






Summary of Unity Language Patterns

Designed for use with the Vantage Lite, Vantage Plus Software versions 5.0 or higher from PRC

The Vantage Lite and Vantage Plus device has built in Unity language software. This language system gives the user the ability to produce generative language by accessing icons arranged in similar locations on the different versions of the vocabulary. This enables individuals to utilize motor planning to get to vocabularies more efficiently, as they learn.

Color Coded Icons

Before we begin working with patterns, it is important to note that the icons in the Unity language system are color coded. This applies to grammar markers, i.e. verbs, pronouns, adverbs etc.

Pronoun	Core Icon	Verb	Noun	Adjective	Adverb 60
Yellow	White w/colored icon	Green	Orange	Lt. Blue	White w/ black & white icon
					

Please note that the patterns shown below are done in Unity 45 Sequenced and Unity 60 Sequenced User areas. The same patterns will apply in Unity 84 Sequenced; HOWEVER, we will be focusing on Unity 45 and Unity 60 for training purposes.

This handout also demonstrates the Unity Icon Patterns with Embellished Icons turned on.

Unity Patterns

There are **five** Unity Patterns within the Unity Language System. The organization of the patterns allows the device user to have access to core and fringe vocabulary within the device.

Unity Pattern 1: NOUNS, VERBS, ADJECTIVES, ADVERBS

This pattern generates nouns, verbs and adjectives in the 45 sequenced user area. The pattern also generates nouns, verbs, adjectives and adverbs ending in -ly in the 60 and 84 sequenced user areas.















What it looks like:

First Touch	Second Touch
	
	
	
	 60 only





Unity Pattern 2: PRONOUNS: OBJECT, POSSESSIVE, POSSESSIVE ADJECTIVE, REFLEXIVE ADJECTIVES













This set of patterns generates five different types of pronouns through motor memory sequences.

Pronouns – What it looks like:
















First Touch	Second Touch	First Touch	Second Touch
			
			
			
			

Object Pronouns- What it looks like:

First Touch	Second Touch	Second Touch	First Touch	Second Touch
		60		
				















	you 	you 		her 
	it 	it 		them 
	us 			

Possessive Pronouns – What it looks like:















First Touch	Second Touch	Second Touch	First Touch	Second Touch
		60		
	my 			his 
	your 			her 
	its 	its 		their 
	our 			

Possessive Adjective – What it looks like:

First Touch	Second Touch	First Touch	Second Touch

	mine 		theirs 
	yours 		his 
	its 		hers 
	ours 		















Reflexive Adjectives (Only exist in Unity 60 Sequenced) – What it looks like:

First Touch	Second Touch	First Touch	Second Touch
	60		
	myself 		himself 
	yourself 		herself 
	itself 		ourselves 
	themselves 		

















Unity Pattern 3: STATEMENTS AND QUESTIONS













Pronoun statements and questions offer a quick way to produce the most commonly used phrases to produce generative communication and promote language development. The pronoun phrases can be used in positive or negative form with the same motor pattern.

Statement – What it looks like:















First Touch	Second Touch	First Touch	Second Touch	First Touch	Second Touch
					
					
					

Negative Statement – What it looks like:

First Touch	Second Touch 45 60	Third Touch	First Touch	Second Touch 45 60	Third Touch
	 			 	
	 			 	





























	 			 	
	 				

Question – What it looks like:

First Touch	Second Touch	First Touch	Second Touch
			
			
			
			



Negative Question – What it looks like:











First Touch	Second Touch	Third Touch	First Touch	Second Touch	Third Touch
	45 60			45 60	

	N'T  N'T 	 don't I wan		N'T  N'T 	 doesn't ha
	N'T  N'T 	 don't you		N'T  N'T 	 doesn't sh
	N'T  N'T 	 doesn't it		N'T  N'T 	 don't they
	N'T  N'T 	 don't we w			

Unity Pattern 4: INTERJECTIONS, DETERMINERS, CONJUNCTIONS, PREPOSITIONS, QUESTION WORDS, ADVERBS
















This pattern includes other parts of speech that are used to generate effective communication.

	First Touch	Second Touch
<p>Interjections</p> <p>Fireworks words: ha ha ha, ouch, sorry</p>		

<p>Determiners</p> <p>Pointing words: this, that each</p>		
<p>Conjunctions</p> <p>Linking words: and, but, or</p>		
<p>Prepositions</p> <p>Bridge words: at, by, of, about</p>		
<p>Question words</p> <p>Question words: what, who, where</p>		
<p>Adverbs 60 only</p> <p>Adverbs not ending in -ly: much, yet, very</p>		

Unity Pattern 5: ACTIVITY ROW

When you touch a core icon, the items in the activity row will automatically change to bring up another set of “fringe vocabulary” that is related to the core icon. This pattern is consistent for **most** core icons.

First Touch	Second Touch
Sequenced	Sequenced
	     
	      



Additional Unity Pattern: Pre-stored Sentences

First Touch Sequenced	Second Touch Sequenced									
