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	Grammar Marker
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
	eat
	food
	hungry
	hungrily
	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
	(I)		(he)
	(you)		(she)
	(it)		(they)
	(we)		

Object Pronouns- What it looks like:

First Touch	Second Touch	Second Touch 60	First Touch	Second Touch
	me			him
	you	you		her
	it	it		them
	us			

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

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

Possessive Pronouns – What it looks like:

First Touch	Second Touch	Second Touch 60	First Touch	Second Touch
(woman)	my THIS BELONGS TO:		(boy face)	his THIS BELONGS TO:
(fist)	your THIS BELONGS TO:		(girl face)	her THIS BELONGS TO:
(sheep)	its (jacket)	its THIS BELONGS TO:	(group of people)	their THIS BELONGS TO:
(two people)	our THIS BELONGS TO:			

Possessive Adjective – What it looks like:

First Touch	Second Touch	First Touch	Second Touch
(jacket)	mine (woman)	(jacket)	theirs (group)
(jacket)	yours (fist)	(jacket)	his (boy face)
(jacket)	its (sheep)	(jacket)	hers (girl face)
(jacket)	ours (two people)		

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
	I want		he wants		we want
	you want		she want		
	it wants		they wan		

Negative Statement – What it looks like:

First Touch	Second Touch 45	60	Third Touch	First Touch	Second Touch 45	60	Third Touch
	N'T	N'T	I don't w		N'T	N'T	they don
	N'T	N'T	you don'		N'T	N'T	he doesn
	N'T	N'T	it doesn't		N'T	N'T	she does
	N'T	N'T	we don't				

Question – What it looks like:
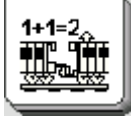
First Touch	Second Touch	First Touch	Second Touch
	do I want		does he w
	do you wa		does she w
	does it wa		do they wa
	do we want		

Negative Question – What it looks like:

First Touch	Second Touch 45	60	Third Touch	First Touch	Second Touch 45	60	Third Touch
	N'T	N'T	don't I wan		N'T	N'T	doesn't he
	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: VERBS, 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
Verbs Represents both action and helping verbs	**60**	**84**	
Interjections **Fireworks 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 60 only 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
	LUNCH, FRUIT, VEGETABL, MEAT, ITALIAN, SNACKS
	coffee, tea, milk, water, juice, iced tea, lemonade
	HM PARTS, house, room, living rm, family rm, dining rm, kitchen

Additional Unity Pattern: Pre-stored Sentences

First Touch Sequenced	Second Touch Sequenced
	GO BACK, SPEAKING, REPAIR, MEDICAL, FRIENDS, PROTEST, TELLING, QUESTION, TECHNLOG, MORE
	bathroom, Stop it!, a problem