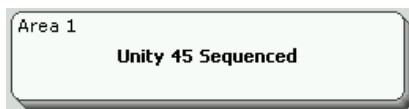


Unity® Help for Teachers

By Amy Conover, M.Ed., Julie Packer, M.S.Ed., and Dan Mills, M.Ed.

User Area Defined

When you first receive a device from PRC, there are 6 User Areas pre-stored in the device. These User Areas are considered to be ready to use and only need to be programmed with the personal information of the device user. In this section, you will get a brief overview of these areas. You may also refer to the **Assessment** section of this manual for help in determining where to start a user.



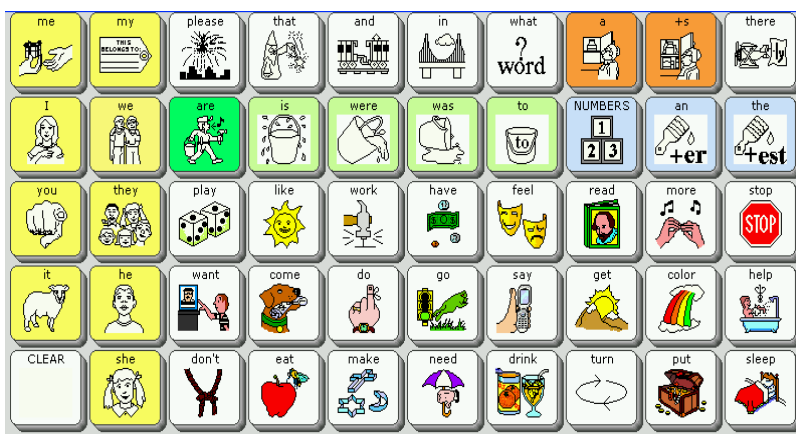
Number of Keys

- The number in a User area indicates the number of keys that will be showing on the screen.
- In the above screen shot the number 45 indicates that there will be 45 keys showing on the users' main screen.
- As you move up in user areas, from 45 to 60 to 84 to 144, you increase the number of keys on your screen as well as the amount of a vocabulary that the device user has access to.
- Think of this option as “real estate”, the more keys that you have on the screen, the smaller they will be.
- The fewer keys shown on your screen, the more “touches” or “hits” the device user will have to say something. More keys will actually provide more efficient long term motor planning.



1 -Hit User Areas

- Typically used for emergent communicators or teaching of a specific icon and its meaning
- Unique in that word is paired with picture on core screen.
- What you see is what you get. When your device user activates a key, the device will speak the word on that key.



Sequenced User Areas



- Typically used for communicators who have had some exposure to AAC, users who are able to sequence multiple icons or users who have the ability to build language quickly.
- Word is no longer paired with picture on core screen. Sequenced vocabulary now allows one picture to represent multiple vocabulary terms. However, you should note that initial icons have not moved, thus providing for long term motor planning for a device user.
- The device user will have two key activations in order to speak with the device as they are now sequencing language.



You can find more information on User Areas, how to switch between user areas and which user area may be an appropriate starting location by going to our Product Support Site at www.support.prentrom.com

Unity Tip: It may be easier to start in a User area that is initially more vocabulary than you think the device user is ready for and use alternate teaching methods such as hide/show or vocabulary builder so that motor plans do not have to be re-learned as your user develops language.

Icon-Word Association Method for Teaching and Learning Unity

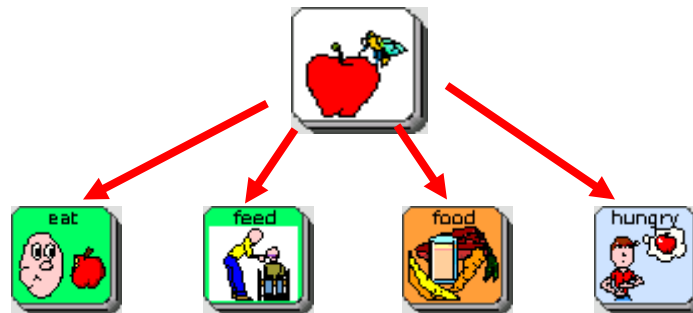
All core icons in the sequenced user vocabulary areas are representative of the vocabulary underneath them. Put simply,



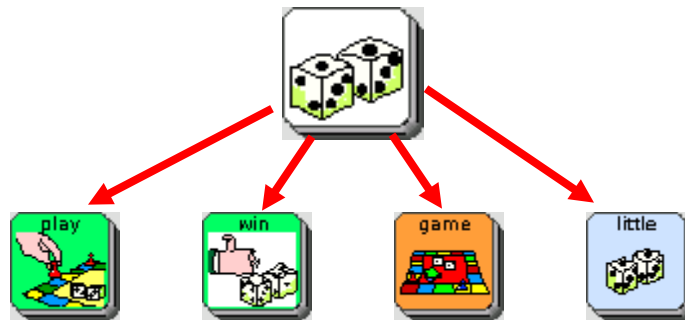
you can identify a core icon such as the APPLE and then create a connection to the vocabulary that is located under that sequence. It is important to teach the language in the device in context so that it is easily generalized across environments. Additionally, making the icon-word association improves your ability to remember where vocabulary is located in the device.

EXAMPLE items in **bold** are words that are spoken by the device when the sequence is activated:

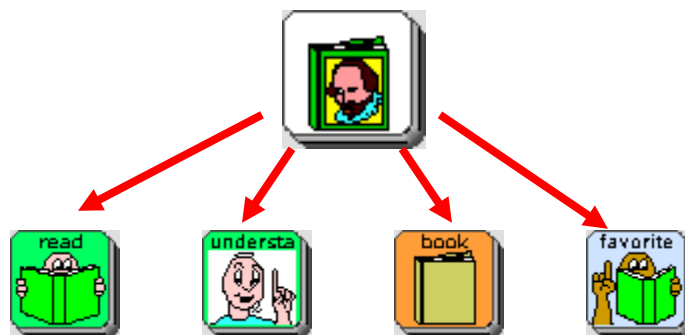
EXAMPLE 1: I want to **eat** an apple. Someone can **feed** me an apple. An apple is **food** and I can **eat** it when I am **hungry**.



EXAMPLE 2: I need dice to **play** a **game**. I can roll the dice to **win** the **game**. The dice that I need for the **game** are **little**.



EXAMPLE 3: I will **read** my **book** and **understand** it. I will pick this **book** and it is my **favorite** one.









Unity Tip: If you have made a mistake when activating an icon sequence, just hit a blank white key to go back without losing the message that you have already created.

Unity Language Made Simple



This language system gives the user the ability to produce spontaneous language by accessing icons arranged in similar locations on the different versions of the Unity vocabulary. This enables individuals to utilize motor planning to get to vocabularies more efficiently, as they learn the language they need to communicate.



Color Coded Icons



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. This color code allows for stable icon location to promote motor memory.

Pronoun	Core Icon	Verb	Noun	Adjective	Adverb
Yellow	White w/colored icon	Green	Orange	Lt. Blue	White w/ black & white icon
					



Yellow Pronouns: Pronouns are a large part of the English language and are rule based. Pronouns appear in the device in many forms as well. Dependent on the key you activate in core vocabulary, a form of a pronoun will appear in the device. There are 3 examples below.


Subject Pronoun	
1 st Touch	2 nd Touch
	



Possessive Pronoun	
1 st Touch	2 nd Touch
	

Pronoun Statement	
1 st Touch	2 nd Touch
	

Green Verbs: There are two types of verbs in the English language: action verbs and helping verbs. Action verbs will always be a solid green key and their tenses are outlined in green depending on which user area you are in. There are 3 examples below.



Action Verb	
1 st Touch	2 nd Touch
	



Simple Tense	
1 st Touch	2 nd Touch
	

Future Tense	
1 st Touch	2 nd Touch
	



Unity Tip: Moving the icon labels from the bottom to the top of the key will allow the user to visually see the word on the key when they are activating the key. This will help to promote word recognition. This can be done in the feedback menu of the toolbox.



Orange Nouns: Primary nouns will always be orange no matter which core icon you activate. You will get a singular and plural form of the noun in the sequence.



Singular Noun	
1 st Touch	2nd Touch
	

Plural Noun	
1 st Touch	2nd Touch
	



Blue Adjectives: Adjectives will always be a solid light blue no matter which core icon you activate and their tenses will be outlined in light blue.



Positive Adjective	
1 st Touch	2nd Touch
	



Comparative Adjective	
1 st Touch	2nd Touch
	

Superlative Adjective	
1 st Touch	2nd Touch
	

Black and White Adverbs: Adverbs are black and white keys with the same symbol no matter which core icon you activate. NOTE: Adverbs are only available in this pattern in user areas 60 and higher and do NOT always fit into the language association.

Adverb	
1 st Touch	2nd Touch
	

Adverb	
1 st Touch	2nd Touch
	

Adverb	
1 st Touch	2nd Touch
	

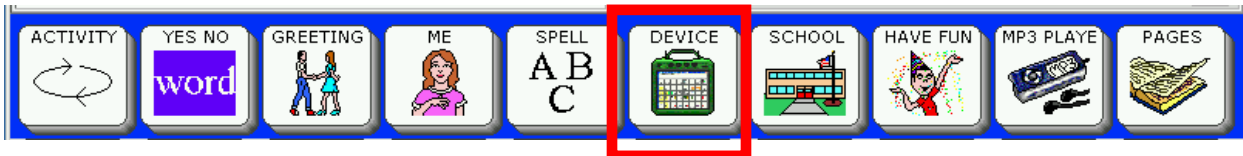
Unity Tip: The labels on the keys provide visual cues. Lower case key labels will speak when the key is activated. Upper case key labels will open up a new set of vocabulary in the device.

Icon Tutor

Icon Tutor can be used to identify core icon sequences in the Unity vocabulary. In addition, the icon tutor can be your key to find “fringe” vocabulary in the device.

Icon Tutor can be found in the DEVICE activity in the activity row of the Vantage and ECO-14 devices.

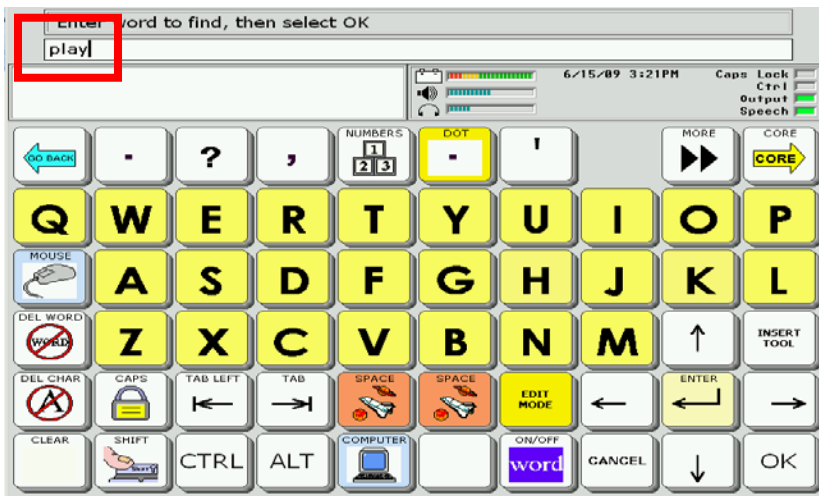
Step 1: Activate the DEVICE button in the activity row



Step 2: Activate the ICON TUTOR button



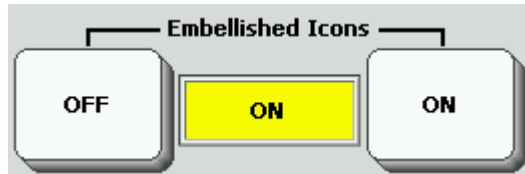
Step 3: Type in the word you are looking for using the QWERTY keyboard



(Please see steps continued on next page)

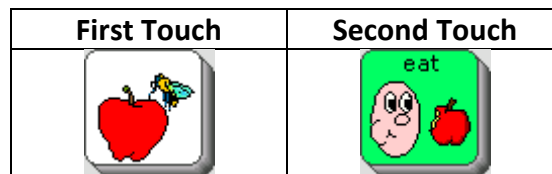
Embellished Icons Explanation

Before we begin to look at the Unity Language System and the easiest way to access it to promote spontaneous communication, it is important to distinguish between two icon symbol representations in sequenced Unity user areas. There is a feature that allows you to turn Embellished Icons **ON** or **OFF**. Below you will find the differences between the two.

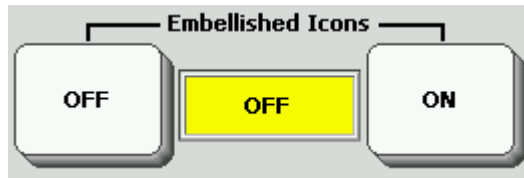


Embellished Icons **ON**:

With Embellished Icons turned on from the Feedback Menu, you will get a concrete picture representation of the icon label and what the device speaks when the key is activated.

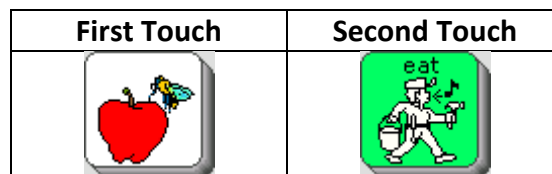


The **eat** icon shows a picture of a man **eating** an apple to represent the verb eat.



Embellished Icons **OFF**:

With Embellished Icons turned off from the Feedback Menu, you will get an abstract picture representation of the icon label and what the device speaks when the key is activated.



The **eat** icon shows Action man now to represent the verb eat.

All devices are shipped with Embellished Icons turned ON. It should be a team decision to turn those icons OFF based on individual user needs and preference.

Unity Tip: Select the shortest icon sequence in the icon tutor or the one that originates with core vocabulary to speed up communication for your device user.