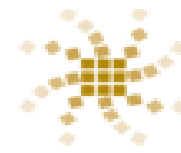


Because communication is the essence of life



PRC

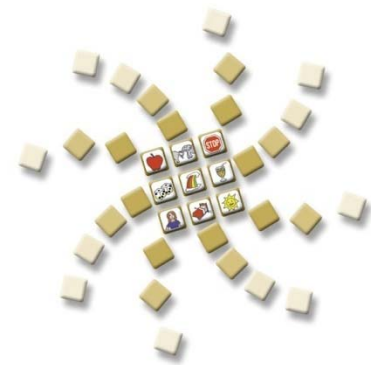
UNITY[®]

The Language Behind the Device

5 EASY PATTERNS

What is Unity[®]?

- A software program
- In all PRC devices
- A way to organize language with the goal of generative communication



Unity is a registered trademark of Semantic Compaction Systems.

What is Minspeak[®]?

A way of organizing language.

The logo for Minspeak features the word "Minspeak" in a bold, blue, sans-serif font with a registered trademark symbol. Below it, the tagline "We give you language" is written in a smaller, blue, sans-serif font. The entire logo is set against a light yellow rectangular background.

Minspeak[®]
We give you language

<http://www.minspeak.com/>



Minspeak is a registered trademark of Semantic Compaction Systems.

Three Ways of Organizing Language in AAC Devices

- Spelling and Word Prediction
- Single-Meaning Icons
- Multi-Meaning Icons (Minspeak)



Alphabet Based Systems

□ Spelling one letter at a time

- Simple concept
- Requires spelling skills
- Slow – keystroke intensive

□ Rate enhancements

- Abbreviation expansion
 - Memory conflicts, letter conflicts
- Word Prediction
 - Not a rate enhancement (counter intuitive)
 - Distracting

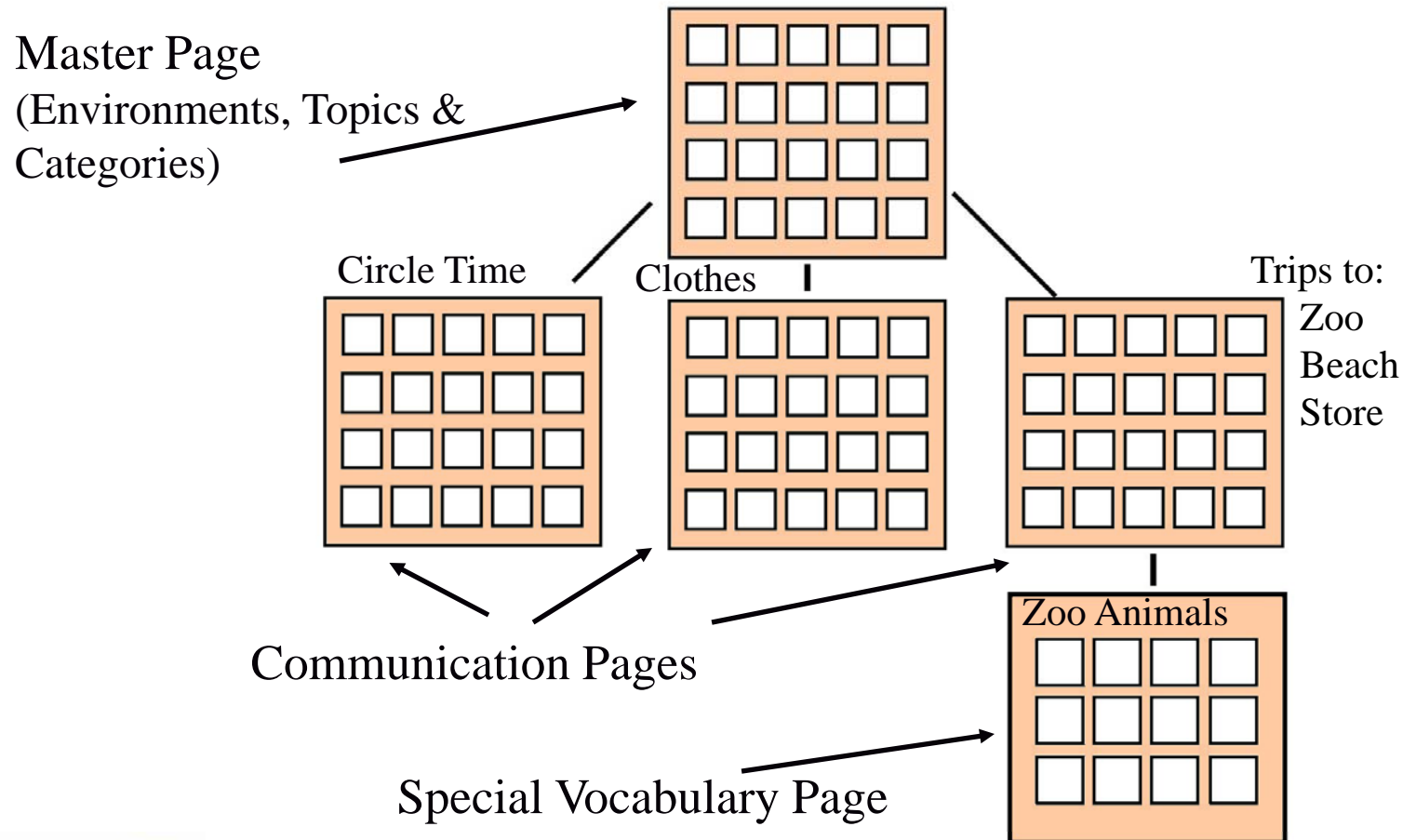


Single-Meaning Pictures

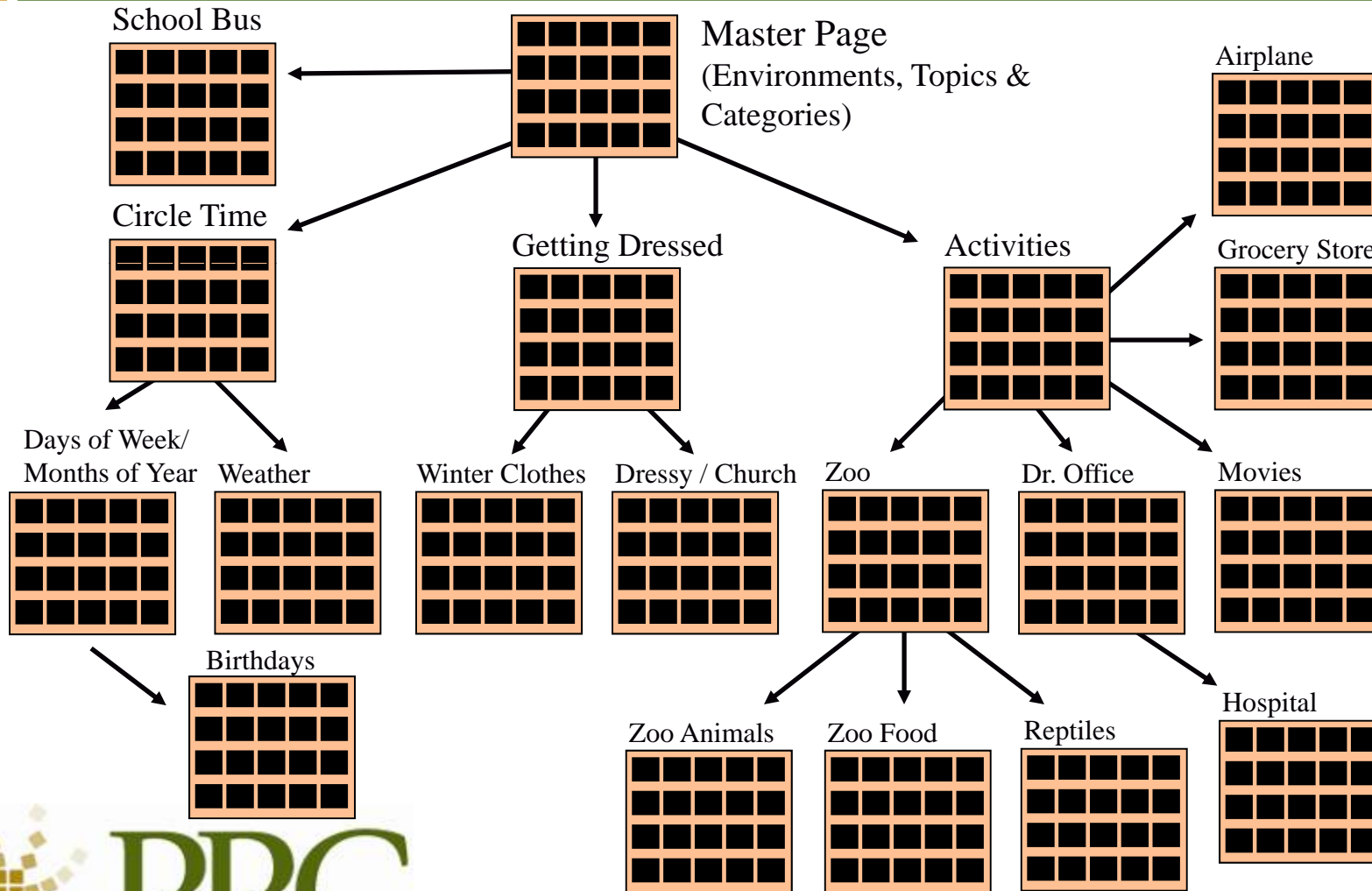
- Each word requires a picture
- Easy concept to understand
- Most words are not picture producers
 - Requires training (Try to use without words.)
- Each picture means one word
 - Not natural (Ronski & Sevcik)
- Severe organizational issues
 - (Three year olds have a vocabulary of over 1,000 words.)



How page-based systems work...



How page-based systems work after a few months...



PRC provides all three language representation methods:

- Spelling and Word Prediction
- Single-meaning Icons
- Unity (**Minspeak**)
 - A finite set of multi-meaning icons
 - Combined in short 2-3 hit sequences
 - To **quickly** access a large core and fringe vocabulary



Effective Communication Requires:

- Sentences
- Phrases
- Words
- Letters

How are you?

I L Y

I need

Money

All Words are NOT Created Equal



hibernate

who

up

is

have

Paul Revere

about

do

Jupiter

a

want

cylinder

am

scaffolding

down



Core vs. Fringe



hibernate

who

up

is

have

Paul Revere

about

do

Jupiter

a

want

cylinder

scaffolding

down

am



Generative Language is Based on Core Words

- 80% of what we say throughout a day comes from a small bank of **400-500 CORE** words
- 20% of what we say comes from a bank of **thousands** of **FRINGE** words

Vanderheiden & Kelso (1987)



Core vs. Fringe

Core

- small number of words
- used for most messages
- usable across many situations
- applicable to children and adults

Fringe/Activity-Specific

- large, huge number of words
- mostly nouns
- infrequently used

Example

- Can we go to Starbucks[®] to get a latte?



Toddler Vocabulary Arranged by Frequency

■ Twenty-six core words shown here comprise 96.3% of the total words used by toddlers. How many of these words are commonly seen on language boards?

Words	Percentage
I	9.5
No	8.5
Yes/yea	7.6
My	5.8
The	5.2
Want	5.0
Is	4.9
It	4.9
That	4.9
A	4.6
Go	4.4
Mine	3.8
You	3.2
What	3.1
On	2.8
In	2.7
Here	2.7
More	2.6
Out	2.4
Off	2.3
Some	2.3
Help	2.1
All done/finished	1.0

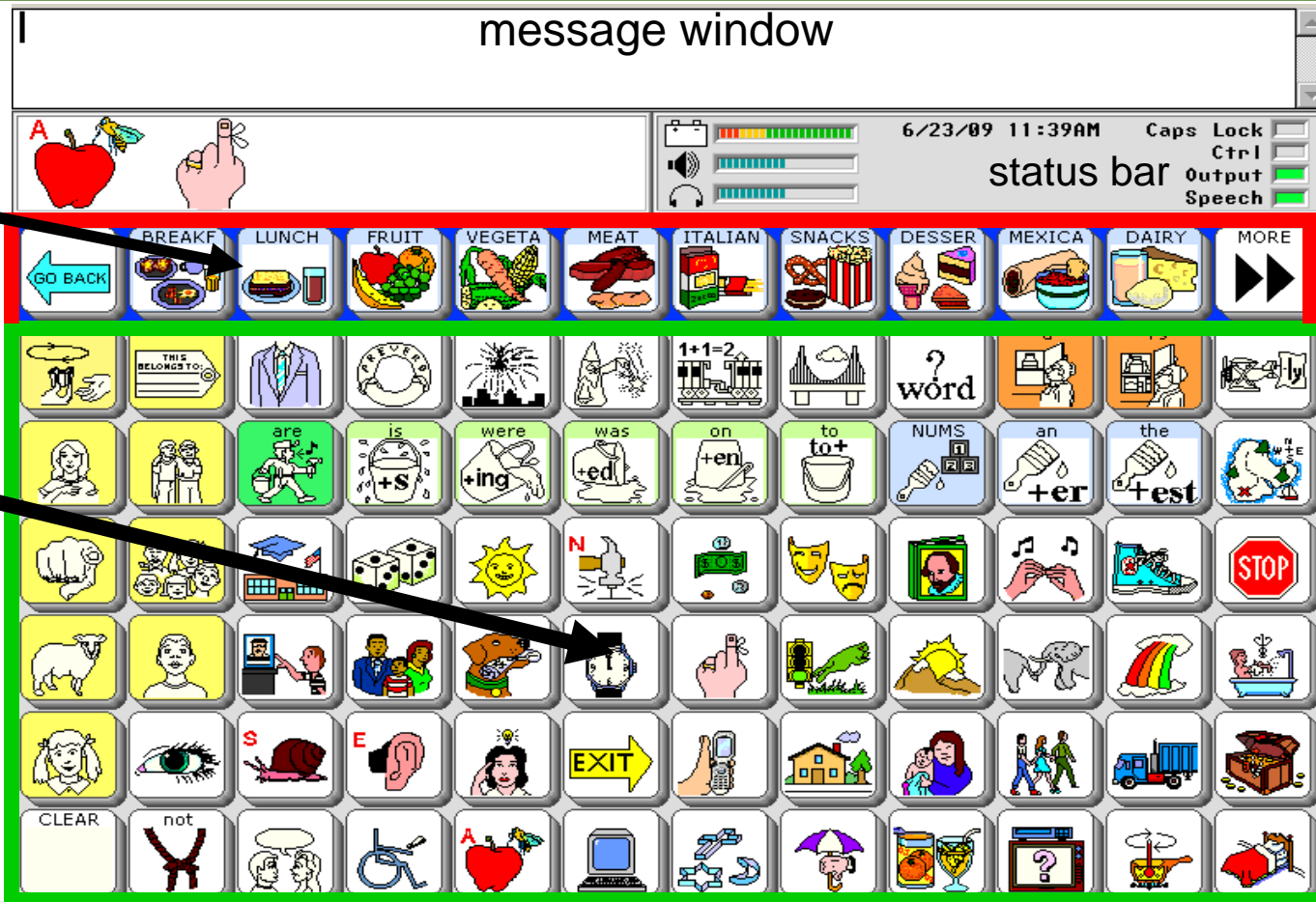
Banajee, DiCarlo & Sricklin, (AAC 2003)



Where to find CORE and FRINGE...

Activity
Row-
Fringe

Core



UNITY sequenced vocabularies include many words:

Unity 60 Sequenced

core = 2,000 + words (includes derivatives)

activities = 2,000 + words

pages = 2,500 + words

Unity 84 Sequenced

core = 3,000 + words (includes derivatives)

activities = 3,000 + words

pages = 700 + words

Unity 144 Sequenced

core = 7,000 + words (includes derivatives)

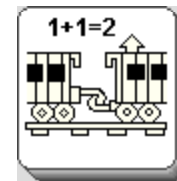
activities = 2,000 + words

pages = 300 + words



A little background...

- What are **core icons**?
 - ▣ They **are the icons that** have a white background and colored symbols.
- What do **pronouns** look like?
 - ▣ They have a yellow background with a black/white symbols.
- What do **grammar labels** look like?
 - ▣ They have a white background with a black symbol.
- Where are **nouns** located?
 - ▣ In the activity row.



The Color Code

□ Green = verb



□ Blue = adjective



□ Orange = noun category



□ Yellow = pronoun



The 5 Patterns...

- Now it is time for some hands on practice with the 5 patterns of UNITY!
 - Pattern 1- Core Icon + Green/Blue/Orange
 - Pattern 2- Pronouns
 - Pattern 3- Pronoun Phrases
 - Pattern 4- Nouns
 - Pattern 5- Grammar Label + Core Icon



Pattern 1 - Core Icon + green/blue/orange

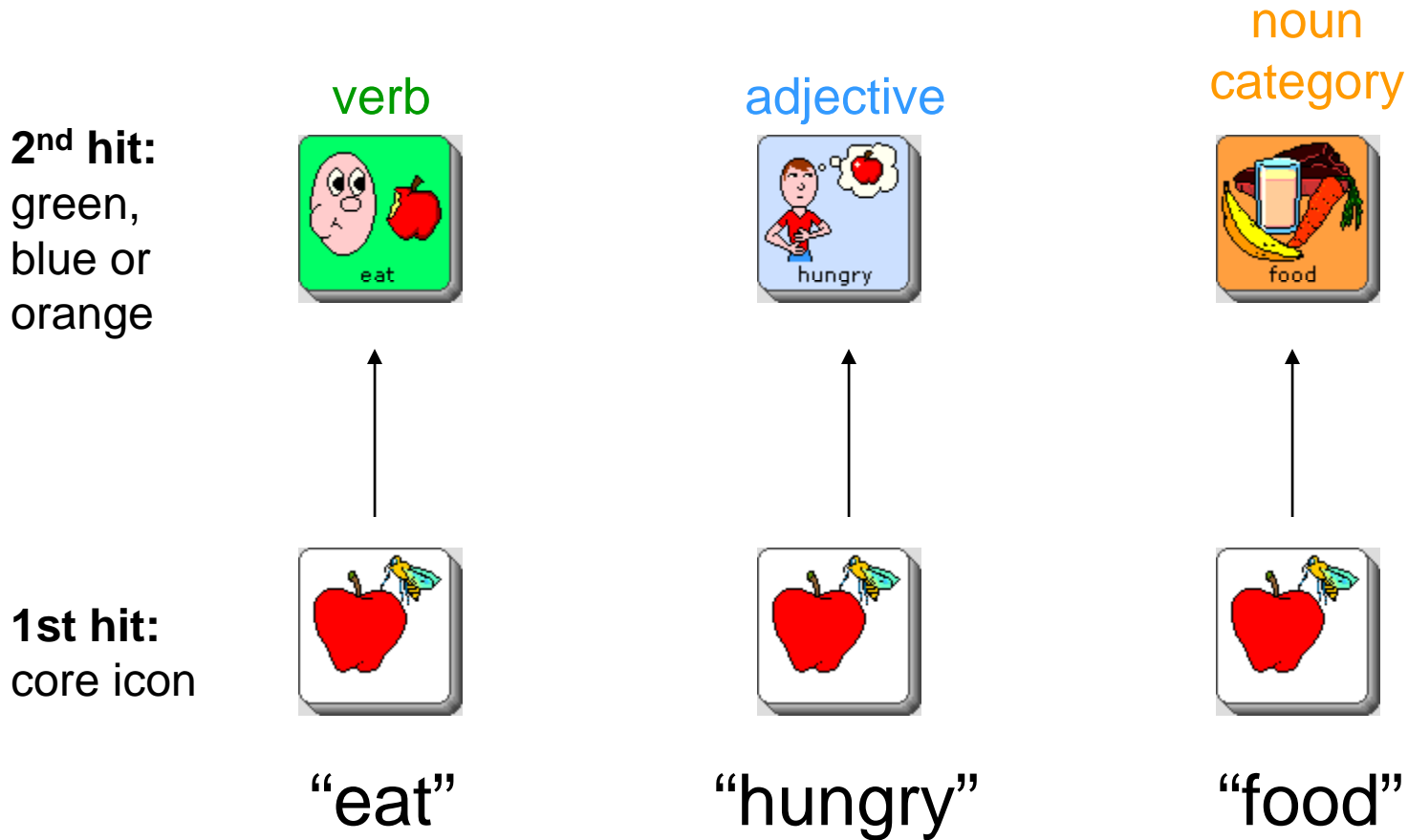
eat hungry food

The screenshot shows a software interface with a title bar "eat hungry food". Below the title bar is a toolbar with a red apple icon labeled "A", a volume icon, a date and time display "8/26/09 12:45PM", and status indicators for "Caps Lock", "Ctrl", "Output", and "Speech". Below the toolbar is a grid of icons. The grid is organized into columns with headers: "GO BACK", "BREAKF", "LUNCH", "FRUIT", "VEGETA", "MEAT", "ITALIAN", "SNACKS", "DESSER", "MEXICA", "DAIRY", and "MORE". The grid contains various icons representing food items, actions, and words. A red circle highlights the "BE" icon (apple) at the bottom. Two red arrows point from the "BE" icon to the "eat" icon (green) and the "hungry" icon (orange) in the grid.

GO BACK	BREAKF	LUNCH	FRUIT	VEGETA	MEAT	ITALIAN	SNACKS	DESSER	MEXICA	DAIRY	MORE
									food	foods	hungrily
am I	are we	eat	eats	eating	ate	eaten	to eat	hungry	hungrier	hungriest	anywher
are you	are they			anyone	anyhow				anymore		
is it	is he			CROW	BITE	any time		BELONG	any day		anybody
is she						anyw	DEFICIO		FEED		anything
CLEAR	N'T					EXIT		AWFUL			TASTE

Pattern 1 - Core Icon + green/blue/orange

(embellished icons on)



Pattern 1 - Core Icon + green/blue/orange

(embellished icons on)

2nd hit:
green,
blue or
orange

verb



adjective



noun
category



1st hit:
core icon



“sleep”

“tired”

“furniture”

Pattern 1 - Core Icon + green/blue/orange

sleep tired furniture |

The screenshot shows a software interface with a text input field at the top containing "sleep tired furniture |". Below the input field is a toolbar with icons for "GO BACK", "desk", "bed", "chair", "table", "wheelch", "couch", "bookcas", "televisio", "dresser", "mirror", and "MORE". The main area is a grid of icons. The "furniture" icon is highlighted in orange. Red arrows point from the "furniture" icon to the "sleep" icon (highlighted in green) and the "tired" icon (highlighted in blue). A red circle highlights the "furniture" icon.

8/26/09 12:48PM Caps Lock
Ctrl Output Speech

GO BACK desk bed chair table wheelch couch bookcas televisio dresser mirror MORE

sleep tired furniture

would I would we sleep sleeps sleeping slept to sleep tired more tir most tire

would yo would th

would it would he

would sh

CLEAR N'T LIE

Pattern 2: Pronouns

<u>Subject</u>	 ↑ <u>Object</u>	 ↓ <u>Reflexive</u>	 ↑ <u>Possessive Adjective</u>	 ↓ <u>Possessive Pronoun</u>
I	me	myself	my	mine
you	you	yourself	your	yours
he	him	himself	his	his
she	her	herself	her	hers
it	it	itself	its	its
we	us	ourselves	our	ours
they	them	themselves	their	theirs

Pattern 2: Subject Pronouns















Double hit
on the
same
key

I you it she he we they |





The screenshot shows a software interface with a text input field at the top containing "I you it she he we they |". Below the text field is a grid of icons. The icons are organized into rows and columns. The first row contains icons for "ACTIVIT", "YES NO word", "GREETIN", "ME", "DEVICE", "SPELL ABC", "CALEND", "SCHOOL", "HAVE FU", "MP3 PLA", "NOTEBO", and "PAGES". The second row contains icons for a person, "THIS BELONGS TO:", a person in a suit, "PREVED", a person with a starburst, "1+1=2", a person with a question mark, "word", "a", "+s", and a person with a speech bubble. The third row contains icons for a person, "are", "is", "were", "was", "on", "to+", "NUMS", "an", "the", and a person with a speech bubble. The fourth row contains icons for a person, a person with a speech bubble, a person with a graduation cap, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, and a "STOP" sign. The fifth row contains icons for a person, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, and a person with a speech bubble. The sixth row contains icons for a person, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, and a person with a speech bubble. The seventh row contains icons for "CLEAR", "not", a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, a person with a speech bubble, and a person with a speech bubble. A red circle highlights the icon of a woman, which represents the subject pronoun "she". A red arrow points from the text "Double hit on the same key" to this icon.



Pattern 2: Subject Pronouns

I		
you		
he		
she		
it		
we		
they		

Double hit on the same key

Pronouns				
	 Object	 Reflexive	 Possessive Adjective	 Possessive Pronoun
I	me	myself	my	mine
you	you	yourself	your	yours
he	him	himself	his	his
she	her	herself	her	hers
it	it	itself	its	its
we	us	ourselves	our	ours
they	them	themselves	their	theirs



Pattern 2: Object Pronouns















Hit the pronoun then the object key

me you him her it us them

6/23/09 12:50PM Caps Lock
Ctrl
Output
Speech

ACTIVIT	YES NO word	GREETIN	ME	DEVICE	SPELL A B C	CALEND	SCHOOL	HAVE FLU	MP3 PLA	NOTEBO	PAGES
CLEAR	not										

Pattern 2: Object Pronouns

Me		
You		
Him		
Her		
It		
Us		
Them		

Hit the pronoun key then up to the object key.

Pronouns				
Subject	Object	Reflexive	Possessive Adjective	Possessive Pronoun
I	me	myself	my	mine
you	you	yourself	your	yours
he	him	himself	his	his
she	her	herself	her	hers
it	it	itself	its	its
we	us	ourselves	our	ours
they	them	themselves	their	theirs











Pattern 2: Reflexive Pronouns

Hit the
object
key
then the
pronoun

myself yourself himself herself itself ourselves
themselves

ACTIVIT	YES NO	GREETIN	ME	DEVICE	SPELL	CALEND	SCHOOL	HAVE FU	MP3 PLA	NOTEBO	PAGES
	word										
	THIS BELONGS TO:					1+1=2		word	a	+s	
		are	is	were	was	on	to+	NUMS	an	the	
											STOP
CLEAR	not										

Pattern 2: Reflexive Pronouns

myself		
yourself		
himself		
herself		
itself		
ourselves		
themselves		

Hit the object key then down to the pronoun key.

Pronouns				
Subject	Object	Reflexive	Possessive Adjective	Possessive Pronoun
I	me	myself	my	mine
you	you	yourself	your	yours
he	him	himself	his	his
she	her	herself	her	hers
it	it	itself	its	its
we	us	ourselves	our	ours
they	them	themselves	their	theirs

















Pattern 2: Possessive Adjective Pronouns

Hit the
pronoun
then the
possessive
key

my your his her its our their

The screenshot shows a software interface with a text input field at the top containing the words "my your his her its our their". Below the input field is a grid of icons. The grid is organized into rows and columns. The first row contains icons for "ACTIVIT", "YES NO", "GREETIN", "ME", "DEVICE", "SPELL", "CALEND", "SCHOOL", "HAVE FU", "MP3 PLA", "NOTEBO", and "PAGES". The second row contains icons for "THIS BELONGS TO", "a", "+s", and others. The third row contains pronouns: "I", "you", "he", "she", "it", "we", "they". The fourth row contains possessives: "mine", "yours", "his", "hers", "its", "ours", "theirs". The fifth row contains other icons like "NUMS", "an", "the", "STOP". The sixth row contains icons like "CLEAR", "not", "S", "E", "EXIT", and others. The seventh row contains icons like "CLEAR", "not", "S", "E", "EXIT", and others. The eighth row contains icons like "CLEAR", "not", "S", "E", "EXIT", and others. A red circle highlights the "her" icon in the third row, and a red arrow points to the "THIS BELONGS TO" icon in the second row.

Pattern 2: Possessive Adjective Pronouns

My		
Your		
His		
Her		
Its		
Our		
Their		

Hit the pronoun then the possessive key.

Pronouns					
Subject	Object	Reflexive	Possessive Adjective	Possessive Pronoun	
I	me	myself	my	mine	
you	you	yourself	your	yours	
he	him	himself	his	his	
she	her	herself	her	hers	
it	it	itself	its	its	
we	us	ourselves	our	ours	
they	them	themselves	their	theirs	

Pattern 2: Possessive Pronouns

Hit the
possessive
key then
the
pronoun

The screenshot shows a software interface with a text input field at the top containing the words "mine yours his hers its ours theirs". Below the text field is a grid of icons. The icons are organized into categories: "ACTIVIT", "YES NO", "GREETIN", "ME", "DEVICE", "SPELL", "CALEND", "SCHOOL", "HAVE FU", "MP3 PLA", "NOTEBO", "PAGES", "PREVED", "1+1=2", "word", "a", "+s", "are", "is", "were", "was", "on", "to+", "NUMS", "an", "the", "+er", "+est", "CLEAR", "not", "EXIT", "A", "EXIT", "CLEAR", "not", "EXIT", "A", "EXIT", "CLEAR", "not", "EXIT", "A", "EXIT", "CLEAR", "not", "EXIT", "A", "EXIT". A red circle highlights the "THIS BELONGS TO" icon in the second row, second column of the grid.

Pattern 2: Possessive Pronouns

Mine		
Yours		
His		
Hers		
Its		
Ours		
Theirs		

Hit the possessive key then down to the pronoun key.

Pronouns				
	↑	↓	↑	↓
Subject	Object	Reflexive	Possessive Adjective	Possessive Pronoun
I	me	myself	my	mine
you	you	yourself	your	yours
he	him	himself	his	his
she	her	herself	her	hers
it	it	itself	its	its
we	us	ourselves	our	ours
they	them	themselves	their	theirs



Pattern 2: Indefinite Pronouns

Start with . . .

- any
- every
- some
- no



(In Unity 60, all indefinite pronouns are located under the wizard)



End with . . .

- time
- body
- how
- more
- one
- thing
- way
- where



Pattern 2: Indefinite Pronouns

Unity 84 sequenced

anyone everyone someone no one

The screenshot shows a communication board software interface. At the top, the text "anyone everyone someone no one" is displayed. Below this is a grid of icons and text. A red path highlights the sequence of icons used to spell out the words "anyone", "everyone", "someone", and "no one". The path starts with a red circle around the letter 'N' icon, then moves to a red circle around the letter 'A' icon, then to a red circle around the letter 'S' icon, and finally to a red circle around the letter 'O' icon. The path then moves to a red circle around the letter 'E' icon, then to a red circle around the letter 'V' icon, then to a red circle around the letter 'E' icon, and finally to a red circle around the letter 'R' icon. The path then moves to a red circle around the letter 'S' icon, then to a red circle around the letter 'O' icon, then to a red circle around the letter 'M' icon, and finally to a red circle around the letter 'E' icon. The path then moves to a red circle around the letter 'N' icon, then to a red circle around the letter 'O' icon, then to a red circle around the letter 'N' icon, and finally to a red circle around the letter 'E' icon.



Pattern 3: Pronoun Phrases

- Declarative statements
 - ▣ “I can”, “You like”, “He feels”, “She wants” etc.
- Negative declarative statements
 - ▣ “I can’t”, “You don’t like”, “He doesn’t feel”, “She doesn’t want” etc.
- Questions
 - ▣ “Can I?”, “Do you like?”, “Does he feel?”, “Does she want?” etc.
- Negative questions (often used in “why” questions)
 - ▣ “Can’t I?”, “Don’t you like?”, “Doesn’t he feel?”, “Doesn’t she want?”



Pattern 3: Declarative Statements

Hit the pronoun then the core icon for the pronoun phrase

The screenshot shows a software interface for building sentences. At the top, a text box contains "I can |". Below it is a grid of icons. The first row includes a "GO BACK" button, a blank space, and "I hope". The second row includes "me", "my", "I had", and several blank spaces. The third row includes "I" (circled in red), "I'm", "I've", "I'll", "I'd", and several blank spaces. The fourth row includes "I know", "I like", "I must", "I have", "I feel", "I will", and "I should". The fifth row includes "I want", "I did", "I was", "I do", "I'm goin", "I might", and a blank space. The sixth row includes "I shall", "I think", "I may", "EXIT", "I love", "I could", and a blank space. The seventh row includes "CLEAR", "N'T", "I am", "I wish", "I need", "can", and "I would". A red arrow points from the circled "I" icon to the "can" icon.



Pattern 3: Declarative Statements

I can

pronoun



+ category icon



You like



He feels



She wants



Pattern 3- Negative Declarative Statements

1. Hit the pronoun
2. Select the KNOT icon.
3. Select the core icon for the pronoun phrase

The screenshot shows a software interface for creating a sentence. At the top, a text input field contains the text "I can't". Below the text field is a toolbar with various icons, including a person, a knot, and drinks. The main area is a grid of icons. A red circle highlights the icon of a person, and another red circle highlights the icon of a knot. A red arrow points from the knot icon to the "not" icon in the bottom row. The grid contains various icons representing words and phrases, such as "be", "have been", "word", "a", "+s", "ly", "are", "is", "were", "was", "on", "to+", "NUMS", "an", "the", "N", "en", "to+", "er", "est", "STOP", "CLEAR", "not", "EXIT", and "not".

Pattern 3: Declarative Statements

I can't

You don't like

He doesn't feel

She doesn't want

pronoun + not + category icon



PRC

Pattern 3: Question Form

Reverse the sequence:

1. Select the core icon
2. Select the pronoun

The screenshot shows a software interface with a text input field at the top containing "can I". Below the input field is a toolbar with icons for coffee, tea, milk, water, juice, iced tea, lemonad, pop, soda, hot choc, and a "MORE" button. The main area is a grid of icons. The first row contains icons for "GO BACK", coffee, tea, milk, water, juice, iced tea, lemonad, pop, soda, hot choc, and "MORE". The second row contains icons for "beverag", "beverag", and "thirstily". The third row contains icons for "can I", "can we", "drink", "drinks", "drinking", "drank", "drunk", "to drink", "thirsty", "thirstier", "thirstiest", and a blank space. The fourth row contains icons for "can you", "can they", and two blank spaces. The fifth row contains icons for "can it", "can he", and three blank spaces. The sixth row contains icons for "can she", a blank space, "SUCK", and three blank spaces. The seventh row contains icons for "CLEAR", "N'T", "BLOW", "SWALLOW", and three blank spaces. A red arrow points from the "can I" icon in the third row to the "SWALLOW" icon in the seventh row. The "SWALLOW" icon is circled in red.

Pattern 3: Question Form

category icon + pronoun

Can I?



Do you like?



Does he feel?



Does she want?



Pattern 3- Negative Questions

Reverse the sequence:

1. Select the core icon.
2. Select the KNOT.
3. Select the pronoun

The screenshot shows a software interface with a text input field containing "can't I". Below the field is a grid of icons. The top row includes icons for "ACTIVIT", "YES NO word", "GREETIN", "ME", "DEVICE", "SPELL ABC", "CALEND", "SCHOOL", "HAVE FU", "MP3 PLA", "NOTEBO", and "PAGES". The second row contains icons for "THIS BELONGS TO", "are", "is", "were", "was", "on", "to+", "NUMS", "an", "the", and "ly". The third row contains icons for "I", "you", "we", "they", "she", "he", "it", "this", "that", "these", "those", "one", "two", "three", "four", "five", "six", "seven", "eight", "nine", "ten", "STOP". The fourth row contains icons for a sheep, a person, a person at a computer, a family, a dog, a watch, a hand pointing, a hand holding a green object, a sun, a dog, a rainbow, and a person in a bathtub. The fifth row contains icons for a person, an eye, "S", "E", a person, "EXIT", a hand holding a phone, a house, a person, a person, a truck, and a treasure chest. The bottom row contains icons for "CLEAR", "not", a person, a person with a wheelchair, a person, a person, a person, a person, a person, a person, and a person. Red circles highlight the "can't" icon (a hand holding a gift), the "I" icon (a person), and the "not" icon (a hand holding a red X). Red arrows point from the "not" icon to the "I" icon and from the "I" icon to the "can't" icon.



Pattern 3: Negative Questions

Can't I?

category icon + not + pronoun



Don't you like?



Doesn't he feel?



Doesn't she want?



Pattern 4: Nouns

The screenshot shows a communication software interface with a grid of icons. At the top, there is a status bar with a battery level indicator, the date and time '8/26/09 11:43AM', and system status icons for Caps Lock, Ctrl, Output, and Speech. Below the status bar is a row of category icons: GO BACK, BREAKF, LUNCH, FRUIT, VEGETA, MEAT, ITALIAN, SNACKS, DESSERT, MEXICA, DAIRY, and MORE. The main grid contains various icons for nouns and verbs, including 'am I', 'are we', 'eat', 'eats', 'eating', 'ate', 'eaten', 'to eat', 'hungry', 'hungrier', 'hungeriest', 'anywhere', 'are you', 'are they', 'anyone', 'anyhow', 'anytime', 'anyway', 'DELICIOUS', 'FEED', 'anything', 'is it', 'is he', 'GROW', 'BITE', 'any day', 'anybody', 'is she', 'CLEAR', 'N'T', 'BE', 'AWFUL', and 'TASTE'. A red circle highlights the 'BE' icon (apple), and a red arrow points from it to the 'ITALIAN' category icon.



PRC

Pattern 4: Nouns

milk












The interface displays a grid of icons for communication. The top row contains icons for various drinks: coffee, tea, milk, water, juice, iced tea, lemonad, pop, soda, hot choc, and MORE. Below this is a grid of icons for actions and grammatical forms, including 'can I', 'can we', 'drink', 'drinks', 'drinking', 'drank', 'drunk', 'to drink', 'thirsty', 'thirstier', 'thirstiest', 'can you', 'can they', 'can it', 'can he', 'can she', 'CLEAR', 'N'T', 'SUCK', 'BLOW', and 'SWALLOW'. A red arrow points from the 'milk' icon in the top row to the 'SWALLOW' icon in the bottom row, which is circled in red.



PRC

Pattern 4: Nouns

core icon
+
activity row

Icon	Activity Label	Possible Activities in the Row
	Games	<i>card, dice, bingo, checkers</i>
	Feelings	<i>happy, sad, excited, bored, mad</i>
	Books	<i>notebook, comic, journal</i>
	Music and Instruments	<i>song, album, cassette, CD piano, guitar, drum, cymbal</i>
	Family	<i>mom, dad, (add names of siblings)</i>
	Nature	<i>grass, tree, flower, garden, yard</i>
	Colors	<i>red, orange, yellow, blonde, brunette, redhead</i>
	Food	<i>fruits, vegetables, meats, snacks</i>
	Holidays	<i>vacation, birthday, Valentine's Day, St. Patrick's Day</i>
	Weather	<i>sunny, cloudy, rainy, windy</i>
	Drinks	<i>milk, water, juice, iced tea</i>

Pattern 5- Grammar Label + Category Icon



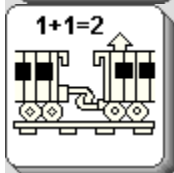
- Interjections

- “please”, “awesome”, “hello”, “goodnight”



- Determiners

- “this”, “that”, “these”, “those” etc.



- Conjunctions

- “and”, “but”, “because”, “or” etc.



- Prepositions

- “in”, “on”, “under”, “off”, “at” etc.



- Question words

- “who”, “what”, “where”, “when”, “how” etc.

Pattern 5: Interjections!

good night

The screenshot shows a communication board with a header area containing a fireworks icon, system status (8/26/09 11:48AM), and status indicators for Caps Lock, Ctrl, Output, and Speech. The board is organized into a grid of icons. The top row includes 'GO BACK', 'let's', 'thank yo', 'oops', 'welcome', 'well', 'okay', 'yuk', 'sure', 'fine', and 'MORE'. The second row features 'awesom' (circled in red), 'thankfull', and other icons. The third row contains 'thank', 'thanks', 'thankin', 'thanked', 'to thank', 'thankful', 'more tha', 'most tha', and 'of course'. The fourth row has 'congratu', 'ha ha ha', 'ouch', 'sorry', 'very goo', and 'all done'. The fifth row includes 'please', 'BINGO!', 'all gone', 'good mo', 'surprise', and 'ah'. The sixth row shows 'excuse', 'hello', 'good-by', and 'oh'. The seventh row contains 'CLEAR', 'yum', 'HOLIDAY', 'cool', 'yikes', and 'ood nig'. A red arrow points from the 'awesom' icon to the 'ood nig' icon.

Pattern 5: Determiners

these |

8/26/09 11:52AM Caps Lock []
Ctrl []
Output []
Speech []

← GO BACK																			MORE
				that				magic			here								
			that's	that'll	that'll			magical											
			+S	ing	+ed														
			thes		none			each											
			all					this			those								
			some	every															
			S	E															
CLEAR				any							enough								
				A															



Pattern 5: Conjunctions

because

1+1=2

8/26/09 12:01PM Caps Lock
Ctrl
Output
Speech

← GO BACK	first	next	last	finally	one 1	two 2	three 3	four 4	five 5	six 6	MORE ▶▶
EQUALS =		so				and 1+1=2		if ?	number	numbers	
PLUS +		count	counts +S	counting +ing	counted +ed		to count to+				
MINUS -			both			than	or				
TIMES X			although		since	until					
DIVIDE ÷					therefore	while		cause			either
CLEAR		unless					whether				but



Pattern 5: Prepositions

over |

8/26/09 12:12PM Caps Lock
Ctrl
Output
Speech

← GO BACK	top	middle	bottom	before	after	along	in front	through	toward	under	within
		for					of				
	against										beside
		at			into	by		about		across	
			between		around	except	below	outside	behind	over	out
		inside		above		up	in front o	with	among	in back o	in
CLEAR			on	without	from	off	down	of	during	upside d	underne


Pattern 5: Question Words

when |

? word

8/26/09 12:16PM Caps Lock Off Ctrl On Output On Speech On

GO BACK	you doin	you want	we do	secret	weekend	What say	busy?	accessibl			MORE
					how man			ANSWER 'S	question	question	
		ask	asks	asking	asked		to ask				where
					how	how m					
		who	how old	how com	when	which	how long				
				why		whom					whose
CLEAR								what			

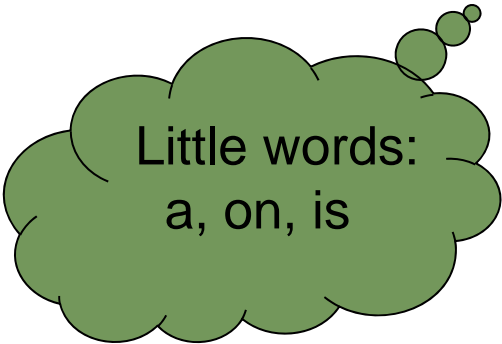


Good idea.

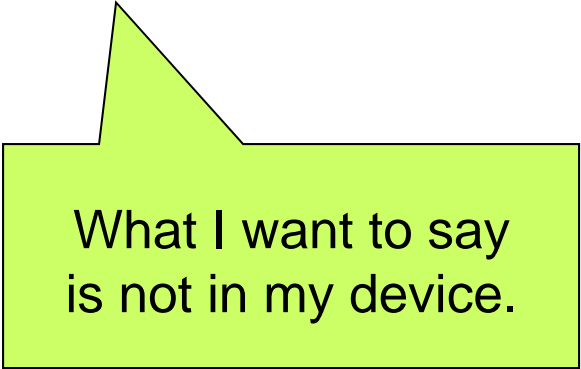


I'm finished!

Quick Words and Phrases



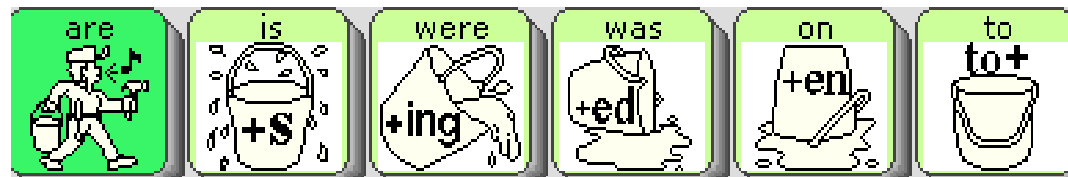
Little words:
a, on, is



What I want to say
is not in my device.

One-Hit Quick Words in Unity

- Coded with one icon
- Used frequently
- And said quickly



are is were was on to



not



an

the



a

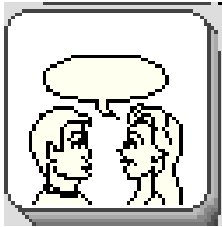
+S



PRC

(“are” and “on” are excluded as one-hit words from Unity 60)

Quick Phrases



- In Unity 84/144, quick phrases are stored under this icon.



- In Unity 60, look under this icon.



(Look out for these sub-categories in the activity row as well.)

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