

Pop-Up Pirate!

Ahoy, matey! Game time is always a fun way to spend an afternoon or just a few minutes! Pop Up Pirate is a quick game that builds in elements of suspense and surprise. Using primary color swords see who will be the one to make the pirate pop out of the barrel. Make sure you model and talk using AAC, but most importantly have fun! ARGGH!

CORE WORDS

Put	I
Want	You
Help	My
Like	Up
Need	Down
Colors	Again
In	More
Out	That
Nervous	Funny

MATERIALS

Pop up	AAC Device
Pirate	AAC User
Game:	You
Pirate	
Barrel	
Swords	

Model It on the AAC Device



Modeling on your child's device is just "talking" using his/her language! When you say a word with your voice, also say it using your child's device. Look up the words that you are going model using WORD FINDER before you start playing. Start with one word and then add 1-2 words.

Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met (requesting objects/activities/ permission/attention, etc., directing action/to stop, request help)	Want Need Put Help That In Colors Out	You do I put I want Need help Put that Want + color Need more Color+in	I need help He go/went up Put+color+in I want+color I need more I need more+color Can you help me?
Exchange Information (share and show objects, confirm/deny, request information, etc.)	I You Need Like Put That In Want Out Down Up	I put You put Put + color What color? What think? Put in Put down Go up Like this Color + in Color+out	Put it here? I like it Do you like it? Will he come out? No more +color I like that I don't like that Look at him He went up Put him in Take+ color+out
Social Closeness/Etiquette (greet, take turns, comment, etc.)	I You More Again Like Funny/Silly Surprise Uh-oh Cool Nervous Yikes	I do You do My turn I put Like that That funny That cool Look out Don't like Feel nervous	I like it I do it He came out You did it It's my turn I put+ color in That is funny Will he go out I don't like it/that I feel nervous That is cool!

Tips to Engage, Expand, and Succeed:

- It's time to play! This is not just any "bored" game, this is a barrel of fun, with a lot of opportunities to use language. You are choosing a color, commenting on where you should put the sword, whether you will make the pirate pop, and you are probably commenting on how you feel. All these things are perfect to model on the AAC device. Keep your language natural!
- Games provide opportunities to focus on different categories of core words. Here are some categories and words you may want to focus on:
 - Prepositions: **in, out, up, down**
 - Determiners: **that, this, those**
 - Colors
 - Describing: **silly, nervous, funny, cool**
- This is a great game to practice making predictions "**I think he will pop out!**" and how uncertainty makes you feel "**I'm nervous/scared he will pop!**" "**I'm curious to see what will happen!**" "**Yikes!**"
- Pop-Up Pirate has few rules and lots of silliness! The players can choose to play by color or by number of swords. The AAC user shouldn't have to ask for certain color or announce what they are going to do for each turn. Too much structure can make it seem like work. Enjoy game time and have fun!

