Summary of Unity Language Patterns

Designed for use with the ECO 14 Software 1.x and ECO2 Software 2.x or higher AAC device from PRC

The ECO-14 device has a built in Unity language system 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 84
Yellow	White w/colored icon	Green	Orange	Lt. Blue	Sky blue w/ black and white icon
		eat 🎒 🍎	food	hungry	hungrily

Please note that the patterns shown below are done in Unity 60 and 84
Sequenced user areas. The same patterns will apply in Unity 144
Sequenced; HOWEVER, we will be focusing on Unity 60 for training purposes.

This handout demonstrates the Unity patterns with Embellished Icons turned on.

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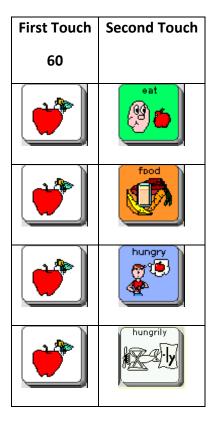
Unity Patterns

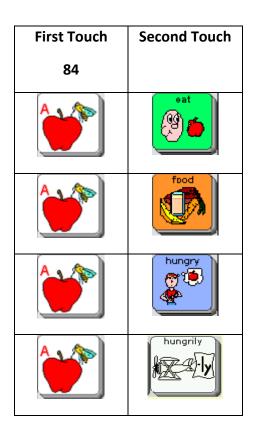
There are **five** Unity Patterns within the Unity Language System. The organization of the patterns allows the device user to have access to core and fringe vocabulary within the device.

Unity Pattern 1: NOUNS, VERBS, ADJECTIVES, ADVERBS

This pattern generates nouns, verbs, adjectives and adverbs in the 60, 84 and 144 user sequenced user areas.

What it looks like:

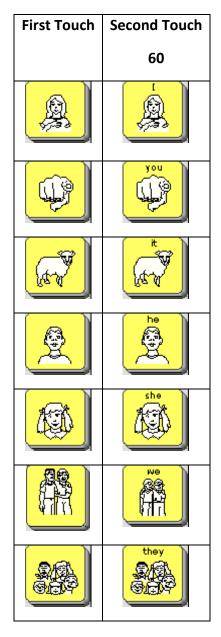




Unity Pattern 2: PRONOUNS: SUBJECT, OBJECT, POSSESSIVE, POSSESSIVE ADJECTIVE, REFLEXIVE ADJECTIVES

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

Subject Pronouns – What it looks like:



First Touch	Second Touch
	84
	I
	h
	in the state of th
	they Same

Object Pronouns- What it looks like:

First Touch	Second Touch
	60
	them them

First Touch	Second Touch
	84
	M To
	Mar.
	Major III
	Major Us
	Mar.
	her
	them

Possessive Pronouns – What it looks like:

First Touch	Second Touch
	60
	THIS BELONGS TO
	your THIS BELONGS TO
	its THIS BELONGS TO:
	his THIS BELONGS TO:
	her TMIS BELONGS TO:
	OUT THIS BELONGS TO:
	their THIS BELONGS TO:

First Touch	Second Touch
	84
	THIS BELONGS TO:
	YOUR THIS BELONGS TO:
	ITS THIS BELONGS TO:
	his THIS BELONGS TO:
	her THIS BELONGS TO:
	OUP THIS BELONGS TO:
	their THIS BELONGS TO:

Possessive Adjective – What it looks like:

First Touch	Second Touch
60	
	mina
	yours
	W is
	hers
	his
	theirs

First Touch	Second Touch
	84
ESTONEZ LO:	mina
THIS SELDINGS TO	yours
ETTHS:	(A)
ESTONE Z.D.	hers
THIS STORESTON	his
ESTONE Z.D.	ours .
THIS ENDINGS TO:	Q (A)

Reflexive Adjectives – What it looks like:

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

First Touch	Second Touch
	84
	myself (
	yourself
	itself (£ 7)
	herself
	himself
	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
	60
	I want
	you want
	it wants
	he wants
	she wants
	we want
	they want

First Touch	Second Touch
	84
	I want
	you want
	it wants
	he wants
	she wants
	we want
	they want

Negative Statement – What it looks like:

First Touch	Second Touch	Third Touch	First	Second Touch	Third Touch
	60	60	Touch	84	84
	N'T COPPIN	1 don't want		X	1 don't want
	NT CO	you don't w		X	you don't w
	NT CO	it doesn't w		X	it doesn't w
	NT CODE	he doesn't		X	he doesn't
		she doesn't		X	she doesn't
	NT CO	we don't wa		X	we don't wa
	N'T Corre	they don't w		X	they don't w

Question – What it looks like:

First Touch	Second Touch
60	
	oan t?
	oan You?
	Can it?
	can he?
	can she?
	can we?
	can they?

First Touch	Second Touch
84	
	can 1
	can you
	can it
	can he
	oan sha
	can we
	Can they

Negative Question – What it looks like:

First Touch	Second Touch	Third Touch	First Touch	Second Touch	Third Touch
60	60		84	84	
	N'T CO. 1940	osn't 1		X	can't 1
	NT CONTROL	oan't you		X	oan't you
	NT CONTRACTOR	Can't it		X	can't it
	NT CODE	can't he		X	can't he
	NT CONTRACTOR	can't sha		X	can't sha
	NT CO. 1920	can't we		X	can't we
	N'T Consul	can'tthey		X	can't they

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

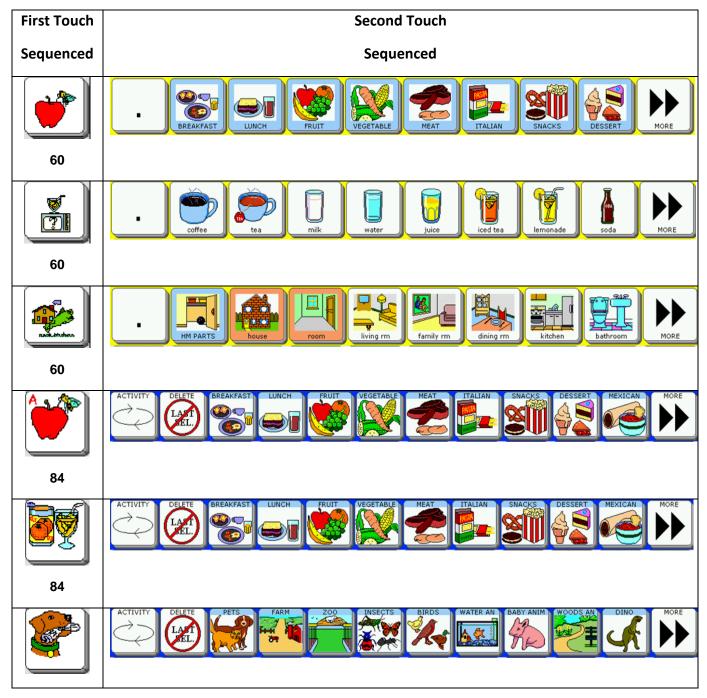
This pattern includes other parts of speech that are used to generate effective communication.

	First Touch	Second Touch	Fir
		60	
Verbs	THE STATE OF	will	
Helping and Action verbs			8
Interjections			
Pop-up words: ha ha ha, ouch, sorry		congratu	
Determiners			
Pointing words: this, that each		this	
Conjunctions	1+1=2		T
Linking words: and, but, or		but	Ē
Prepositions	[A\infty]		
Bridge words: at, by, of, about		at	1
Question words	9	5	
Question words: what, who, where	wórd	who	7
Adverbs			0.5
Adverbs not ending in –ly: much, yet, very	NEW TY	maybe	1 2

First Touch	Second Touch
	84
	will will
	congratu
	this
1+1-2	but
	at
yword	who
X	maybe

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.



Additional Unity Pattern: Pre-stored Sentences

The "Knot" key will activate an overlay and activity row with pre-stored messages. These can be used as quick communication tools for the device user.

First	Second Touch
Touch	Sequenced
Sequenced	Sequenceu
	ACTIVITY JOKES SPEAKING REPAIR MEDICAL WANTS FRIENDS PROTEST MORE
60	
	ACTIVITY DELETE JOKES SPEAKING REPAIR MEDICAL WANTS FRIENDS PROTEST QUESTIONS TELLING MORE
84	