

## Unity Tips

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You can find the following Unity Tips throughout the Teachers manual. However, below you will find the tips listed for easy reference.

### Unity Language Tips:

- ❖ 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.
- ❖ 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.
- ❖ 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.
- ❖ 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.
- ❖ 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.

### General Device Tips:

- ❖ Choose **save** one user area when you are taking a user area **off** of the device or software. Choose **load** one user area when you are putting a user area **on** the device or software.
- ❖ When you are customizing the device and overlays, **OK** will save your changes to the overlay. If you have made a mistake in programming, just select **Cancel** and start from the beginning.
- ❖ If you can see a key in the activity row or on a page, you can change it using your #2 Set Up key on the top of the device.
- ❖ The DEVICE activity in your device users established area will perform basic device functions like turning the volume up and down, the speech on and off, and turn word prediction on or off