- Control a smart speaker – "Hey Google, play Let it go from Frozen."

Strategies for successful communication



- Expressing communication needs "I use a communication book. Please give me time to show you my message."
- "I don't understand, can you tell me more?"
- "That's not what I meant, I'll show you again"
- "Please read the instructions on the back of my communication book"
- Share a message constructed using a communication book. Have your communication partner record the message for the you to share aloud with others.
- Developing early skills for partner assisted scanning – say "That one!" to select when available options are listed one at a time at an even pace.