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

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.

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:

First Touch 60	Second Touch

First Touch 84	Second Touch

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 60

First Touch	Second Touch 84

Object Pronouns- What it looks like:

First Touch	Second Touch 60

First Touch	Second Touch 84

Possessive Pronouns – What it looks like:

First Touch	Second Touch 60

First Touch	Second Touch 84

Possessive Adjective – What it looks like:

First Touch 60	Second Touch

First Touch	Second Touch 84

Reflexive Adjectives – What it looks like:

First Touch 60	Second Touch

First Touch 84	Second Touch

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

First Touch	Second Touch 84

Negative Statement – What it looks like:

First Touch	Second Touch 60	Third Touch 60

First Touch	Second Touch 84	Third Touch 84

Question – What it looks like:

First Touch 60	Second Touch

First Touch 84	Second Touch

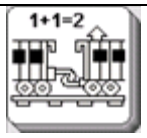
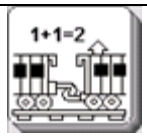
Negative Question – What it looks like:

First Touch 60	Second Touch 60	Third Touch

First Touch 84	Second Touch 84	Third Touch

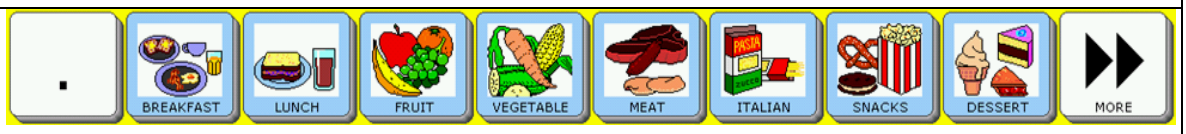
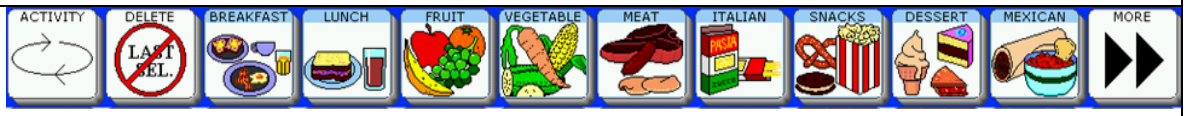
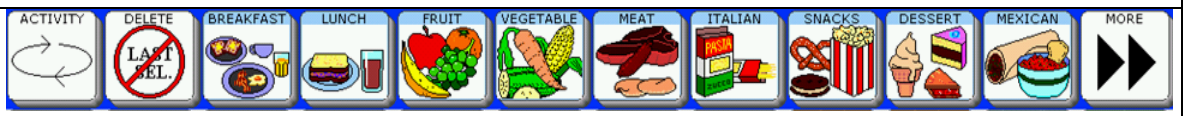
Unity Pattern 4: INTERJECTIONS, DETERMINERS, CONJUNCTIONS, PREPOSITIONS, QUESTION WORDS, ADVERBS

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

	First Touch	Second Touch 60	First Touch	Second Touch 84
Verbs Helping and Action verbs				
Interjections **Pop-up words: ha ha ha, ouch, sorry**				
Determiners Pointing words: this, that each				
Conjunctions Linking words: and, but, or				
Prepositions Bridge words: at, by, of, about				
Question words Question words: what, who, where				
Adverbs *Adverbs not ending in –ly*: much, yet, very				

Unity Pattern 5: ACTIVITY ROW

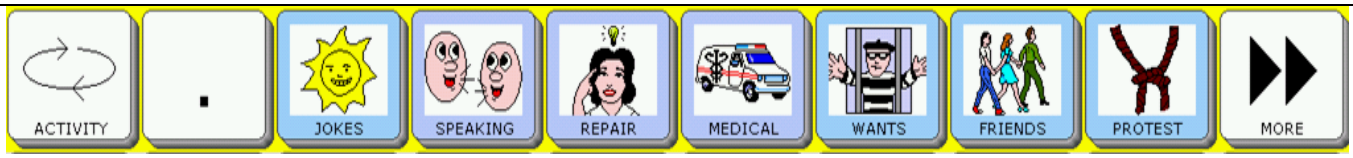
When you touch a core icon, the items in the activity row will automatically change to bring up another set of "fringe vocabulary" that is related to the core icon. This pattern is consistent for **most** core icons.

First Touch Sequenced	Second Touch Sequenced
60	
60	
60	
84	
84	

84	

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 Touch Sequenced	Second Touch Sequenced
 60	
 84	