

# Vantage/Vanguard Start-Up

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# Select a User Area

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## Choose Overlay Menu

1. Find the **Choose Overlay Menu** by going to the device ToolBox
2. Select **Choose Overlay Menu**
3. Select Switch User Area

There are 6 user areas to choose from. Take a tour of these 6 areas. Follow the steps above to switch user areas, then OK and Go To Minspeak. Return to the **Choose Overlay Menu** by selecting the device ToolBox key.

## Load Adult Acquired

In the **Overlay Menu** select Load Adult Acquired (all 6 user areas). When you use this key, you load all 6 user areas with language programs for adults with acquired disabilities. Choosing this option will erase all changes to the previous set of user areas.

## Restore the Unity User Areas

When you want to restore a default copy of the 6 Unity user areas, go to the device ToolBox, select the **Maintenance Menu**, then **Reset to Factory Defaults**. Choosing to reset will erase any changes to the previous set of user areas. If you want to save customizations, you need to do a memory transfer.

## Exploration Wizard

The Unity area labeled **Exploration Wizard** contains several “picture tests” to help determine language levels. The first picture test is simply an assessment of labeling ability. There is a test of functionality (what do we do with it?), and a test of categorization skills.

# Set up Unity 84 Single Hit

The following instructions are written with Unity 84 examples. These step-by-step directions will work the same way for Unity 45 1-Hit.


Use the **Choose Overlay Menu** to switch to Unity 84 Single Hit

If you have made customizations to this area that you wish to keep, make sure to do a **memory transfer now** and back up your area.

## How Unity 84 Single Hit is Organized



The top row is called the **Activity Row**. Choose a key to open up an activity. Use the Choose Activity key at Row 5, Column 2 to return back to the main **Activity Row**. Select some of the **Core Vocabulary** keys in the rows below the activity row. Notice what happens to the main activity row. The activity rows that are linked core vocabulary keys are called **Dynamic Activities**.

➡ **Practice:** Select the APPLE icon.  Now select something to eat from the Dynamic Activity Row. Select the text message area at the top of the screen to say the whole phrase.

## **Change the Voice**

Go to the device ToolBox and select the **Speech Menu**. Be sure the key at the top says Main Voice. Now select either Dec or Real Voice. Next choose the voice. To hear the voice, touch the text message area. To set the voice, select OK

## **Lock and Unlock the ToolBox**

Use the **Maintenance Menu** to set the system lock. Turn the lock on. **Select the ON button again to use a password**. To turn off the lock, hold the tools key down for 5 seconds. You must always go to the **Maintenance Menu** to turn the lock off.

## **Turn the Speech On or Off**

Turn the speech on or off in the ToolBox at Row 4, Column 7; or go to Minspeak and open the Quick Hits row.

## **Turn the Volume up or Down**

Go to the device ToolBox at Row 4, Column 8 or 9

OR go to Minspeak and open the activity row labeled V Tools. Go to Sounds.

## **Back up Your Memory**

- 1, Insert a flash drive into the USB port on the side of your device.
2. In the **Transfer Memory Menu** select **Save One User Area or (Save Entire Device Contents)**. Saving the entire device saves any imported graphics you have.
3. Select the user area you want to back up (save).
4. Follow the prompts on your screen to name your user area
5. Continue to follow the prompts on the screen.
6. Wait until the yellow box with an OK sign appears.

Your transfer is finished.

## Talking with Unity 84 Single Hit

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➡ Practice talking to a partner with Unity 84 Single Hit. You will not be using a page or doing any spelling. Most of these will work with **Unity 45 1-Hit**.

I like it.	I like you.
You do it.	Stop it.
Help me	Help me do it.
Make me.	Make me do it.
You like it.	Do you like it?
Call mom.	I call mom.
Call dad.	You call dad.
Get mine.	Please get mine.
I want mine.	Do more.
Need more.	Not need more.
Go we we.	More help please.
More drink.	I eat more.
I not do more.	I help you.
Look there.	Look mine.
That is mine.	That is not mine.
What is that?	Go there.
I want to go.	Do you want to go?
I want to eat.	Get more to eat.
I need sleep.	Do you need sleep?
I not help you.	Put it in.
I like to play.	I like to work
What do you like?	You look wet.

➡ For the over-achievers: Pick a partner, and then make up a dialog using core words.

# Simplify Unity 84 Single Hit

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## Hide and Show Activities


1. In the device ToolBox select **Modify Activities**. The keys that are lit are the ones that appear in the main activity row.
2. The key outlined in red is the one you are working on.
3. Select Hide on the right side of your screen.
4. Hide all of the lit or “shown” activities.
5. Select More Items on the left side of the screen and hide any other activities that are shown.
6. Select OK and Go To Minspeak.

## Clear all other keys in the top row

1. In the device ToolBox select **Assign Activity Keys**
2. Select the key labeled DEL SEL
3. Select Clear Key Contents on the right side of the screen
4. Select Choose Next Key to Define at the bottom of the screen.
5. Select the Unity Teaching key.
6. Select Clear Key Contents.
7. Select OK and Go To Minspeak

You should see your top row is blank white keys. If they keys are grey, you can change them to white in the **Feedback Menu** at the bottom center of the screen. .

## Hide and Show Core Keys

1. In the device ToolBox select the **Assign Core Key Menu**
2. See the prompt at the top of the screen that says “Select any key
3. Select a key, then select Hide All. Notice that all the keys are grey
4. Select the APPLE, STOP, and MORE icons 
5. Read the prompt at the top of the screen that says “Select TOOLS to exit.”
6. Select the ToolBox key to exit hide/show.
7. Select OK and Go to Minspeak.

### **Use the Set-Up Key to change a dynamic row.**

1. Go to Minspeak and select the APPLE icon.
2. You see the dynamic activity row at the top with choices of food.
3. Select the **Set-Up key** at the top right side of the device frame.
4. Follow the prompts on the screen
5. On the programming screen start with **Change Icon**
6. If you need to change the text to speak, choose Spell Text for Message
7. Change the label if you want another label.
8. Select OK and Go to Minspeak

### **Use the Set-Up Key to change a core key.**

Change the word “not” to “don’t”

1. Select the **Set-Up Key** on the top right corner of the device frame.



2. Select the KNOT key
3. Select Spell Text for Message
4. Select Clear Display
5. Spell don’t
6. Put a space at the end.
7. OK and Go to Minspeak

### **Turn Dynamic Activities Off and On**

You may further simplify Unity 84 Single Hit by turning Dynamic Activities off.

1. In the **Dynamic Activity Menu**, turn Dynamic Activities Off.
2. Select OK and Go to Minspeak. Now try the APPLE icon.
3. Go back to the **Dynamic Activity Menu** and turn Dynamic Activities On.  
Make sure to set the Activity persistence to Temporary.
4. Select OK and Go to Minspeak. Now try the APPLE icon.

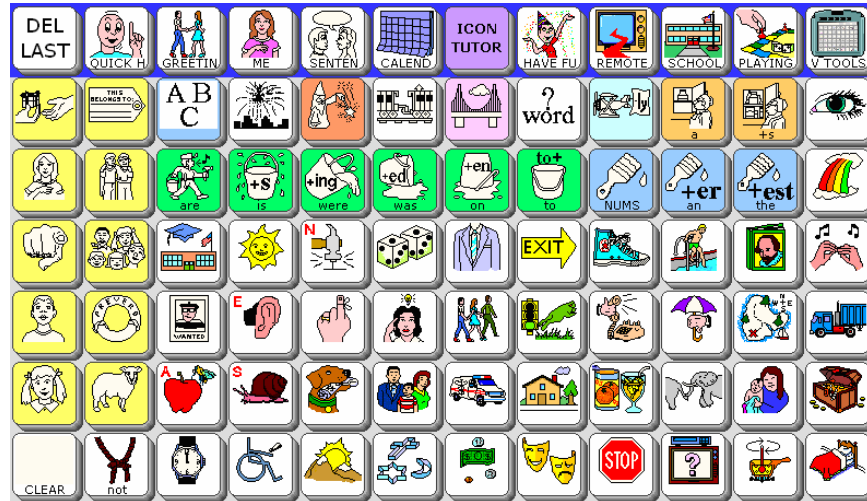
# Set Up Unity 84 Sequenced

Use the Choose Overlay Menu to switch to Unity 84 Sequenced.

If you have made customizations to this area that you wish to keep, make sure to do a **memory transfer now** and back up your area.

## How Unity 84 Sequenced is Organized

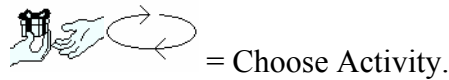
In the device ToolBox select Go to Minspeak.



## Activity Row

The main Activity Row is the top row of keys. Each key opens up an activity row, or performs a function. The Icon Tutor and Delete Last Selection keys are functions, or tools. To see the second row, do two hits on the key at column one, row two.

Select some of the main activity rows and speak the messages. Close the row by using the OBJECTIVE key (column 1, row 2) twice. Choose another row to explore.



## Spelling

Spell pages are linked to location row 2, column 3. There is a spell page for small letters, and one for capitals.

## Number pages

Number words pages are linked to location row 3, column 9 at the Adjective paintbrush icon. Numerals are located on the first spell page.

# Unity Patterns









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Unity is a language representation system that is based on patterns. If you can remember a pattern, you will not need to memorize many individual sequences. You will also notice that there are not many pages stored in Unity 84. With a focus on core vocabulary you can learn to create your own novel messages, not something that someone else thought of for you. You won't have to navigate to a page to find a message. (No more losing pages!)

Here is a picture summary of the Unity patterns.

## Unity Patterns Icon + ending

Verbs, category nouns, adjectives,, and adverbs ending in -ly use the pattern of **core icon + ending**.





		<b>eat</b>
		<b>food</b>
		<b>hungry</b>
		<b>hungrily</b>

## Unity Patterns – Dynamic Activities

Dynamic activities contain more nouns. These words are referred to as “fringe vocabulary” because they are not frequently used.

	Foods
	Games
	Drinks





## Unity Patterns – Pronoun Phrases


		<b>I can</b>	
			<b>I can't</b>

Reverse the order of this pattern for question phrases and negative questions.

## Unity Patterns – Grammar Icon + Core Icon

Interjections, conjunctions, prepositions, determiners, question words, and adverbs that do not end in -ly follow this pattern. All of these beginning icons are in the 2<sup>nd</sup> row from the top.

		<b>yum</b>
		<b>without</b>

 **Practice:** Find and say other words for each pattern.

## Sentences

There are several whole sentences already stored in these activity rows:


 ME row

 SENTENCE row

 GREETINGS row

## Single words

One-hit words in core have the labels printed on the keys in all small letters.

 **Practice:** Find and say the one-hit words. Hint: They are located in the 3<sup>rd</sup> row from the top.

## **Core Vocabulary**

The rows below the Activity Row contain **Core Vocabulary**. Core Vocabulary is a set of frequently used words that are used across environments and age groups. This vocabulary is not activity specific.

### **Color Coding**

Some of the core keys are color-coded. The color coding is


























- Yellow = pronouns
- Darker orange = determiners
- Light purple = prepositions
- Light aqua = adverbs
- Lighter orange = noun endings
- Green = verb endings
- Medium blue = adjective endings

Icons in core that have a white background represent semantic categories.

### **Icon Tutor looks up words**

Vantage and Vanguard have an Icon Tutor that helps you look up and learn sequences. Look for the Icon Tutor in the center of the Main Activity Row in Unity 84 and Unity 45.

## Other Unity 84 Components

Calculator	Main activity row 
Circle time	Main activity row 
Computer access	Main activity row  + 
Days of the week	 + Dynamic activity row
Environmental controls	Main activity row 
Games to play	Main activity row 
Holiday words	 + Dynamic activity row
IntelliTools row	Main activity row 
Jokes	Main activity row  + 
Mouse pages	Spelling page <b>ABC</b> + 
MP3 Player	Main activity row  +  or  + Dynamic activity row
Names	Main Activity row  or  + dynamic row
Phone tools	Main activity row  + 
School row for class specific words	Main activity row 
Songs	Main activity row  or 
States in the USA	 + Dynamic activity row 
Unity Teaching pages	Main activity row  + 

## Practice Sentences for Unity 84 Sequenced

I like to read.	
You like to eat.	
I like swimming.	
This is good.	
That is better	
I want my MP3 player.	
He wants his radio.	
She is hungry.	
I am hungrier.	
When is lunch?	
I need a dollar.	
I think he is nice.	
He thinks I am pretty.	

Everyone is coming.	    
No one came.	   
Where did they go?	     
Where did you go?	     
I don't know.	  
You don't like it.	    
Mom went shopping.	      
I can't do that.	      
Yes, you can.	   
Try it again.	      
OK, I'll try it again.	          
Could I do that?	     
No, that's mine.	     


## Customizing Unity

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**NOTE:** These directions will work in any Unity area.

### Store Core with the Set-Up Key

Store your name as a core sequence

1. Select Clear Display
2. Select the POSSESSIVE icon 
3. Select the Set-Up key at the top right corner of your device frame, (F7 in the PASS software).
3. Choose one of the blank keys in the rows below the activity row.
4. You now see the store core programming screen. Select Spell Text for Message.
5. Spell your name and put a space after it. Select OK at the bottom right
6. Select Modify Last Picture at the lower left. Choose an icon to represent you. Use the key at the bottom center marked Categories to search in another category.
7. Change the label and the key color if you choose.
8. Select OK

**NOTE:** If your device does not have a set-up key, begin in the ToolBox by selecting Store Core. Continue to follow the prompts on the screen.


### Edit and Erase Core Sequences

1. To erase core, you may begin in the device ToolBox by selecting Erase Core. Follow the prompts on the screen.
2. To edit a core sequence, you may begin in the device ToolBox by selecting Store Core. Follow the on-screen prompts.
3. When you see the store core programming screen, you may change the text by selecting Spell Text for Message. Make any other changes to the last picture, label, and key color. If you clear the text to display and leave it blank, you have erased your stored sequence.
4. Select OK.
5. Remember to back up your memory (Transfer Memory Menu).

### Change the Pronunciation of a Word

Begin in the **Dictionary Menu** in the device ToolBox. Select Add a Word. Follow the prompts on the screen.

## Store a Digitized Message (Recorded Speech)

1. Select the MOREMUSIC icon. 
2. Select the Set-Up key at the top right corner of the device frame.
3. Select one of the blank keys in core (below the activity row).
4. On the top of the programming screen, select the type of message to be Recorded.
5. Notice the option of importing a sound file. If you have wav or MP3 files stored on a flash drive, you may put this into the USB port and choose the import option.
6. To record a real voice message, select Record Message.
7. Set the recording volume at 5.
8. Press and hold record while you talk or sing.
9. On the programming screen select Listen to Recording.
10. If you want to record over, just select Record Message.
11. Change the last picture, label and key color if you choose
10. Select OK.

## Change all Occurrences on an Icon

You may want to change girl icons to boys. You can change all occurrences of an icon. Begin in the Choose Overlay Menu.

## Modify Activity

Add some personal information to the ME activity row.

1. Select the ME row and say some of the messages. You notice that they are incomplete.
2. Select the Set-up key.
3. Select the NAME key in the ME activity row.
4. Select Spell Text for Message and complete the message with a name. Be sure to put a space at the end.
5. Change the icon, label, and key color if you choose.
6. Select another key in the row and complete the message (Spell Text for Message.)
7. If you want to change key positions in an activity row, use the arrow keys at the bottom of the screen.
8. Select OK.

**NOTE: If your device does not have a set-up key, you may begin modifying the ME row by going to Modify Activity in the device ToolBox. Follow the prompts on the screen.**

## Create a New Activity Row

1. Begin in the ToolBox with the **Create Activity Menu**.
2. Spell the name for your new activity (can be up to 20 characters). Select OK
3. Choose an icon to represent the activity. If you choose No Icon, the label text will represent your new activity.
4. Right after you select your icon, it goes out to the main activity row and you won't see it until you select Go to Minspeak. You are now programming inside your new row.
5. Select the first empty grey key to begin programming.
6. Follow the prompts on the screen to change these items:
  - a) Change icon – do this first
  - b) Spell text to display.
  - c) Change label if you want
  - d) Change key color (optional).
7. Continue to work on other keys as there is time.
8. Select OK and Go To Minspeak.
9. You will see the icon for your new row at the top left.
10. To make other changes to your row, open the row, then use your set-up key. Or go to the Toolbox and select **Modify Activity**.
11. In the Modify Activity Menu you may Hide, Show, and Move activities. Use the arrows at the bottom of the screen to move a selected activity.
12. **Delete** an activity from the Modify Activity Menu.

## Working with Pages

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In Unity 84 there are very few pages. There are more pages in Unity 45. When you understand the power and versatility of core vocabulary, pages with messages will not seem to be very useful. There are certain times when pages can be helpful. A page containing a story about yourself is an example. The following instructions will guide you through creating a page and setting it in (linking) to the ME row.

### Create a Page

1. In the device ToolBox select Create Page.
2. Spell a name for your page. for example: My Speech
3. Choose the overlay size. If you are working in Unity 84, choose 84.
4. Select “Copy from an existing page”
5. Select 84Template. (In Unity 45 select Template.)
6. You see a page that is blank except for 3 tools.
7. Choose a blank key to define.
8. The three main items to change are
  - 1) **Change Icon**
  - 2) **Spell Text for Message**
  - 3) **Change Label**
9. Select OK **once**.
10. Select **Choose Next Key to Define** at the bottom of the screen. Fill in at least 3 keys with information about yourself.
11. If you select OK more than once you will be in the ToolBox. Find your page again by selecting **Modify Page**

## **Link a Page (Set Page)**

You now have a page made with a speech about yourself. But if you are in Minspeak, you have no way to access that page. You would have to go to the ToolBox and select Page Menu to find it. The following directions show you how to set your page into the ME activity row.

1. Select the ME icon in the main activity row and the ME row opens.
2. Use the MORE key to go to the second row.
3. Select your Set-Up key.
4. Select a blank key in the ME activity row.
5. Select **Spell Text for Message**.
6. Select **Insert Tool** near the top center of the spell keyboard.
7. Select **Set Page**
8. Select the page My Speech.
9. Change the icon, and label.
10. Select OK.

**Steps 5, 6, and 7 apply to linking pages to pages, or storing in core also.**

**Remember**

- 1) **Spell Text for Message**,
- 2) **Insert Tool**, and
- 3) **Set Page**.

## **Copying Pages from another User Area**

1. In the device Toolbox, select **Choose Overlay Menu**
2. Switch to the user area that has the pages you want to copy.
3. Select Copy Pages and Activities
4. Select Copy Selected Pages or Copy All Pages.
5. Follow the prompts on the screen.
6. Be sure to switch back to the user area where you started. (Choose Overlay Menu)

## **Expand a Page**

You may copy 45 location pages to an 84 location user area, only to find that they don't fit the keyguard. You may expand the 45 location pages to 84 in the **Choose Overlay Menu**.

# Unity 45

## Full

# Vocabulary Organization for Unity 45 Full

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Unity 45 Full provides a vocabulary requiring one, two and three hits to talk. Each Minspeak icon in Unity 45 Full represents a category of words. There are several patterns that make up the structure of Unity 45 Full. It is important that you know and understand these patterns in order to use the program independently.


## Unity 45 Full Vocabulary Patterns

### Embellished Icons: On or Off

Unity 45 Level 2 and Unity Full offer the option of having the 2<sup>nd</sup> or 3<sup>rd</sup> icon in a sequence either embellished or static. The device comes with embellished icons “on” as default. The decision to use this feature is highly individual, based upon the user’s needs and learning style.


To set Embellished Icons on or off, go to the Toolbox, then the Feedback Menu. Embellished icons in each user area may be set to on or off independently of the other user areas

### Unity 45 Full Patterns with Embellished Icons Off

Turn on your device and select the  icon. Explore the vocabulary patterns and word choices associated with this icon. Repeat the exercise with other icons.





### Unity 45 Full Patterns with Embellished Icons On

Using the Feedback Menu in the Toolbox, turn Embellished Icons on. Go to Minspeak.

Select the  icon. Explore the vocabulary patterns and word choices associated with this icon. Repeat the exercise with other icons.

Notice the change in the second icon because Embellished Icons are now turned ON

### Pronoun Phrases with Embellished Icons Off


1st Icon	2nd Icon	Pronoun Phrase
		<i>I like</i>
		<i>I have</i>





### Pronoun Phrases with Embellished Icons On

Now go to the ToolBox to the **Feed Back Menu** and turn Embellished Icons ON. Use the chart to say the pronoun phrases. Notice the changes to the second icons.

### Action Words with Embellished Icons Off

The pattern for saying action words is to select the icon plus the location for action words (highlighted in green in the second row.)

The following examples show how this pattern works using the  icon.



1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>green</i>	Primary Action Word	<i>drink</i>
		Highlighted in <i>green</i>	Secondary Action Word	<i>swallow</i>

### Action Words with Embellished Icons On

Go to the device ToolBox and turn Embellished Icons ON in the **Feed Back Menu**. Notice the changes to the second icons.

### Adjectives with Embellished Icons Off

The pattern for saying adjectives is to select the icon plus the original location of the MASKS (now highlighted in blue.)



1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>blue</i>	Primary Adjective	<i>thirsty</i>

### Adjectives with Embellished Icons On

Try saying adjectives with Embellished Icons ON.

### Category Words with Embellished Icons Off

The pattern for saying category words (nouns) is to select the icon plus the original location of STOP (now highlighted in orange.)










1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>orange</i>	Category name	<i>drinks</i>

### Category Words with Embellished Icons On

Try saying some category words with Embellished Icons ON.







## Semantic Categories

Unity 45 Full provides a large core of words from across a variety of categories. The pattern is to select the icon for the category and then find the desired item in the Activity Row. The following chart shows examples of the available categories

Icon	Category	Examples
	Appliances (small)	<i>phone, answering machine</i>
	Communication Devices	<i>AlphaTalker, DeltaTalker, Liberator, Vanguard, Vantage</i>
	Names	<i>(Add most frequently used names)</i>
	Clothing	<i>one, two, three, four</i>
	Numbers	<i>one, two, three, four</i>
	Rooms and Room Parts	<i>kitchen, bathroom, bedroom, door, window, stairs, ramp</i>
	Buildings	<i>school, restaurant, mall, store</i>
	Nature	<i>grass, tree, flower, garden, yard</i>
	Places	<i>park, playground, pool, zoo, states</i>

## Names of People

Since names are very important, activities and pages have been created to store them.






1st Icon	2nd Icon	Contains
	Activity Row	Most frequently used names
		Name Page: names of additional friends
	Activity Row	Family members and names: <i>mom, dad, add names; mother, father...</i>
		Family Page: additional family names and family information

## Opposites

The icons representing opposites are the finger pointing up and the thumb pointing down. To say an opposite, select an icon plus either of these locations.








Remember, if you are using Embellished Icons On, you will not see the remember icon or the umbrella icon, you will see in those same locations a picture related to the meaning of the vocabulary word.

Examples of opposites in Unity 45:




Icon	Words	Icon	Words
	<i>send</i> <i>receive</i>		<i>tight</i> <i>loose</i>
	<i>hi</i> <i>good-bye</i>		
	<i>fix</i> <i>break</i>		<i>expensive</i> <i>cheap</i>

## Grammatical Categories










Unity 45 Full provides a core of words from a variety of grammatical categories. The pattern for all of the grammatical categories is to select the icon for the category plus either an icon from the Activity Row or a modified icon from the Minspeak section of the overlay.

Icon	Category	Examples
	Interjections	<i>please, thank you, hello, good-bye,</i>
	Determiners	<i>this, that, these, those, a, and, the</i>
	Indefinite Pronouns	<i>anybody, everybody, nobody, somebody</i>
	Conjunctions	<i>and, but, or, if, both</i>
	Prepositions	<i>up, down, on, off, over, under, about</i>
	Question words	<i>who, what, when, where, why, how</i>
	Adverbs	<i>here, there, always, never, again</i>



## Pronouns

- Subject pronouns: I, you, he, she, it, we, they **A double hit on pronoun key**
- Objective pronouns: me, you, him, her, it, us, them **Pronoun key** + 
- Possessive adjectives/pronouns: my, your, its, her, **Pronoun key** + 
- Possessive pronouns: mine, yours, its, hers, his, ours, theirs  + **Pronoun key**

## Additional Categories

Icon	Category	Examples
	Descriptive (adjectives)	<i>new, old, young, many, few</i>
	Assistive Technology	<i>device, battery, wheelchair</i>
	Computer	<i>computer, keyboard, mouse, printer</i>
	Sports	<i>baseball, football, soccer, golf</i>
	Art Supplies	<i>paper, pencil, crayon, marker</i>
	Employment	<i>boss, co-worker, resume, time card</i>
	Directions	<i>left, right, north, south, east, west</i>
	Tools	<i>hammer, nails, saw, screwdriver</i>
	Roads	<i>road, street, highway, bridge</i>


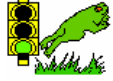


## Additional Verbs

1st Icon	2nd Icon	Category	Examples
	Icons	Preverbs	<i>is, are, was, were, have, do</i>
	Activity Row	Actions	<i>Sub-categories of Medical, Feet, Hand, Think, Face, etc.</i>




## Phrases and Sentences

Sentences and phrases are coded with Minspeak icon sequences and with pictures in the activity row. The following charts show the patterns for phrases and sentences.




Phrases:

1st Icon	2nd Icon	Activity Row: <i>Examples</i>
		I want to go... -outside -with you -for a walk
		I need... -to be repositioned -my glasses -a towel

Sentence Categories:


Icon	Icon	Category: <i>Examples</i>
	Icon	Sentences: <i>My turn., Your turn., Stop it!</i>
	Activity Row	Sentences by Category: <i>Wants; Protests; Questions</i>
	Activity Row	Sentences to use when telling jokes: <i>That's a good one.; You tell one.</i>

Sentences in the Activity Row:

Activity	Activity Row: <i>Examples</i>
	Greetings: <i>How are you?, I'm fine., It's nice to meet you.</i>
	Personal Statements: <i>My name is..., I live in..., My birthday is...</i>
	This row is in the "ME" row. Questions about you: <i>What's your name?, Where do you live?, How old are you?</i>

## Page Vocabulary

Many pages have been designed for specific activities. The pages contain sentences and additional single word vocabulary. The pattern for accessing pages of vocabulary is to

select an icon and then the PAGE icon. 

## Sentence Builders

Dynamic Activities have been stored to provide quick 1-Hit access to frequently used words. They are linked to most verbs and prepositions as well as some adverbs and determiners. These are available in Level 2 and Unity 45 Full.

This allows the system operator to quickly say:

I want <i>my</i> ...	Do you want <i>my</i> ...	I want <i>a</i> ...	Do you want <i>a</i> ...
I want <i>the</i> ...	Do you want <i>the</i> ...	I want <i>to</i> ...	Do you want <i>to</i> ...


You may see the Sentence Builder activity rows by using the Modify Activity Menu in the device ToolBox.


**It is not recommended that you modify these rows.**

## Tools

Device tools can be accessed through the V Tools row in the main activity row.

## Numbers

 There are two options for the number layout. To see these options, select the TOOLS key from the Activity Row, then select the MORE key and choose OPTIONS.

Option 1 is the layout on the NUMBERS PAGE stored at  .

## Spelling

The ABC key in the center of the main activity row is set to open a 45 location QWERTY keyboard. To set another type of spell page here, use the Set-up key, then select the ABC key. Select Enter Assignment, Clear Display, Insert Tool, Set Page, and pick another spell page. For example, the page labeled AEIOU.

## Practice Sentences : Unity 45 Full

She is my friend.

I need to drive home.

He cooked a steak.

It is raining.

He is watching TV.

Somebody said something.

I like the red fire engine.

Who is bigger?

This is good.

That is better.

Are you sick?

He is sickly.

They went to the dance.

He is reading at the library.

When is Mother's Day?

Are you going to the movie?

He likes his cat.

He thinks that I am pretty.

I drove to Florida.

She wore a red dress.

She works at my school.

She reads to me everyday.

Everybody is coming to my house.

Somebody called.

She is hungry.

He is hungrier.

I have a quarter.

I need a dollar.

That is expensive.

Reading to my dad is fun.

He is wearing blue pajamas.

Where are my socks?

She teaches science.

## **Not covered in this manual**

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There are several other programming instructions that are not covered in this manual:

1. Create Activity
2. Set (link) an activity
3. Make an activity dynamic
4. Create a macro
5. Store a computer access (serial) command
6. Store auditory prompts
7. Set up switch, joystick, or headpointing access
8. Record and download LAM data
9. Import digital photos.
10. Set up computer access
11. Store infrared commands.
12. Notebooks
13. Assign Activity Keys
14. Swap Core Keys
15. Swap Page Keys

For help with the above, use your operators' manual, talk to your local PRC representative, or go to the PRC technical support site at [www.support@prentrom.com](mailto:www.support@prentrom.com)

You may also access a full manual to Vantage and Vanguard Unity on CD. The CD included with this Start-Up Guide contains a much larger manual and an alphabet sort for Vantage and Vanguard.



## Vantage/Vanguard Smart Chart

### Activity Row

The top row is the main activity row.  
Dynamic activities appear in this location.

### Core Vocabulary

The bottom remaining rows. These keys offer words frequently used to communicate in our language: verbs, pronouns, adjectives, negatives, question words, etc. These keys may also act as category keys that will link to the nouns in the activity row.

### Pages

Pages serve as a warehouse of additional nouns/fringe vocabulary items that are less frequently used.

### Set Up Key

Top, right corner black key on the outer case of the device. Used for making quick modifications to core, activities, or pages.

### CHANGING USER AREAS

1. Select the toolbox key on the front of the Vanguard/Vantage case.
2. Select **CHOOSE OVERLAY MENU**.
3. Select **SWITCH USER AREA**
4. Select the User Area to switch to (**OVERLAY MENU** key provides more choices if you don't see what you need).
5. The device takes you back to the **OVERLAY MENU** screen.
6. Select **OK**

7. Press **OK** again or press **GO TO MINSPEAK** (near the bottom right corner).

### CHANGING THE VOICE

1. Go to **TOOLBOX**.
2. Choose **SPEECH MENU**
3. Using the up and down arrows explore the voices on the left side of the screen – Paul, Harry, Betty, Kit (child's voice) etc.
4. Don't forget to try the "RealSpeak" voices, Jennifer & Tom.
5. Using the additional keys you can adjust the pitch, rate and inflection of the voice.

### LOCKING THE TOOLBOX

#### To lock the device:

1. Go to the **TOOLBOX**.
2. Activate **MAINTANENCE MENU**.
3. Select the **ON** button under system lock.
4. Select **OK**.
5. Select **OK** in the **TOOLBOX**.

#### To unlock the device:

1. Press and hold the **TOOLBOX** for 5 seconds.
2. Activate **MAINTANENCE MENU**
3. Select the **OFF** button under **SYSTEM LOCK**.
4. Select **OK**.
5. Select **OK** in the **TOOLBOX**.

**\*You may also want to program a password into the device as an alternative to locking/unlocking.**

### EDIT CORE

1. Press the **SETUP KEY**.
2. Touch the core icon you want to edit.
3. Select **OK**.
4. Select **SPELL TEXT FOR MESSAGE** to type text that will appear and be spoken on the display, select **OK**.
5. If OK, go to step 11.
6. Now, **MODIFY PICTURE** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.)

7. Select **OK**.
8. When you have finished, select **OK**.

### HIDING CORE KEYS

1. Go to the **TOOLBOX**.
2. Activate **ASSIGN CORE KEYS**.
3. Choose "hide all", "show all", or "hide/show keys" to pick and choose individual keys to hide and show.

### HIDING/SHOWING ACTIVITIES

1. Go to the **TOOLBOX**.
2. Activate **MODIFY ACTIVITY**.
3. Activities that are gray are currently "hidden", activities that are white are currently "showing".
4. Find and touch the activity you wish to "hide" or "show".
5. If you don't see the activity you need, select **MORE ITEMS**.
6. Once you find the correct activity, you choose **HIDE** or **SHOW**.

### MODIFYING ACTIVITIES

1. Press the **SETUP KEY**.
2. Touch the icon you want to edit.
3. Select **SPELL TEXT FOR MESSAGE** to type text that will appear on the display, select **OK**.
4. **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.)
5. Select **OK**.
6. When you have finished, select **OK** or touch the next key you want to program.

**DICTIONARY MENU** (Use this menu to "teach" your device to pronounce a word correctly. Often, names of people and cities will need to be taught to the device!)

1. Go to the **TOOLBOX**.
2. Activate **DICTIONARY MENU**
3. Activate **ADD A WORD**

4. Enter the correct spelling of the word.
5. Enter the “phonetic spelling” of the word.
6. Select **OK**.

**CREATING ACTIVITIES**

1. Go to the **TOOLBOX**.
2. Activate **CREATE ACTIVITY**.
3. Spell name of new activity...Select **OK**.
4. Select an icon for the activity....Select **OK**.
5. The first key inside your activity is highlighted.
6. Select **SPELL TEXT FOR MESSAGE** to type text that will appear on the display, select **OK**
7. **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.)
8. Select **OK**.
9. When you have finished, select **OK** or touch the next key you want to program.

\* If you make a mistake, activate **CLEAR KEY CONTENTS** and start over.

**MODIFYING PAGES**

1. Press the **SETUP KEY**.
2. Touch the page key you want to modify.
3. Select **SPELL TEXT FOR MESSAGE** to type text that will appear on the display, select **OK**.
4. **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.) Select **OK**.
5. When you have finished, select **OK** or **CHOOSE NEXT KEY TO DEFINE**.

**CREATING PAGES**

1. Go to the **TOOLBOX**.
2. Activate **CREATE PAGE**
3. Spell the name of the new page.
4. Choose a keyboard size.
5. If you want your new page to have the same formatting as an already existing page,

select **COPY FROM AN EXISTING PAGE** and select **TEMPLATE**.

6. Select a key to program.
7. Select **SPELL TEXT FOR MESSAGE** to type text that will appear on the display, select **OK**
8. **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.) Select **OK**.
9. When you have finished, select **OK** or **CHOOSE NEXT KEY TO DEFINE**.

**LINKING (AKA "SETTING" PAGES)**

Make sure all of the pages you want to link are created. You cannot link a page that does not exist.

1. Press the **SETUP KEY**.
2. Touch the key you want to link to your new page.
3. Select **SPELL TEXT FOR MESSAGE** to type text that will appear on the display.
4. While still in the **SPELL TEXT FOR MESSAGE** screen activate **INSERT TOOL**.
5. Find the **SET PAGE** tool and select the page you want from the **PAGE MENU** that now appears, select **OK**.
6. **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters. For a blank label, type a space, no words.) Select **OK**.
7. Activate **OK** until you have returned to the **TOOLBOX**.
8. Go to **MINSPEAK**.

**MEMORY BACK UP**

1. Insert your flash drive into the USB port on the side of the device.
2. Go to **TOOLBOX**
3. Select **TRANSFER MEMORY MENU**

4. Set the MTI menu to either **AUTO** or **USB disk**.
5. Select **SAVE ONE USER AREA**.
6. Touch the user area you would like to back up.
7. Give the back up a name.
8. Touch **OK** and wait for memory transfer to take place.

**IMPORTING IMAGES/PHOTOS**

1. Save your image onto a USB thumb drive/flash drive/jump drive from your computer. The image can be in **any** of the following formats: .jpg, .gif, or .bmp
2. Insert the thumb drive, with your image saved to it, into the side of your device.
3. Go to **TOOLBOX**
4. Go to **TRANSFER MEMORY MENU**
5. Make sure the MTI method is set to **AUTO** and select **IMPORT ICONS**
6. It will ask you to select the location/folder that you would like your icon to be saved.

**Notes:** \_\_\_\_\_  
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**Important Contact Information**

PRC Support Knowledge Base:  
[www.support.prentrom.com](http://www.support.prentrom.com)

Local PRC representative:  
 1-800-848-8008