U N I T Y®

Condensed Version

Vocabulary Sorts

Prentke Romich Company • 1022 Heyl Road • Wooster, Ohio 44691
Unity CondensedVersion Vocabulary Sorts (12376L1.02)

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UNITY Condensed Version Vocabulary Sorts
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Unity Condensed Version
Vocabulary for Overlay One

Message	Icon 1	Icon 2	Rationale
and	CONJ		AND is the most frequently used CONJunction.
animal	ZEBRA		ZEBRAs are ANIMALs.
ask	TV		To question (TV) is to ASK.
bad	THMBS DN		You put THUMBS DOWN if things are BAD.
be	QUEENBEE		A QUEENBEE (BE) is pictured in the icon.
big	ELEPHANT		The ELEPHANTs are BIG.
building	YORK		The YORK castle is a BUILDING.
clothing	SUIT		SUITs are a type of CLOTHING.
color(US)/colour(UK)	RAINBOW		You may COLOR/COLOUR a RAINBOW in art class.
colour(UK)/color(US)	RAINBOW		You may COLOUR /COLOR a RAINBOW in art class.
come	DOG		The DOG COMEs to you at your command.
count	NUMBER		COUNT the blocks on the NUMBER icon.
do	REMEMBER		When you marry someone, you say I DO with a ring (REMEMBER).
drink	JUICE		You DRINK JUICE.
drive	TRUCK		Some people DRIVE a TRUCK.
dry	CACTUS		The desert (CACTUS) is DRY.
eat	APPLE		You may EAT an APPLE.
fall	MOUNTAIN		Snow FALLs on the MOUNTAIN.
family	FAMILY		Icon name.
fast	VOLT		You can move as FAST as lightning (VOLT).
fat	SCALES		Some sausages (SCALES) contain lots of FAT.
feel	MASKS		The MASKS express emotion or how we FEEL.
follow	PEOPLE		The PEOPLE are FOLLOWing in a straight line.
get	MORNING		We GET up in the MORNING.
give	FLOWERS		Everyone likes to GIVE FLOWERs.
go	FROG		Look at that FROG GO!
good	THMBS UP		You may signal THUMBS UP if things are GOOD.
have	MONEY		It's always good to HAVE MONEY.
he	HE		Icon name.

Unity Condensed Version
Vocabulary for Overlay One

Message	Icon 1	Icon 2	Rationale
hear	EAR		You HEAR with your EAR.
help	MEDICAL		Medicine (MEDICAL) HELPs you get well.
home	HOUSE		The HOUSE represents HOME.
hot	KITCHEN		The water in the pan (KITCHEN) is boiling HOT.
I	I		Icon name.
in	PREP		IN is the most frequently used PREPosition.
it	IT		Icon name.
know	KNOW		Icon name.
let	POLICE		LET us play cops (POLICE) and robbers.
like	SUN		The SUN is happy and LIKEable.
little	DICE		The DICE are LITTLE.
look	EYE		LOOK with both EYEs.
make	GOD		In the beginning, GOD MADE heaven and earth.
more	MUSIC		Do you want to hear MORE MUSIC?
need	UMBRELLA		An UMBRELLA is NEEDed when it rains.
new	LOVE		The woman (LOVE) is holding a NEW baby.
no	NO		Icon name.
not	KNOT		KNOT sounds like NOT.
place	ISLAND		A map (ISLAND) shows many PLACEs.
please	INTERJ		I WANT(ED) it PLEASE.
put	OPEN		You can PUT things in a chest (OPEN).
read	BOOK		You READ BOOKs.
right	EXIT		The EXIT points you in the RIGHT direction.
say	PHONE		You may SAY many things on the PHONE.
she	SHE		Subject pronoun follows sequence: Pronoun + Pronoun.
sit	CHAIR		A CHAIR is to SIT on.
sleep	BED		A BED is to SLEEP in.
slow	SNAIL		Some people move as SLOW as a SNAIL.
start	WATCH		The stopWATCH is activated at the START of the race.
stop	STOP		Icon name.

Unity Condensed Version
Vocabulary for Overlay One

Message	Icon 1	Icon 2	Rationale
store	COMPUTER		You can STORE things in a COMPUTER.
take	TIME		TAKE your TIME.
that	DET		THAT is the most frequently used DETerminer.
there	ADVERB		The EXIT sign points over THERE.
they	THEY		Icon name.
think	THINK		Icon name.
try	TRIANGLE		TRY sounds like TRIANGLE.
turn	RETURN		The arrows (RETURN) are TURNing.
walk	SHOE		You wear SHOEs to WALK.
want	WANTED		The WANTED icon shows a WANTed criminal.
wash	BATH		You WASH yourself in the BATH.
we	WE		Icon name.
wet	BOY		You get WET in the pool (BOY).
what	? WORD		We often relate the question mark (TV) to WHAT.
wish	NIGHT		WISH upon a star (NIGHT).
work	HAMMER		Building with a HAMMER is WORK.
write	NAME		You WRITE your NAME.
wrong	WRONG		Icon name.
yes	YES		Icon name.
you	YOU		Icon name.

Unity Condensed Version
Vocabulary for Overlay Two

Message	Icon 1	Icon 2	Rationale
and	CONJ	CONJ	AND is the most frequently used CONJunction.
animal	ZEBRA	NOUN	ZEBRAs are ANIMALs.
ask	TV	VERB	To question (TV) is to ASK.
bad	THMBS DN	ADJ	You put THUMBS DOWN if things are BAD.
be	QUEENBEE	VERB	A QUEENBEE (BE) is pictured in the icon.
big	ELEPHANT	ADJ	The ELEPHANTs are BIG.
building	YORK	NOUN	The YORK castle is a BUILDING.
clothing	SUIT	NOUN	SUITs are a type of CLOTHING.
color(US)/colour(UK)	RAINBOW	VERB	You may COLOR/COLOUR a RAINBOW in art class.
colour(UK)/color(US)	RAINBOW	VERB	You may COLOUR /COLOR a RAINBOW in art class.
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do	REMEMBER	VERB	When you marry someone, you say I DO with a ring (REMEMBER).
drink	JUICE	VERB	You DRINK JUICE.
drive	TRUCK	VERB	Some people DRIVE a TRUCK.
dry	CACTUS	ADJ	The desert (CACTUS) is DRY.
eat	APPLE	VERB	You may EAT an APPLE.
fall	MOUNTAIN	VERB	Snow FALLs on the MOUNTAIN.
family	FAMILY	NOUN	Icon name.
fast	VOLT	ADJ	You can move as FAST as lightning (VOLT).
fat	SCALES	ADJ	Some sausages (SCALES) contain lots of FAT.
feel	MASKS	VERB	The MASKS express emotion or how we FEEL.
follow	PEOPLE	VERB	The PEOPLE are FOLLOWing in a straight line.
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give	FLOWERS	VERB	Everyone likes to GIVE FLOWERs.
go	FROG	VERB	Look at that FROG GO!
good	THMBS UP	ADJ	You may signal THUMBS UP if things are GOOD.
have	MONEY	VERB	It's always good to HAVE MONEY.
he	HE	HE	Icon name.

Unity Condensed Version
Vocabulary for Overlay Two

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hear	EAR	VERB	You HEAR with your EAR.
help	MEDICAL	VERB	Medicine (MEDICAL) HELPs you get well.
home	HOUSE	NOUN	The HOUSE represents HOME.
hot	KITCHEN	ADJ	The water in the pan (KITCHEN) is boiling HOT.
I	I	I	Icon name.
in	PREP	OPEN	IN is the most frequently used PREPosition.
it	IT	IT	Icon name.
know	KNOW	VERB	Icon name.
let	POLICE	VERB	LET us play cops (POLICE) and robbers.
like	SUN	VERB	The SUN is happy and LIKEable.
little	DICE	ADJ	The DICE are LITTLE.
look	EYE	VERB	LOOK with both EYEs.
make	GOD	VERB	In the beginning, GOD MADE heaven and earth.
more	MUSIC	ADJ	Do you want to hear MORE MUSIC?
need	UMBRELLA	VERB	An UMBRELLA is NEEDed when it rains.
new	LOVE	ADJ	The woman (LOVE) is holding a NEW baby.
no	NO		Icon name.
not	KNOT		KNOT sounds like NOT.
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please	INTERJ	WANTED	I WANT(ED) it PLEASE.
put	OPEN	VERB	You can PUT things in a chest (OPEN).
read	BOOK	VERB	You READ BOOKs.
right	EXIT	ADJ	The EXIT points you in the RIGHT direction.
say	PHONE	VERB	You may SAY many things on the PHONE.
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sleep	BED	VERB	A BED is to SLEEP in.
slow	SNAIL	ADJ	Some people move as SLOW as a SNAIL.
start	WATCH	VERB	The stopWATCH is activated at the START of the race.

Unity Condensed Version
Vocabulary for Overlay Two

Message	Icon 1	Icon 2	Rationale
stop	STOP	VERB	Icon name.
store	COMPUTER	VERB	You can STORE things in a COMPUTER.
take	TIME	VERB	TAKE your TIME.
that	DET	DET	THAT is the most frequently used DETerminer.
there	ADVERB	EXIT	The EXIT sign points over THERE.
they	THEY	THEY	Icon name.
think	THINK	VERB	Icon name.
try	TRIANGLE	VERB	TRY sounds like TRIANGLE.
turn	RETURN	VERB	The arrows (RETURN) are TURNing.
walk	SHOE	VERB	You wear SHOEs to WALK.
want	WANTED	VERB	The WANTED icon shows a WANTed criminal.
wash	BATH	VERB	You WASH yourself in the BATH.
we	WE	WE	Icon name.
wet	BOY	ADJ	You get WET in the pool (BOY).
what	? WORD	TV	We often relate the question mark (TV) to WHAT.
wish	NIGHT	VERB	WISH upon a star (NIGHT).
work	HAMMER	VERB	Building with a HAMMER is WORK.
write	NAME	VERB	You WRITE your NAME.
wrong	WRONG	ADJ	Icon name.
yes	YES		Icon name.
you	YOU	YOU	Icon name.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<space>? WORD	ADJ	? WORD		Icon label name.
<space>ADJECTIVE	ADJ	ADJ		Icon label name.
<space>ADJECTIVE+ER	ADJ	ADJ+ER		Icon label name.
<space>ADJECTIVE+EST	ADJ	ADJ+EST		Icon label name.
<space>ADVERB	ADJ	ADVERB		Icon label name.
<space>APPLE	ADJ	APPLE		Icon label name.
<space>BATH	ADJ	BATH		Icon label name.
<space>BED	ADJ	BED		Icon label name.
<space>BOOK	ADJ	BOOK		Icon label name.
<space>BOY	ADJ	BOY		Icon label name.
<space>CACTUS	ADJ	CACTUS		Icon label name.
<space>CHAIR	ADJ	CHAIR		Icon label name.
<space>COMPUTER	ADJ	COMPUTER		Icon label name.
<space>CONJUNCTION	ADJ	CONJ		Icon label name.
<space>DETERMINER	ADJ	DET		Icon label name.
<space>DICE	ADJ	DICE		Icon label name.
<space>DOG	ADJ	DOG		Icon label name.
<space>EAR	ADJ	EAR		Icon label name.
<space>ELEPHANT	ADJ	ELEPHANT		Icon label name.
<space>EXIT	ADJ	EXIT		Icon label name.
<space>EYE	ADJ	EYE		Icon label name.
<space>FAMILY	ADJ	FAMILY		Icon label name.
<space>FLOWERS	ADJ	FLOWERS		Icon label name.
<space>FOOD	*ADJ*	*FOOD*		*Icon label name.*
<space>FROG	ADJ	FROG		Icon label name.
<space>GIRL	ADJ	GIRL		Icon label name.
<space>GOD	ADJ	GOD		Icon label name.
<space>HAMMER	ADJ	HAMMER		Icon label name.
<space>HE	ADJ	HE		Icon label name.
<space>HOUSE	ADJ	HOUSE		Icon label name.
<space>I	ADJ	I		Icon label name.
<space>INTERJECTION	ADJ	INTERJ		Icon label name.
<space>ISLAND	ADJ	ISLAND		Icon label name.
<space>IT	ADJ	IT		Icon label name.
<space>JUICE	ADJ	JUICE		Icon label name.
<space>KITCHEN	ADJ	KITCHEN		Icon label name.
<space>KNOT	ADJ	KNOT		Icon label name.
<space>KNOW	ADJ	KNOW		Icon label name.
<space>LOVE	ADJ	LOVE		Icon label name.
<space>MASKS	ADJ	MASKS		Icon label name.
<space>MEDICAL	ADJ	MEDICAL		Icon label name.
<space>MONEY	ADJ	MONEY		Icon label name.
<space>MORNING	ADJ	MORNING		Icon label name.
<space>MOUNTAIN	ADJ	MOUNTAIN		Icon label name.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<space>MUSIC	ADJ	MUSIC		Icon label name.
<space>NAME	ADJ	NAME		Icon label name.
<space>NIGHT	ADJ	NIGHT		Icon label name.
<space>NO	ADJ	NO		Icon label name.
<space>NOTEBOOK	ADJ	NOTEBOOK		Icon label name. **LIBERATOR ONLY!**
<space>NOUN	ADJ	NOUN		Icon label name.
<space>NOUN PLURAL	ADJ	NOUN PL		Icon label name.
<space>NUMBER	ADJ	NUMBER		Icon label name.
<space>OBJECT	ADJ	OBJ		Icon label name.
<space>OPEN	ADJ	OPEN		Icon label name.
<space>PEOPLE	ADJ	PEOPLE		Icon label name.
<space>PHONE	ADJ	PHONE		Icon label name.
<space>POLICE	ADJ	POLICE		Icon label name.
<space>POSSESSIVE	ADJ	POSS		Icon label name.
<space>PREPOSITION	ADJ	PREP		Icon label name.
<space>PREVERB	ADJ	PREVERB		Icon label name.
<space>PREVERB+S	ADJ	PREVRB+S		Icon label name.
<space>QUEENBEE	ADJ	QUEENBEE		Icon label name.
<space>QUESTION	*ADJ*	*QUESTION*		*Icon label name.*
<space>RAINBOW	ADJ	RAINBOW		Icon label name.
<space>REMEMBER	ADJ	REMEMBER		Icon label name.
<space>RETURN	ADJ	RETURN		Icon label name.
<space>SCALES	ADJ	SCALES		Icon label name.
<space>SECOND	*ADJ*	*SECOND*		*Icon label name.*
<space>SENTENCE	ADJ	SENTENCE		Icon label name.
<space>SHE	ADJ	SHE		Icon label name.
<space>SHOE	ADJ	SHOE		Icon label name.
<space>SNAIL	ADJ	SNAIL		Icon label name.
<space>SPACE	ADJ	SPACE		Icon label name.
<space>STOP	ADJ	STOP		Icon label name.
<space>STORY	ADJ	STORY		Icon label name. **DELTATALKER ONLY!**
<space>SUIT	ADJ	SUIT		Icon label name.
<space>SUN	ADJ	SUN		Icon label name.
<space>THEY	ADJ	THEY		Icon label name.
<space>THINK	ADJ	THINK		Icon label name.
<space>THUMBS DOWN	ADJ	THMBS DN		Icon label name.
<space>THUMBS UP	ADJ	THMBS UP		Icon label name.
<space>TIME	ADJ	TIME		Icon label name.
<space>TO+VERB	ADJ	TO+VERB		Icon label name.
<space>TOOLS	*ADJ*	*TOOLS*		*Icon label name.*
<space>TRIANGLE	ADJ	TRIANGLE		Icon label name.
<space>TRUCK	ADJ	TRUCK		Icon label name.
<space>TV	ADJ	TV		Icon label name.
<space>UMBRELLA	ADJ	UMBRELLA		Icon label name.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<space>VERB	ADJ	VERB		Icon label name.
<space>VERB+ S	ADJ	VERB+S		Icon label name.
<space>VERB+ED	ADJ	VERB+ED		Icon label name.
<space>VERB+EN	ADJ	VERB+EN		Icon label name.
<space>VERB+ING	ADJ	VERB+ING		Icon label name.
<space>VOLT	ADJ	VOLT		Icon label name
<space>WANTED	ADJ	WANTED		Icon label name.
<space>WATCH	ADJ	WATCH		Icon label name
<space>WE	ADJ	WE		Icon label name.
<space>WRONG	ADJ	WRONG		Icon label name.
<space>X-RAY	ADJ	X-RAY		Icon label name.
<space>YES	ADJ	YES		Icon label name.
<space>YORK	ADJ	YORK		Icon label name.
<space>YOU	ADJ	YOU		Icon label name.
<space>ZEBRA	ADJ	ZEBRA		Icon label name.
a	DET	STOP		A STOP sign is shown on the icon.
a	NOUN			Quick access to the frequently used word A; A single thing (NOUN).
a	*STOP*	*DET*		*A STOP sign is shown on the icon.*
a couple of	WRONG	ELEPHANT		WRONG = Math-related words; A COUPLE OF ELEPHANTs are on the icon.
a pair of	WRONG	DICE		WRONG = Math-related words; The icon shows A PAIR OF DICE.
able	*THINK*	*SECOND*	*ADJ*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
about	*BOOK*	*PREP*		*You read a BOOK ABOUT things.*
about	PREP	BOOK		You read a BOOK ABOUT things.
above	PREP	THINK		The light bulb (THINK) is ABOVE the woman's head.
above	*THINK*	*PREP*		*The light bulb (THINK) is ABOVE the woman's head.*
accept	LOVE	THMBS UP		LOVE = Loving-related words; The mother ACCEPTs (THMBS UP) her child's request
access	*CHAIR*	*SECOND*	*VERB*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accessed	*CHAIR*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accesses	*CHAIR*	*SECOND*	*VERB+S*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accessible	*CHAIR*	*SECOND*	*ADJ*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
accessibly	*CHAIR*	*SECOND*	*YES*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings; YES = Adverbs.*
accessing	*CHAIR*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
across	PREP	SHOE		You walk (SHOE) ACROSS the street.
across	*SHOE*	*PREP*		*You walk (SHOE) ACROSS the street.*
actual	*MONEY*	*SECOND*	*ADJ*	*The MONEY in the icon is not ACTUALly real; SECOND = Second level words.*
actually	*MONEY*	*SECOND*	*YES*	*The MONEY in the icon is not ACTUALLY real; SECOND = Second level words; YES = Adverbs.*
add	WRONG	PREVERB		WRONG = Math-related words; The "+" (ADD) symbol is on the PREVERB icon.
adult	PEOPLE	POLICE		PEOPLE = People-related words; The POLICEman is an ADULT.
aeroplane(UK)/ airplane(US)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
afraid	MASKS	VOLT		MASKS = Feeling-related words; Some people are AFRAID of lightning (VOLT).
after	*NIGHT*	*PREP*		*NIGHT comes AFTER day.*
after	PREP	NIGHT		NIGHT comes AFTER day.
afternoon	MORNING	CACTUS		MORNING = Time of day-related words; The sun in the CACTUS icon is low in the sky representing AFTERNOON.
again	ADVERB	RETURN		If you RETURN, you do something AGAIN.
again	*RETURN*	*ADVERB*		*If you RETURN, you do something AGAIN*
against	*POLICE*	*PREP*		*The POLICE tell you what is AGAINST the law.*
against	PREP	POLICE		The POLICE tell you what is AGAINST the law.
agree	PEOPLE	THMBS UP		PEOPLE AGREE (THMBS UP) and disagree on things.
ah	INTERJ	MEDICAL		Often you say "AH" at the doctor's (MEDICAL) office.
ah	*MEDICAL*	*INTERJ*		*Often you say "AH" at the doctor's (MEDICAL) office.*
aide	POLICE	BATH		POLICE = Occupations; AIDEs help with activities of daily living, such as BATHing.
air	MOUNTAIN	ISLAND		MOUNTAIN = Nature-related words; The AIR is crisp and cool off the shore of the ISLAND.
airplane(US)/ aeroplane(UK)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
airport	ISLAND	SPACE		ISLAND = Place-related words; The airplane flies in the air (SPACE) to the AIRPORT.

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Message	Icon 1	Icon 2	Icon 3	Rationale
alarm clock	PHONE	BED		PHONE = Small appliances; The sound of the ALARM CLOCK gets you out of BED.
alike	*EYE*	*SECOND*	*ADJ*	*SECOND = Second level words; The EYEs look ALIKE.*
all	DET	FAMILY		Note the common phrase, "ALL in the FAMILY."
all	*FAMILY*	*DET*		*Note the common phrase, "ALL in the FAMILY."*
all right	ADVERB	THMBS UP		You put your THUMBS UP if things are ALL RIGHT.
all right	*THMBS UP*	*ADVERB*		*You put your THMBS UP if things are ALL RIGHT.*
almost	ADVERB	JUICE		The glass (JUICE) is ALMOST full.
almost	*JUICE*	*ADVERB*		*The glass (JUICE) is ALMOST full.*
AlphaTalker	CHAIR	APPLE		CHAIR = Assistive technology-related words; ALPHATALKER begins with "A" like APPLE.
already	ADVERB	KITCHEN		The water is ALREADY boiling (KITCHEN).
already	*KITCHEN*	*ADVERB*		*The water is ALREADY boiling (KITCHEN).*
also	ADVERB	ZEBRA		The ZEBRA looks like a horse ALSO.
also	*ZEBRA*	*ADVERB*		*The ZEBRA looks like a horse ALSO.*
although	CONJ	FAMILY		"All in the FAMILY" is a phrase with ALl in it; Hence ALTHOUGH.
although	*FAMILY*	*CONJ*		*"All in the FAMILY" is a phrase with ALl in it; Hence ALTHOUGH.*
always	ADVERB	EYE		ALWAYS look (EYE) at what you are doing.
always	*EYE*	*ADVERB*		*ALWAYS look (EYE) at what you are doing.*
am I	QUEENBEE	I		The QUEENBEE is busy; I = I; Hence AM I
am I going	FROG	I		The FROGs are going to jump; I = I; Hence AM I GOING.
among	*PEOPLE*	*PREP*		*It's good to be AMONG friends (PEOPLE).*
among	PREP	PEOPLE		It's good to be AMONG friends (PEOPLE).
an	ADJ+ER			Quick access to the frequently used word AN; It takes two letters to spell an "ER."
an	DET	EYE		AN EYE is shown on the icon.
an	*EYE*	*DET*		*AN EYE is shown on the icon.*
and	CONJ	CONJ		Quick access to the most frequently used CONJunction, AND.
angry	MASKS	QUEENBEE		MASKS = Feeling-related words; You may get stung if you make the bee (QUEENBEE) ANGRY.
animal	ZEBRA	NOUN		ZEBRAs are ANIMALs.
animals	ZEBRA	NOUN PL		ZEBRAs are ANIMALS.
ankle	BOY	TRIANGLE		BOY = External body parts; Your ANKLE can hold your foot at a right angle like the TRIANGLE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
another	*ISLAND*	*SECOND*	*ADJ*	*ISLAND = Place-related words; SECOND = Second level words; You use a map to get to ANOTHER place.*
answering machine	PHONE	RETURN		PHONE = Small appliances; You have to RETURN a call from an ANSWERING MACHINE.
ant	QUEENBEE	TRIANGLE		QUEENBEE = Insects; An ANT builds a hill (TRIANGLE).
any	*APPLE*	*DET*		*ANY fruit (APPLE) is good for a snack.*
any	DET	APPLE		ANY fruit (APPLE) is good for a snack.
any time	APPLE	WATCH		APPLE = Any (A for APPLE/ Any); A WATCH tells us the time; Hence ANY TIME.
anybody	APPLE	BOY		APPLE = Any (A for APPLE/Any); The BOY icon represents body parts; Hence ANYBODY.
anyhow	APPLE	HAMMER		APPLE = Any (A for APPLE/ Any); You may say "Ow!" if you hit yourself with a HAMMER (Ow sounds like how); Hence ANYHOW.
anymore	APPLE	MUSIC		APPLE = Any (A for APPLE/ Any); Do you want to hear more MUSIC?; Hence ANYMORE.
anyone	APPLE	SUN		APPLE = Any (A for APPLE/ Any); Only one SUN is seen on the icon; Hence ANYONE.
anything	APPLE	TRUCK		APPLE = Any (A for APPLE/Any); You can haul almost ANYTHING in a TRUCK.
anyway	APPLE	EXIT		APPLE = Any (A for APPLE/ Any); The EXIT sign points the way; Hence ANYWAY.
anywhere	APPLE	ISLAND		APPLE = Any (A for APPLE/ Any); You use a map (ISLAND) to find out where you are and where you are going; Hence ANYWHERE.
apartment	YORK	DICE		YORK = Building-related words; APARTMENTs tend to be small like the DICE.
apple	APPLE	APPLE		APPLE = Food-related words; Icon name.
April	TIME	SUIT		TIME = Calendar-related time words; The fourth (SUIT) month of the year is APRIL; People wear lightweight clothes (SUIT) in the spring (APRIL).
are	PREVERB	QUEENBEE		QUEENBEEs ARE busy.
are	VERB			Quick access to the most frequently used verb ARE.
are going	PREVERB	FROG		The FROGs ARE GOING to jump.
are they	QUEENBEE	THEY		QUEENBEEs are busy; THEY = They; Hence ARE THEY.
are they going	FROG	THEY		The FROGs are going to jump; THEY = They; Hence ARE THEY GOING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
are we	QUEENBEE	WE		QUEENBEEs are busy; WE = We; Hence ARE WE.
are we going	FROG	WE		The FROGs ARE GOING to jump; WE = We; Hence ARE WE GOING.
are you	QUEENBEE	YOU		QUEENBEEs are busy; YOU = You; Hence ARE YOU.
are you going	FROG	YOU		The FROGs ARE GOING to jump; YOU = You; Hence ARE YOU GOING.
aren't	PREVERB	KNOT	QUEENBEE	KNOT = Negation; QUEENBEEs are busy; Hence AREN'T.
aren't going	PREVERB	KNOT	FROG	KNOT = Negation; The FROGs are going to jump; Hence AREN'T GOING.
aren't I	QUEENBEE	KNOT	I	QUEENBEEs are busy; KNOT = Negation; I = I; Hence AREN'T I.
aren't I going	FROG	KNOT	I	The FROGs are going to jump; KNOT = Negation; I = I; Hence AREN'T I GOING.
aren't they	QUEENBEE	KNOT	THEY	QUEENBEEs are busy; KNOT = Negation; THEY = They; Hence AREN'T THEY.
aren't they going	FROG	KNOT	THEY	The FROGs are going to jump; KNOT = Negation; THEY = They; Hence AREN'T THEY GOING.
aren't we	QUEENBEE	KNOT	WE	QUEENBEEs are busy; KNOT = Negation; WE = We; Hence AREN'T WE.
aren't we going	FROG	KNOT	WE	The FROGs are going to jump; KNOT = Negation; WE = We; Hence AREN'T WE GOING.
aren't you	QUEENBEE	KNOT	YOU	QUEENBEEs are busy; KNOT = Negation; YOU = You; Hence AREN'T YOU.
aren't you going	FROG	KNOT	YOU	The FROGs are going to jump; KNOT = Negation; YOU = You; Hence AREN'T YOU GOING.
arm	BOY	POLICE		BOY = Body-related words; The POLICEman is raising an ARM.
around	PREP	WATCH		The hands of the WATCH go AROUND and around.
around	*WATCH*	*PREP*		*The hands of the WATCH go AROUND and around.*
art	KNOW	RAINBOW		KNOW = School-related words; The RAINBOW icon is related to colors in ART.
art room	HOUSE	RAINBOW		HOUSE = Rooms; RAINBOW represents colors found in an ART ROOM.
art supplies	GIRL	NOUN PL		The GIRL icon is associated with ART SUPPL(Y)IES.
art supply	GIRL	NOUN		The GIRL icon is associated with ART SUPPL(Y)ies.
as	CONJ	ELEPHANT		AS big as an ELEPHANT.
as	*ELEPHANT*	*CONJ*		*AS big as an ELEPHANT.*
ashamed	MASKS	WANTED		MASKS = Feeling-related words; The criminal (WANTED) is ASHAMED.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ask	*QUESTION*	*VERB*		*To QUESTION is to ASK.*
ask	TV	VERB		The question mark (TV) is for ASKing.
asked	*QUESTION*	*VERB+ED*		*To QUESTION is to ASK.*
asked	TV	VERB+ED		The question mark (TV) is for ASKing.
asking	*QUESTION*	*VERB+ING*		*To QUESTION is to ASK.*
asking	TV	VERB+ING		The question mark (TV) is for ASKing.
asks	*QUESTION*	*VERB+S*		*To QUESTION is to ASK.*
asks	TV	VERB+S		The question mark (TV) is for ASKing.
asleep	BED	THMBS DN		You lay down (THMBS DN) when you are ASLEEP.
aspirin	MEDICAL	THINK		MEDICAL = Health-related words; You may take ASPIRIN for a headache (THINK).
assistive technologies	CHAIR	NOUN PL		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGIES.
assistive technology	CHAIR	NOUN		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGies.
astronaut	POLICE	NIGHT		POLICE = General types of occupations; ASTRONAUTs fly rockets (NIGHT).
at	*KNOW*	*PREP*		*Children must be AT school (KNOW) during the school year.*
at	PREP	KNOW		Children must be AT school (KNOW) during the school year.
at the back of (UK)/ in back of (US)	*TRUCK*	*PREP*		*The TRUCK unloads AT THE BACK OF/IN BACK OF the building.*
at the back of(UK)/ in back of(US)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
ate	APPLE	VERB+ED		You may EAT an APPLE.
athletics(UK)/ track(US)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of an ATHLETICS/TRACK field.
atlas	BOOK	MOUNTAIN		BOOK = Reading-related words; An ATLAS shows MOUNTAINs, plains, rivers, etc.
August	TIME	BOY		TIME = Calendar-related time words; The eighth (BOY) month of the year is AUGUST; Many people swim (BOY) in AUGUST.
awake	BED	THMBS UP		You get up (THMBS UP) when you are AWAKE.
away	ADVERB	ISLAND		Everyone likes to go AWAY to visit new places (ISLAND).
away	*ISLAND*	*ADVERB*		*Everyone likes to go AWAY to visit new places (ISLAND).*
awesome	INTERJ	SPACE		Outer SPACE is AWESOME.
awesome	*SPACE*	*INTERJ*		*Outer SPACE is AWESOME.*
baby	PEOPLE	LOVE		PEOPLE = People-related words; A BABY is shown on the LOVE icon.
baby-sitter	POLICE	LOVE		POLICE = Occupations; The BABY-SITTER cares for the baby (LOVE).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
back	BOY	SNAIL		BOY = External body parts; The SNAIL has a shell on his BACK.
back	EXIT	TRUCK		EXIT = Direction-related words; You put things in BACK of a TRUCK.
backwards	ADVERB	TRUCK		Sometimes a TRUCK moves BACKWARDS.
backwards	*TRUCK*	*ADVERB*		*Sometimes a TRUCK moves BACKWARDS.*
bacon	SCALES	RAINBOW		SCALES = Meats; The RAINBOW looks like strips of BACON.
bad	THMBS DN	ADJ		You may signal THUMBS DOWN if things are BAD.
badly	THMBS DN	ADVERB		You may signal THUMBS DOWN if things are BAD.
badly	*THMBS DN*	*YES*		*You may signal THUMBS DOWN if things are BAD; YES = Adverbs.*
bald	*TIME*	*SECOND*	*ADJ*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
balder	*TIME*	*SECOND*	*ADJ+ER*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
baldest	*TIME*	*SECOND*	*ADJ+EST*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
baldly	*TIME*	*SECOND*	*YES*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man; YES = Adverbs.*
ball	OPEN	SPACE		OPEN = Chest-related words; One of the planets (SPACE) looks like a BALL.
balloon	OPEN	SUN		OPEN = Chest-related words; The SUN looks like a helium BALLOON.
banana	APPLE	NIGHT		APPLE = Food-related words; The moon on the NIGHT icon looks like a BANANA.
bandage(US)/ plaster(UK)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a BANDAGE/PLASTER on a scraped finger (REMEMBER).
bank	YORK	MONEY		YORK = Building-related words; You put your MONEY in the BANK.
barber shop	YORK	BOY		YORK = Building-related words; The BOY goes to the BARBER SHOP.
barn	YORK	ZEBRA		YORK = General types of buildings; Animals (ZEBRA) live in BARNs.
baseball	SHOE	HOUSE		SHOE = Sports-related words; Children play BASEBALL in their yard (HOUSE).
basketball	SHOE	WATCH		SHOE = Sports-related words; The BASKETBALL is round like the WATCH.
bathroom	HOUSE	BATH		HOUSE = Home-related words; The BATHtub is in the BATHROOM.
battery	PHONE	VOLT		PHONE = Small appliances; You must charge (VOLT) your BATTERY regularly.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
be	QUEENBEE	VERB		A BEe is pictured in the QUEENBEE icon.
beach	ISLAND	SUN		ISLAND = Place-related words; You play in the SUN on the BEACH.
bead	OPEN	FLOWERS		OPEN = Chest-related words; You may wear toy BEADs around your neck (FLOWERS).
bean	FLOWERS	OPEN		FLOWERS = Vegetables; A bag (OPEN) of BEANs.
bear	ZEBRA	LOVE		ZEBRA = Animal-related words; The baby (LOVE) plays with a teddy BEAR.
beard	BOY	TIME		BOY = External body parts; Father TIME has a BEARD.
beautiful	*RAINBOW*	*SECOND*	*ADJ*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
beautifully	*RAINBOW*	*SECOND*	*YES*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL; YES = Adverbs.*
beauty shop	YORK	GIRL		YORK = Building-related words; The GIRL goes to the BEAUTY SHOP.
because	CONJ	LOVE		The mother (LOVE) is holding the baby BECAUSE it's crying.
because	*LOVE*	*CONJ*		*The mother (LOVE) is holding the baby BECAUSE it's crying.*
bed	BED	BED		BED = Furniture; Icon name.
bedroom	HOUSE	BED		HOUSE = Rooms; The BED is in the BEDROOM.
bee	QUEENBEE	QUEENBEE		QUEENBEE = Insects; The QUEENBEE icon shows a BEE.
beef	SCALES	ZEBRA		SCALES = Meats; The ZEBRA is hoofed like a cow (BEEF).
been	QUEENBEE	VERB+EN		A BEe is pictured in the QUEENBEE icon.
beer	JUICE	TIME		JUICE = Drinking-related words; Father TIME has a beard (sounds like BEER).
beet	FLOWERS	MUSIC		FLOWERS = Vegetables; The beat (sounds like BEET) of the MUSIC is fast.
beetle	QUEENBEE	MUSIC		QUEENBEE = Insects; The MUSIC icon looks like a BEETLE's leg.
before	*MORNING*	*PREP*		*Sunrise (MORNING) comes BEFORE the rest of the day.*
before	PREP	MORNING		Sunrise (MORNING) comes BEFORE the rest of the day.
began	*WATCH*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begin	*WATCH*	*SECOND*	*VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
beginning	*WATCH*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begins	*WATCH*	*SECOND*	*VERB+S*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
begun	*WATCH*	*SECOND*	*VERB+EN*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
behind	*ELEPHANT*	*PREP*		*One ELEPHANT is BEHIND the other.*
behind	PREP	ELEPHANT		One ELEPHANT is BEHIND the other.
being	QUEENBEE	VERB+ING		A BEe is pictured in the QUEENBEE icon.
believe	*GOD*	*SECOND*	*VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believed	*GOD*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believes	*GOD*	*SECOND*	*VERB+S*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believing	*GOD*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Many people BELIEVE in GOD.*
bell	MUSIC	HOUSE		MUSIC = Musical instruments; You can ring a door BELL on a HOUSE.
below	*MOUNTAIN*	*PREP*		*The MOUNTAINs are BELOW the clouds.*
below	PREP	MOUNTAIN		The MOUNTAINs are BELOW the clouds.
belt	SUIT	CHAIR		SUIT = Clothing-related words; The CHAIR has a BELT on it.
bench	BED	PEOPLE		BED = Furniture; Many PEOPLE can sit on a BENCH.
berry	APPLE	OPEN		APPLE = Fruits; BERR(Y)ies can come in containers (OPEN).
beside	*ISLAND*	*PREP*		*The boat is BESIDE the ISLAND.*
beside	PREP	ISLAND		The boat is BESIDE the ISLAND.
best	THMBS UP	ADJ+EST		You may signal THMBS UP if things are GOOD.
better	THMBS UP	ADJ+ER		You may signal THMBS UP if things are GOOD.
between	*FAMILY*	*PREP*		*The child is BETWEEN the adults (FAMILY).*
between	PREP	FAMILY		The child is BETWEEN the adults (FAMILY).
beverage	JUICE	NOUN		JUICE is a BEVERAGE.
beverages	JUICE	NOUN PL		JUICE is a BEVERAGE.
Bible	BOOK	GOD		BOOK = Reading-related words; The BIBLE is a religious (GOD) book.
big	ELEPHANT	ADJ		The ELEPHANTs are BIG.
bigger	ELEPHANT	ADJ+ER		The ELEPHANTs are BIG.
biggest	ELEPHANT	ADJ+EST		The ELEPHANTs are BIG.
bike	TRUCK	HOUSE		TRUCK = Transportation-related words; You ride your BIKE around the HOUSE.
billion	NUMBER	CONJ		NUMBER = Cardinal numbers; The number "1,000,000,000" (BILLION) is associated with the CONJ icon.
billionth	CONJ	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "1,000,000,000th" (BILLIONTH) is associated with the CONJ icon.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Bingo	*DOG*	*INTERJ*		*The DOG's name is BINGO.*
Bingo	INTERJ	DOG		The family's DOG is named BINGO.
bird	ZEBRA	SPACE		ZEBRA = Animal-related words; BIRDs fly in the sky or SPACE.
birthday	GOD	WANTED		GOD = Holiday-related words; I got everything I WANTED for my BIRTHDAY.
biscuit (UK)/cookie (US)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a BISCUIT /COOKIE.
black	RAINBOW	POLICE		RAINBOW = Color-related words; The POLICE uniform is BLACK.
blender	PHONE	JUICE		PHONE = Small appliances; You can mix a drink (JUICE) in a BLENDER.
block	OPEN	DICE		OPEN = Toys; The DICE look like a couple of BLOCKs.
blonde	RAINBOW	PEOPLE		RAINBOW = Color-related words; The girl in the PEOPLE icon has BLONDE hair.
blood	BOY	STOP		BOY = Body-related words; You must try to STOP the bleeding (BLOOD).
blue	RAINBOW	BOY		RAINBOW = Color-related words; The water in the pool (BOY) looks BLUE.
blush(US)/blusher(UK)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSH/BLUSHER.
blusher(UK)/blush(US)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSHER/BLUSH.
boat	TRUCK	ISLAND		TRUCK = Transportation-related words; You can take a BOAT around the ISLAND.
bodies	BOY	NOUN PL		The BOY's BODY is shown on the icon.
body	BOY	NOUN		The BOY's BODY is shown on the icon.
bologna	SCALES	SPACE		SCALES = Meats; The round shapes of the planets (SPACE) are like BOLOGNA.
Bonfire Night(UK)/ Fourth of July(US)	GOD	SPACE		GOD = Holiday-related words; BONFIRE NIGHT/ FOURTH OF JULY is celebrated with fireworks (SPACE).
boo	INTERJ	X-RAY		On Halloween (X-RAY), you may hear someone say "BOO!"
boo	*X-RAY*	*INTERJ*		*On Halloween (X-RAY), you may hear someone say "BOO!"*
book	BOOK	NOUN		Icon name.
bookcase	BED	BOOK		BED = Furniture; You put BOOKs in the BOOKCASE.
books	BOOK	NOUN PL		Plural of icon name.
boot	SUIT	MOUNTAIN		SUIT = Clothing-related words; You wear your BOOTs when climbing MOUNTAINs.
bored	MASKS	TV		MASKS = Feeling-related words; Some TV shows are BOR(E)ing.
both	CONJ	DICE		You can roll BOTH of the DICE.
both	*DICE*	*CONJ*		*You can roll BOTH of the DICE.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
bottle	KITCHEN	LOVE		KITCHEN = Kitchen items; The baby (LOVE) drinks from a BOTTLE.
bottom	*BOY*	*PREP*		*You dive to the BOTTOM of the pool (BOY).*
bottom	PREP	BOY		You dive to the BOTTOM of the pool (BOY).
bought	*COMPUTER*	*SECOND*	*VERB+ED*	*SECOND = Second level words; We want to BUY a COMPUTER.*
bowl	KITCHEN	SPACE		KITCHEN = Kitchen items; The SPACE icon has a planet that looks like a BOWLing ball.
bowling	SHOE	SPACE		SHOE = Sports-related words; The SPACE icon has a planet that looks like a BOWLING ball.
box	OPEN	TRUCK		OPEN = Chest-related words; TRUCK = Containers; The chest looks like a BOX.
boy	PEOPLE	BOY		PEOPLE = People-related words; Icon name.
bra	SUIT	MORNING		SUIT = Clothing-related words; You put on your BRA in the MORNING.
brace	CHAIR	MEDICAL		CHAIR = Assistive technology-related words; A doctor (MEDICAL) will help you get BRACEs.
Braille	CHAIR	REMEMBER		CHAIR = General types of assistive technology; You read BRAILLE with your fingers (REMEMBER).
breakfast	WATCH	MORNING		WATCH = Watch-related time words; You eat BREAKFAST in the MORNING.
breast	BOY	MORNING		BOY = Body-related words; You can see a rooster stick out his BREAST in the MORNING.
bright	THINK	ADJ		The THINK icon shows a BRIGHT light.
brighter	THINK	ADJ+ER		The THINK icon shows a BRIGHT light.
brightest	THINK	ADJ+EST		The THINK icon shows a BRIGHT light.
brightly	THINK	ADVERB		The THINK icon shows a BRIGHT light.
brightly	*THINK*	*YES*		*The THINK icon shows a BRIGHT light; YES = Adverbs.*
bring	GIRL	VERB		BRING me my hat (GIRL).
bringing	GIRL	VERB+ING		BRING me my hat (GIRL).
brings	GIRL	VERB+S		BRING me my hat (GIRL).
broccoli	FLOWERS	HOUSE		FLOWERS = Vegetables; The tree by the HOUSE looks like BROCCOLI.
brother	FAMILY	BOY		FAMILY = Family-related words; Your BROTHER is a BOY.
brought	GIRL	VERB+ED		BRING me my hat (GIRL).
brown	RAINBOW	SNAIL		RAINBOW = Color-related words; The SNAIL in the icon is BROWN.
brunette	RAINBOW	GIRL		RAINBOW = Color-related words; The GIRL in the icon is a BRUNETTE.
brush	BATH	GIRL		BATH = Cleaning-related words; The GIRL uses a BRUSH.

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Message	Icon 1	Icon 2	Icon 3	Rationale
brussels sprout	FLOWERS	SNAIL		FLOWERS = Vegetables; The SNAIL looks like a BRUSSELS SPROUT.
bubble	OPEN	KITCHEN		OPEN = Chest-related words; There are BUBBLEs in the pot (KITCHEN).
bug	QUEENBEE	NOUN		A QUEENBEE is a BUG.
bugs	QUEENBEE	NOUN PL		A QUEENBEE is a BUG.
build	*YORK*	*SECOND*	*VERB*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
building	YORK	NOUN		The YORK castle is a BUILDING.
building	*YORK*	*SECOND*	*VERB+ING*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
buildings	YORK	NOUN PL		The YORK castle is a BUILDING.
builds	*YORK*	*SECOND*	*VERB+S*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
built	*YORK*	*SECOND*	*VERB+ED*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
bus	TRUCK	PEOPLE		TRUCK = Transportation-related words; A BUS carries lots of PEOPLE.
bus driver	POLICE	PEOPLE		POLICE = Occupations; The BUS DRIVER drives lots of PEOPLE around town.
busier	QUEENBEE	ADJ+ER		The QUEENBEE is very BUSY.
busiest	QUEENBEE	ADJ+EST		The QUEENBEE is very BUSY.
busily	QUEENBEE	ADVERB		The QUEENBEE is very BUSY.
busily	*QUEENBEE*	*YES*		*The QUEENBEE is very BUSY; YES = Adverbs.*
busy	QUEENBEE	ADJ		The QUEENBEE is very BUSY.
but	*BED*	*CONJ*		*It's time for BED BUT I'm not sleepy.*
but	CONJ	BED		It's time for BED BUT I'm not sleepy.
butterfly	QUEENBEE	FLOWERS		QUEENBEE = Insects; A BUTTERFLY will fly around the FLOWERS.
buy	*COMPUTER*	*SECOND*	*VERB*	*SECOND = Second level words; We want to BUY a COMPUTER.*
buying	*COMPUTER*	*SECOND*	*VERB+ING*	*SECOND = Second level words; We want to BUY a COMPUTER.*
buys	*COMPUTER*	*SECOND*	*VERB+S*	*SECOND = Second level words; We want to BUY a COMPUTER.*
by	*MONEY*	*PREP*		*BY sounds like "buy" (MONEY).*
by	PREP	MONEY		BY sounds like "buy" (MONEY).
cabbage	FLOWERS	WATCH		FLOWERS = Vegetables; The CABBAGE is round like a WATCH.
cafe	YORK	UMBRELLA		YORK = General types of buildings; You sit at an UMBRELLA table in a CAFE.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
cafeteria	HOUSE	APPLE		HOUSE = Home-related words; You eat food (APPLE) in the CAFETERIA.
cake	THMBS UP	WANTED		THMBS UP = Desserts/Puddings; A common CAKE is a birthday (WANTED) cake.
calculate	*WRONG*	*SECOND*	*VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculated	*WRONG*	*SECOND*	*VERB+ED*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculates	*WRONG*	*SECOND*	*VERB+S*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculating	*WRONG*	*SECOND*	*VERB+ING*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculator	PHONE	TRIANGLE		PHONE = Small appliances; You calculate (TRIANGLE) math problems with a CALCULATOR.
call	*PHONE*	*SECOND*	*VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
called	*PHONE*	*SECOND*	*VERB+ED*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
calling	*PHONE*	*SECOND*	*VERB+ING*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
calls	*PHONE*	*SECOND*	*VERB+S*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
came	DOG	VERB+ED		The DOG COMEs to you at your command.
camera	PHONE	WANTED		PHONE = Small appliances; The WANTED icon looks like a photo from a CAMERA.
can	PREVERB	JUICE		You may drink from a CAN of JUICE.
can he	JUICE	HE		You may drink from a can of JUICE; HE = He; Hence CAN HE.
can I	JUICE	I		You may drink from a can of JUICE; I = I; Hence CAN I.
can it	JUICE	IT		You may drink from a can of JUICE; IT = It; Hence CAN IT.
can she	JUICE	SHE		You may drink from a can of JUICE; SHE = She; Hence CAN SHE.
can they	JUICE	THEY		You may drink from a can of JUICE; THEY = They; Hence CAN THEY.
can we	JUICE	WE		You may drink from a can of JUICE; WE = We; Hence CAN WE.
can you	JUICE	YOU		You may drink from a can of JUICE; YOU = You; Hence CAN YOU.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
can't	PREVERB	KNOT	JUICE	KNOT = Negation; You may drink from a can of JUICE; Hence CAN'T.
can't he	JUICE	KNOT	HE	You may drink from a can of JUICE; KNOT = Negation; HE = He; Hence CAN'T HE.
can't I	JUICE	KNOT	I	You may drink from a can of JUICE; KNOT = Negation; I = I; Hence CAN'T I.
can't it	JUICE	KNOT	IT	You may drink from a can of JUICE; KNOT = Negation; IT = It; Hence CAN'T IT.
can't she	JUICE	KNOT	SHE	You may drink from a can of JUICE; KNOT = Negation; SHE = She; Hence CAN'T SHE.
can't they	JUICE	KNOT	THEY	You may drink from a can of JUICE; KNOT = Negation; THEY = They; Hence CAN'T THEY.
can't we	JUICE	KNOT	WE	You may drink from a can of JUICE; KNOT = Negation; WE = We; Hence CAN'T WE.
can't you	JUICE	KNOT	YOU	You may drink from a can of JUICE; KNOT = Negation; YOU = You; Hence CAN'T YOU.
candy(US)/ sweets(UK)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; CAND(Y)ies/SWEETs are good (THMBS UP).
car	TRUCK	FAMILY		TRUCK = Transportation-related words; The FAMILY rides in a CAR.
caravan(UK)/ trailer(US)	YORK	ISLAND		YORK = Building-related words; A CARAVAN/TRAILER can be moved across the country (ISLAND).
card	OPEN	WANTED		OPEN = Chest-related words; The WANTED poster looks like a CARD.
care	*PEOPLE*	*SECOND*	*VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
cared	*PEOPLE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; God CAREs for the PEOPLE.*
careful	PEOPLE	ADJ		Take CARE of PEOPLE.
carefully	PEOPLE	ADVERB		Take CARE of PEOPLE.
carefully	*PEOPLE*	*YES*		*God takes CARE of the PEOPLE; YES = Adverbs.*
cares	*PEOPLE*	*SECOND*	*VERB+S*	*SECOND = Second level words; God CAREs for the PEOPLE.*
caring	*PEOPLE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; God CAREs for the PEOPLE.*
carrot	FLOWERS	EYE		FLOWERS = Vegetables; Eating CARROTs is supposed to help you see (EYE) better.
cartoon	TV	SUN		TV = TV-related words; Some CARTOONs make us laugh (SUN).
caseworker	POLICE	FAMILY		POLICE = Occupations; CASEWORKERs help with families (FAMILY).
cashier	POLICE	MONEY		POLICE = Occupations; The CASHIER handles the MONEY in a store.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
cast	CHAIR	MUSIC		CHAIR = General types of assistive technology; The MUSICal note looks like a leg CAST.
castle	YORK	YORK		YORK = General types of buildings; YORK looks like a CASTLE.
cat	DOG	BED		DOG = Pets; The CAT sleeps on the BED.
catalog	BOOK	SUIT		BOOK = General types of books; You can buy clothes (SUIT) from a CATALOG.
caterpillar	QUEENBEE	APPLE		QUEENBEE = Insects; A very hungry CATERPILLAR eats the APPLE.
cauliflower	FLOWERS	FLOWERS		FLOWERS = Vegetables; The word CAULIFLOWER has FLOWER in it.
CD player	PHONE	SPACE		PHONE = Small appliances; A CD PLAYER plays CD's which look like the planets on the SPACE icon.
celery	FLOWERS	WANTED		FLOWERS = Vegetables; The bars of the cell (WANTED) are like CELERY sticks.
cent	MONEY	THINK		MONEY = Money-related words; It makes sense (THINK); (sounds like CENTs).
certain	*KNOW*	*SECOND*	*ADJ*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
certainly	*KNOW*	*SECOND*	*YES*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
chair	BED	CHAIR		BED = Furniture; Icon name.
chalk	GIRL	HOUSE		GIRL = Art-related words; You draw with CHALK on the pavement next to the HOUSE.
charge	VOLT	VERB		CHARGE your batteries with VOLTs.
charged	VOLT	VERB+ED		CHARGE your batteries with VOLTs.
charges	VOLT	VERB+S		CHARGE your batteries with VOLTs.
charging	VOLT	VERB+ING		CHARGE your batteries with VOLTs.
cheeseburger	SCALES	SUN		SCALES = Meats; The SUN icon looks like a CHEESEBURGER.
chef	POLICE	KITCHEN		POLICE = General types of occupations; CHEFs cook in the KITCHEN.
chemist(UK)/ drug store(US)/	YORK	X-RAY		YORK = General types of buildings; Medicine sold at CHEMIST/ a DRUG STORE is marked with warnings (X-RAY).
cherry	APPLE	UMBRELLA		APPLE = Food-related words; A CHERRY has a stem like the UMBRELLA handle.
chest	BOY	SUIT		BOY = External body parts; You can see someone's CHEST on the SUIT icon.
chicken	SCALES	MORNING		SCALES = Meats; You might hear a CHICKEN in the MORNING.
chicken	ZEBRA	MORNING		ZEBRA = Animal-related words; CHICKENs peck for food in the MORNING.
child	PEOPLE	OPEN		PEOPLE = People-related words; Some CHILDren have toy chests (OPEN).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
chill out	INTERJ	MOUNTAIN		The MOUNTAINs are cold and chilly; Hence CHILL OUT.
chill out	*MOUNTAIN*	*INTERJ*		*The MOUNTAINs are cold and chilly; Hence CHILL OUT.*
chin	BOY	MASKS		BOY = External body parts; See the CHINs on the MASKS.
chip(UK)/french fry(US)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.
Christmas	GOD	THINK		GOD = Holiday-related words; Some people decorate their home with lights (THINK) at CHRISTMAS.
church	YORK	FAMILY		YORK = Building-related words; A FAMILY may go to CHURCH together.
cider	JUICE	APPLE		JUICE = Drinking-related words; CIDER is made from APPLEs.
cinema(UK)/ movie theater(US)	YORK	TV		YORK = General types of buildings; You go to the CINEMA/MOVIE THEATER to see films (TV).
circle	TRIANGLE	WATCH		TRIANGLE = Shape-related words; The WATCH is in the shape of a CIRCLE.
circus	ISLAND	ELEPHANT		ISLAND = Place-related words; You can see ELEPHANTs at a CIRCUS.
city	ISLAND	YORK		ISLAND = Place-related words; The YORK icon shows a CITY.
class	KNOW	NOUN		KNOW = School-related words; You attend many CLASSes in school.
classes	KNOW	NOUN PL		KNOW = School-related words; You attend many CLASSES in school.
classroom	HOUSE	KNOW		HOUSE = Home-related words; The CLASSROOM is where you learn and gain knowledge (KNOW).
clean	BATH	ADJ		You take a BATH to get CLEAN.
cleaner	BATH	ADJ+ER		You take a BATH to get CLEAN.
cleanest	BATH	ADJ+EST		You take a BATH to get CLEAN.
cleanly	BATH	ADVERB		You take a BATH to get CLEAN.
cleanly	*BATH*	*YES*		*You take a BATH to get CLEAN; YES = Adverbs.*
clock	PHONE	WATCH		PHONE = Small appliances; The CLOCK (WATCH) is hung on the wall.
close	OPEN	THMBS DN		OPEN = Chest-related words; Bring the chest lid down (THMBS DN) to CLOSE it.
clothes	SUIT	NOUN PL		SUITs are a type of clothing (CLOTHES).
clothing	SUIT	NOUN		SUITs are a type of CLOTHING.
cloud	UMBRELLA	MORNING		UMBRELLA = Weather-related words; In the MORNING, the sun comes through the CLOUDs.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
coat	SUIT	SUIT		SUIT = Clothing-related words; The SUIT icon shows a COAT.
coffee	JUICE	MORNING		JUICE = Drinking-related words; You drink COFFEE in the MORNING.
cold	MOUNTAIN	ADJ		The MOUNTAIN tops are COLD.
colder	MOUNTAIN	ADJ+ER		The MOUNTAIN tops are COLD.
coldest	MOUNTAIN	ADJ+EST		The MOUNTAIN tops are COLD.
coldly	MOUNTAIN	ADVERB		The MOUNTAIN tops are COLD.
coldly	*MOUNTAIN*	*YES*		*The MOUNTAIN tops are COLD. YES = Adverbs.*
color(US)/ colour(UK)	RAINBOW	NOUN		Many COLORs/COLOURs are seen in a RAINBOW.
color(US)/ colour(UK)	RAINBOW	VERB		You may COLOR/COLOUR a RAINBOW in art class.
colored(US)/ coloured(UK)	RAINBOW	VERB+ED		You may COLOR/COLOUR a RAINBOW in art class.
coloring(US)/ colouring(UK)	RAINBOW	VERB+ING		You may COLOR/COLOUR a RAINBOW in art class.
colors(US)/ colours(UK)	RAINBOW	NOUN PL		Many COLORS/COLOURS are seen in a RAINBOW.
colors(US)/ colours(UK)	RAINBOW	VERB+S		You may COLOR/COLOUR a RAINBOW in art class.
colour(UK)/ color(US)	RAINBOW	NOUN		Many COLOURs/COLORs are seen in a RAINBOW.
colour(UK)/ color(US)/	RAINBOW	VERB		You may COLOUR/COLOR a RAINBOW in art class.
coloured(UK)/ colored(US)	RAINBOW	VERB+ED		You may COLOUR/COLOR a RAINBOW in art class.
colouring(UK)/ coloring(US)	RAINBOW	VERB+ING		You may COLOUR/COLOR a RAINBOW in art class.
colours(UK)/ colors(US)	RAINBOW	NOUN PL		Many COLOURS/COLORS are seen in a RAINBOW.
colours(UK)/ colors(US)	RAINBOW	VERB+S		You may COLOUR/COLOR a RAINBOW in art class.
comb	BATH	BOY		BATH = Cleaning-related words; The BOY uses a COMB.
come	DOG	VERB		The DOG COMEs to you at your command.
comes	DOG	VERB+S		The DOG COMEs to you at your command.
comfortable	*HOUSE*	*SECOND*	*ADJ*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
comfortably	*HOUSE*	*SECOND*	*YES*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live; YES = Adverbs.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
comic	BOOK	SUN		BOOK = General types of books; A COMIC book can make you laugh (SUN).
coming	DOG	VERB+ING		The DOG COMEs to you at your command.
common	*RETURN*	*SECOND*	*ADJ*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
commonly	*RETURN*	*SECOND*	*YES*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON; YES = Adverbs.*
communicate	*FAMILY*	*SECOND*	*VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicated	*FAMILY*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicates	*FAMILY*	*SECOND*	*VERB+S*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicating	*FAMILY*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
computer	COMPUTER	NOUN		Icon name.
computer class	KNOW	COMPUTER		KNOW = Class-related words; You use a COMPUTER in COMPUTER CLASS.
computers	COMPUTER	NOUN PL		Plural of icon name.
congratulations	INTERJ	KNOW		People say, "CONGRATULATIONS" when you graduate from school (KNOW).
congratulations	*KNOW*	*INTERJ*		*People say, "CONGRATULATIONS" when you graduate from school (KNOW).*
cook	KITCHEN	VERB		You COOK in the KITCHEN.
cooked	KITCHEN	VERB+ED		You COOK in the KITCHEN.
cooker (UK)/stove (US)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a COOKER/STOVE.
cookie (US)/biscuit (UK)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a COOKIE /BISCUIT.
cookie cutter (US)/pastry cutter (UK)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use COOKIE CUTTERs/PASTRY CUTTERs to cut shapes (TRIANGLE) in the dough.
cooking	KITCHEN	VERB+ING		You COOK in the KITCHEN.
cooks	KITCHEN	VERB+S		You COOK in the KITCHEN.
cool	*INTERJ*	*JUICE*		*A COOL glass of JUICE.*
cool	*JUICE*	*INTERJ*		*A COOL glass of JUICE.*
cool	*MOUNTAIN*	*SECOND*	*ADJ*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
cooler	*MOUNTAIN*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
coolest	*MOUNTAIN*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
corn	FLOWERS	EAR		FLOWERS = Vegetables; A favorite summer vegetable is an EAR of CORN.
correct	WRONG	THMBS UP		WRONG = Math-related words; Give THMBS UP to a CORRECT answer.
couch	BED	FAMILY		BED = Furniture; The FAMILY is sitting on a COUCH.
cough syrup	MEDICAL	SUIT		MEDICAL = Health-related words; You may take COUGH SYRUP to calm a cough in the chest (SUIT).
could	PREVERB	TRUCK		The TRUCK has a little engine that COULD.
could he	TRUCK	HE		The TRUCK has a little engine that could; HE = He; Hence COULD HE.
could I	TRUCK	I		The TRUCK has a little engine that could; I = I; Hence COULD I.
could it	TRUCK	IT		The TRUCK has a little engine that could; IT = It; Hence COULD IT.
could she	TRUCK	SHE		The TRUCK has a little engine that could; SHE = She; Hence COULD SHE.
could they	TRUCK	THEY		The TRUCK has a little engine that could; THEY = They; Hence COULD THEY.
could we	TRUCK	WE		The TRUCK has a little engine that could; WE = We; Hence COULD WE.
could you	TRUCK	YOU		The TRUCK has a little engine that could; YOU = You; Hence COULD YOU.
couldn’t	PREVERB	KNOT	TRUCK	KNOT = Negation; The TRUCK has a little engine that could; Hence COULDN’T.
couldn't he	TRUCK	KNOT	HE	The TRUCK has a little engine that could. KNOT = Negation; HE = He; Hence COULDN’T HE.
couldn't I	TRUCK	KNOT	I	The TRUCK has a little engine that could; KNOT = Negation; I = I; Hence COULDN’T I.
couldn't it	TRUCK	KNOT	IT	The TRUCK has a little engine that could; KNOT = Negation; IT = It; Hence COULDN’T IT.
couldn't she	TRUCK	KNOT	SHE	The TRUCK has a little engine that could; KNOT = Negation; SHE = She; Hence COULDN’T SHE.
couldn't they	TRUCK	KNOT	THEY	The TRUCK has a little engine that could; KNOT = Negation; THEY = They; Hence COULDN’T THEY.
couldn't we	TRUCK	KNOT	WE	The TRUCK has a little engine that could; KNOT = Negation; WE = We; Hence COULDN’T WE.
couldn't you	TRUCK	KNOT	YOU	The TRUCK has a little engine that could; KNOT = Negation; YOU = You; Hence COULDN’T YOU.

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Message	Icon 1	Icon 2	Icon 3	Rationale
count	NUMBER	VERB		COUNT the blocks on the NUMBER icon.
counted	NUMBER	VERB+ED		COUNT the blocks on the NUMBER icon.
counting	NUMBER	VERB+ING		COUNT the blocks on the NUMBER icon.
counts	NUMBER	VERB+S		COUNT the blocks on the NUMBER icon.
courthouse	YORK	SCALES		YORK = General types of buildings; Justice (SCALES) is served in the COURTHOUSE
cousin	FAMILY	PEOPLE		FAMILY = Family-related words; The PEOPLE are COUSINs.
cow	ZEBRA	GOD		ZEBRA = Animal-related words; Hey diddle diddle, the COW jumps over the moon (GOD).
crayon	GIRL	RAINBOW		GIRL = Art-related words; CRAYONs come in many colors (RAINBOW).
crib	BED	LOVE		BED = Furniture; A CRIB is a baby's (LOVE) bed.
cricket	SHOE	APPLE		SHOE = Sports-related words; The APPLE looks like a CRICKET ball.
crooked	*QUESTION*	*ADJ*		*The QUESTION mark looks CROOKED.*
crooked	TV	ADJ		The question mark (TV) looks CROOKED.
crookeder	*QUESTION*	*ADJ+ER*		*The QUESTION mark looks CROOKED.*
crookeder	TV	ADJ+ER		The question mark (TV) looks CROOKED.
crookedest	*QUESTION*	*ADJ+EST*		*The QUESTION mark looks CROOKED.*
crookedest	TV	ADJ+EST		The question mark (TV) looks CROOKED.
crutch	*CHAIR*	*QUESTION*		*CHAIR = Assistive technology-related words; A QUESTION mark looks like a CRUTCH.*
crutch	CHAIR	TV		CHAIR = Assistive technology-related words; A question mark (TV) looks like a CRUTCH.
cucumber	FLOWERS	CACTUS		FLOWERS = Vegetables; The CACTUS looks a little like a CUCUMBER.
cup	KITCHEN	MORNING		KITCHEN = Kitchen items; You drink your tea or coffee from a CUP in the MORNING.
cupcake	THMBS UP	KNOW		THMBS UP = Desserts/Puddings; You take CUPCAKEs to school (KNOW).
custard(UK)/pudding(US)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
cut	*TIME*	*SECOND*	*VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
cut	*TIME*	*SECOND*	*VERB+ED*	*SECOND = Second level words; You CUT (TIME) the paper.*
cuts	*TIME*	*SECOND*	*VERB+S*	*SECOND = Second level words; You CUT (TIME) the paper.*
cutting	*TIME*	*SECOND*	*VERB+ING*	*SECOND = Second level words; You CUT (TIME) the paper.*
cymbal	MUSIC	EAR		MUSIC = Music-related words; CYMBALs are noisy (EAR).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
dance	*MUSIC*	*SECOND*	*VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
danced	*MUSIC*	*SECOND*	*VERB+ED*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dances	*MUSIC*	*SECOND*	*VERB+S*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dancing	*MUSIC*	*SECOND*	*VERB+ING*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dark	NIGHT	ADJ		It is DARK at NIGHT.
darker	NIGHT	ADJ+ER		It is DARK at NIGHT.
darkest	NIGHT	ADJ+EST		It is DARK at NIGHT.
darkly	NIGHT	ADVERB		It is DARK at NIGHT.
darkly	*NIGHT*	*YES*		*It is DARK at NIGHT. YES = Adverbs.*
day	MORNING	NOUN		Each MORNING is the start of a new DAY.
days	MORNING	NOUN PL		Each MORNING is the start of a new DAY.
death	X-RAY	NOUN		The skull (X-RAY) represents DEATH.
deaths	X-RAY	NOUN PL		The skull (X-RAY) represents DEATH.
December	TIME	PHONE		TIME = Calendar-related time words; The twelfth (PHONE) month of the year is DECEMBER; Many people call (PHONE) relatives during DECEMBER's holidays.
delicious	*APPLE*	*SECOND*	*ADJ*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
deliciously	*APPLE*	*SECOND*	*YES*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
DeltaTalker	CHAIR	PHONE		CHAIR = Assistive technology-related words; Use the DELTATALKER to speak on the PHONE.
dentist	POLICE	DOG		POLICE = Occupations; The DENTIST looks at your teeth which you can see on the DOG.
deodorant	BATH	SUIT		BATH = Cleaning-related words; You put on DEODORANT before getting dressed (SUIT).
desk	BED	KNOW		BED = Furniture; You work at a DESK at school (KNOW).
dessert	THMBS UP	NOUN		DESSERTs/PUDDINGs are sweet (THMBS UP).
desserts	THMBS UP	NOUN PL		DESSERTs/PUDDINGs are sweet (THMBS UP).
diamond	TRIANGLE	KNOW		TRIANGLE = Shape-related words; The graduation cap (KNOW) is shaped like a DIAMOND.
diaper(US)/ nappy(UK)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a DIAPER/NAPPY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
dictionary	BOOK	STOP		BOOK = General types of books; You look up the definition of a word (STOP) in the DICTIONARY.
did	PREVERB	FAMILY		The FAMILY DID dress up for their picture.
did	REMEMBER	VERB+ED		You say "I DO" (REMEMBER) when you are being married.
did he	FAMILY	HE		The FAMILY did dress up for their picture; HE = He; Hence DID HE.
did he used to	TIME	HE		Father TIME used to be young; HE = He; Hence DID HE USED TO.
did I	FAMILY	I		The FAMILY did dress up for their picture; I = I; Hence DID I.
did I used to	TIME	I		Father TIME used to be young; I = I; Hence DID I USED TO.
did it	FAMILY	IT		The FAMILY did dress up for their picture; IT = It; Hence DID IT.
did it used to	TIME	IT		Father TIME used to be young; IT = It; Hence DID IT USED TO.
did she	FAMILY	SHE		The FAMILY did dress up for their picture; SHE = She; Hence DID SHE.
did she used to	TIME	SHE		Father TIME used to be young; SHE = She; Hence DID SHE USED TO.
did they	FAMILY	THEY		The FAMILY did dress up for their picture; THEY = They; Hence DID THEY.
did they used to	TIME	THEY		Father TIME used to be young; THEY = They; Hence DID THEY USED TO.
did we	FAMILY	WE		The FAMILY did dress up for their picture; WE = We; Hence DID WE.
did we used to	TIME	WE		Father TIME used to be young; WE = We; Hence DID WE USED TO.
did you	FAMILY	YOU		The FAMILY did dress up for their picture; YOU = You; Hence DID YOU.
did you used to	TIME	YOU		Father TIME used to be young; YOU = You; Hence DID YOU USED TO.
didn't	PREVERB	KNOT	FAMILY	KNOT = Negation; The FAMILY did dress up for their picture; Hence DIDN'T.
didn't he	FAMILY	KNOT	HE	The FAMILY did dress up for their picture; KNOT = Negation; HE = He; Hence DIDN'T HE.
didn't he used to	TIME	KNOT	HE	Father TIME used to be young; KNOT = Negation; HE = He; Hence DIDN'T HE USED TO.
didn't I	FAMILY	KNOT	I	The FAMILY did dress up for their picture; KNOT = Negation; I = I; Hence DIDN'T I.
didn't I used to	TIME	KNOT	I	Father TIME used to be young; KNOT = Negation; I = I; Hence DIDN'T I USED TO.
didn't it	FAMILY	KNOT	IT	The FAMILY did dress up for their picture; KNOT = Negation; IT = It; Hence DIDN'T IT.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
didn't it used to	TIME	KNOT	IT	Father TIME used to be young; KNOT = Negation; IT = It; Hence DIDN'T IT USED TO.
didn't she	FAMILY	KNOT	SHE	The FAMILY did dress up for their picture; KNOT = Negation; SHE = She; Hence DIDN'T SHE.
didn't she used to	TIME	KNOT	SHE	Father TIME used to be young; KNOT = Negation; SHE = She; Hence DIDN'T SHE USED TO.
didn't they	FAMILY	KNOT	THEY	The FAMILY did dress up for their picture; KNOT = Negation; THEY = They; Hence DIDN'T THEY.
didn't they used to	TIME	KNOT	THEY	Father TIME used to be young; KNOT = Negation; THEY = They; Hence DIDN'T THEY USED TO.
didn't used to	PREVERB	KNOT	TIME	KNOT = Negation; Father TIME used to be young; Hence DIDN'T USED TO.
didn't we	FAMILY	KNOT	WE	The FAMILY did dress up for their picture; KNOT = Negation; WE = We; Hence DIDN'T WE.
didn't we used to	TIME	KNOT	WE	Father TIME used to be young; KNOT = Negation; WE = We; Hence DIDN'T WE USED TO.
didn't you	FAMILY	KNOT	YOU	The FAMILY did dress for their picture; KNOT = Negation; YOU = You; Hence DIDN'T YOU.
didn't you used to	TIME	KNOT	YOU	Father TIME used to be young; KNOT = Negation; YOU = You; Hence DIDN'T YOU USED TO.
die	X-RAY	VERB		The skull (X-RAY) represent those that DIE.
died	X-RAY	VERB+ED		The skull (X-RAY) represent those that DIE.
dies	X-RAY	VERB+S		The skull (X-RAY) represent those that DIE.
different	ZEBRA	ADJ		The ZEBRA has DIFFERENT colored stripes.
differently	ZEBRA	ADVERB		The ZEBRA has DIFFERENT colored stripes.
differently	*ZEBRA*	*YES*		*The ZEBRA has DIFFERENT colored stripes; YES = Adverbs.*
dime	MONEY	TIME		MONEY = Money-related words; TIME rhymes with DIME.
dining room	HOUSE	JUICE		HOUSE = Rooms; You eat and drink (JUICE) in the DINING ROOM.
dinner	WATCH	FAMILY		WATCH = Watch-related time words; The FAMILY is usually together for DINNER.
dinosaur	ZEBRA	TIME		ZEBRA = Animal-related words; DINOSAURs are old (TIME) reptiles.
dirtier	HOUSE	ADJ+ER		You can get DIRTY working in the yard (HOUSE).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
dirtiest	HOUSE	ADJ+EST		You can get DIRTY working in the yard (HOUSE).
dirtily	HOUSE	ADVERB		You can get DIRTY working in the yard (HOUSE).
dirtily	*HOUSE*	*YES*		*You can get DIRTY working in the yard (HOUSE); YES = Adverbs.*
dirty	HOUSE	ADJ		You can get DIRTY working in the yard (HOUSE).
disabled	CHAIR	ADJ		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
disagree	PEOPLE	THMBS DN		PEOPLE agree and DISAGREE (THMBS DN) on things.
dishes	KITCHEN	BATH		KITCHEN = Kitchen items; You wash (BATH) the DISHES.
dishwasher	VOLT	BATH		VOLT = Large appliances; A DISHWASHER washes (BATH) the dishes.
divide	WRONG	HE		WRONG = Math-related words; The HE icon shows the "/" (DIVIDE) symbol.
divided by	NUMBER	HE		NUMBER = Number-related words; The HE icon shows a division sign (DIVIDED BY).
do	PREVERB	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
do	REMEMBER	VERB		You say "I DO" (REMEMBER) when you are being married.
do I	REMEMBER	I		You say "I do" (REMEMBER) when you are being married; I = I; Hence DO I.
do I feel	*MASKS*	*I*		*The MASKS express emotion or how you feel; I = I; Hence DO I FEEL.*
do I have to	VOLT	I		You have to come in when it's lightning (VOLT) during a storm; I = I; Hence DO I HAVE TO.
do I know	KNOW	I		Icon name; I = I; Hence DO I KNOW.
do I like	SUN	I		The SUN is happy and lik(e)able; I = I; Hence DO I LIKE.
do I love	*LOVE*	*I*		*LOVE is the icon name; I = I; Hence DO I LOVE.*
do I need	UMBRELLA	I		An UMBRELLA is needed when it rains; I = I; Hence DO I NEED.
do I think	THINK	I		Icon name; I = I; Hence DO I THINK.
do I want	WANTED	I		The WANTED icon shows a wanted criminal; I = I; Hence DO I WANT.
do they	REMEMBER	THEY		You say "I do" (REMEMBER) when you are being married; THEY = They; Hence DO THEY.
do they feel	*MASKS*	*THEY*		*The MASKS express emotion or how you feel; THEY = THEY; Hence DO THEY FEEL.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
do they have to	VOLT	THEY		You have to come in when it's lightning (VOLT) during a storm; THEY = They; Hence DO THEY HAVE TO.
do they know	KNOW	THEY		Icon name; THEY = They; Hence DO THEY KNOW.
do they like	SUN	THEY		The SUN is happy and lik(e)able; THEY = They; Hence DO THEY LIKE.
do they love	*LOVE*	*THEY*		*LOVE is the icon name; THEY = THEY; Hence DO THEY LOVE.*
do they need	UMBRELLA	THEY		An UMBRELLA is needed when it rains; THEY = They; Hence DO THEY NEED.
do they think	THINK	THEY		Icon name; THEY = They; Hence DO THEY THINK.
do they want	WANTED	THEY		The WANTED icon shows a wanted criminal; THEY = They; Hence DO THEY WANT.
do we	REMEMBER	WE		You say "I do" (REMEMBER) when you are being married; WE = We; Hence DO WE.
do we feel	*MASKS*	*WE*		*The MASKS express emotion or how you feel; WE = WE; Hence DO WE FEEL.*
do we have to	VOLT	WE		You HAVE TO come in when it's lightning (VOLT) during a storm; WE = We; Hence DO WE HAVE TO.
do we know	KNOW	WE		Icon name; WE = We; Hence DO WE KNOW.
do we like	SUN	WE		The SUN is happy and lik(e)able; WE = We; Hence DO WE LIKE.
do we love	*LOVE*	*WE*		*LOVE is the icon name; WE = WE; Hence DO WE LOVE.*
do we need	UMBRELLA	WE		An UMBRELLA is needed when it rains; WE = We; Hence DO WE NEED.
do we think	THINK	WE		Icon name; WE = We; Hence DO WE THINK.
do we want	WANTED	WE		The WANTED icon shows a wanted criminal; WE = We; Hence DO WE WANT.
do you	REMEMBER	YOU		You say "I do" (REMEMBER) when you are being married; YOU = You; Hence DO YOU.
do you feel	*MASKS*	*YOU*		*The MASKS express emotion or how you feel; YOU = YOU; Hence DO YOU FEEL.*
do you have to	VOLT	YOU		You HAVE TO come in when it's lightning (VOLT) during a storm; YOU = You; Hence DO YOU HAVE TO.
do you know	KNOW	YOU		Icon name; YOU = You; Hence DO YOU KNOW.
do you like	SUN	YOU		The SUN is happy and lik(e)able; YOU = You; Hence DO YOU LIKE.
do you love	*LOVE*	*YOU*		*LOVE is the icon name; YOU = YOU; Hence DO YOU LOVE.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
do you need	UMBRELLA	YOU		An UMBRELLA is needed when it rains; YOU = You; Hence DO YOU NEED.
do you think	THINK	YOU		Icon name; YOU = You; Hence DO YOU THINK.
do you want	WANTED	YOU		The WANTED icon shows a wanted criminal; YOU = You; Hence DO YOU WANT.
doctor	POLICE	MEDICAL		POLICE = Occupations; A DOCTOR will help you with your MEDICAL problems.
does	PREVRB+S	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
does	REMEMBER	VERB+S		You say "I DO" (REMEMBER) when you are being married.
does he	REMEMBER	HE		You say "I do" (REMEMBER) when you are being married; HE = He; Hence DOES HE.
does he feel	*MASKS*	*HE*		*The MASKS express emotion or how you feel; HE = HE; Hence DOES HE FEEL.*
does he have to	VOLT	HE		You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOES HE HAVE TO.
does he know	KNOW	HE		Icon name; HE = He; Hence DOES HE KNOW.
does he like	SUN	HE		The SUN is happy and lik(e)able; HE = He; Hence DOES HE LIKE.
does he love	*LOVE*	*HE*		*LOVE is the icon name; HE = HE; Hence DOES HE LOVE.*
does he need	UMBRELLA	HE		An UMBRELLA is needed when it rains; HE = He; Hence DOES HE NEED.
does he think	THINK	HE		Icon name; HE = He; Hence DOES HE THINK.
does he want	WANTED	HE		The WANTED icon shows a wanted criminal; HE = He; Hence DOES HE WANT.
does it	REMEMBER	IT		You say "I do" (REMEMBER) when you are being married; IT = It; Hence DOES IT.
does it feel	*MASKS*	*IT*		*The MASKS express emotion or how you feel; IT = IT; Hence DOES IT FEEL.*
does it have to	VOLT	IT		You have to come in when it's lightning (VOLT) during a storm; IT = It; Hence DOES IT HAVE TO.
does it know	KNOW	IT		Icon name; IT = It; Hence DOES IT KNOW.
does it like	SUN	IT		The SUN is happy and lik(e)able; IT = It; Hence DOES IT LIKE.
does it love	*LOVE*	*IT*		*LOVE is the icon name; IT = IT; Hence DOES IT LOVE.*
does it need	UMBRELLA	IT		An UMBRELLA is needed when it rains; IT = It; Hence DOES IT NEED.
does it think	THINK	IT		Icon name; IT = It; Hence DOES IT THINK.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
does it want	WANTED	IT		The WANTED icon shows a wanted criminal; IT = It; Hence DOES IT WANT.
does she	REMEMBER	SHE		You say "I do" (REMEMBER) when you are being married; SHE = She; Hence DOES SHE.
does she feel	*MASKS*	*SHE*		*The MASKS express emotion or how you feel; SHE = SHE; Hence DOES SHE FEEL.*
does she have to	VOLT	SHE		You have to come in when it's lightning (VOLT) during a storm; SHE = She; Hence DOES SHE HAVE TO.
does she know	KNOW	SHE		Icon name; SHE = She; Hence DOES SHE KNOW.
does she like	SUN	SHE		The SUN is happy and lik(e)able; SHE = She; Hence DOES SHE LIKE.
does she love	*LOVE*	*SHE*		*LOVE is the icon name; SHE = SHE; Hence DOES SHE LOVE.*
does she need	UMBRELLA	SHE		An UMBRELLA is needed when it rains; SHE = She; Hence DOES SHE NEED.
does she think	THINK	SHE		Icon name; SHE = She; Hence DOES SHE THINK.
does she want	WANTED	SHE		The WANTED icon shows a wanted criminal; SHE = She; Hence DOES SHE WANT.
doesn't	PREVRB+S	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DOESN'T.
doesn't feel	*PREVRB+S*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DOESN'T FEEL.*
doesn't have to	PREVRB+S	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DOESN'T HAVE TO.
doesn't he	REMEMBER	KNOT	HE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; HE = He; Hence DOESN'T HE.
doesn't he feel	*MASKS*	*KNOT*	*HE*	*The MASKS express emotion or how you feel; KNOT = Negation; HE = HE; Hence DOESN'T HE FEEL.*
doesn't he have to	VOLT	KNOT	HE	You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOESN'T HE HAVE TO.
doesn't he know	KNOW	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE KNOW.
doesn't he like	SUN	KNOT	HE	The SUN is happy and lik(e)able; KNOT = Negation; HE = He; Hence DOESN'T HE LIKE.
doesn't he love	*LOVE*	*KNOT*	*HE*	*LOVE is the icon name; KNOT = Negation; HE = HE; Hence DOESN'T HE LOVE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't he need	UMBRELLA	KNOT	HE	An UMBRELLA is needed when it rains; KNOT = Negation; HE = He; Hence DOESN'T HE NEED.
doesn't he think	THINK	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE THINK.
doesn't he want	WANTED	KNOT	HE	The WANTED icon shows a wanted criminal; KNOT = Negation; HE = He; Hence DOESN'T HE WANT.
doesn't it	REMEMBER	KNOT	IT	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; IT = It; Hence DOESN'T IT.
doesn't it feel	*MASKS*	*KNOT*	*IT*	*The MASKS express emotion or how you feel; KNOT = Negation; IT = IT; Hence DOESN'T IT FEEL.*
doesn't it have to	VOLT	KNOT	IT	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; IT = It; Hence DOESN'T IT HAVE TO.
doesn't it know	KNOW	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT KNOW.
doesn't it like	SUN	KNOT	IT	The SUN is happy and lik(e)able; KNOT = Negation; IT = It; Hence DOESN'T IT LIKE.
doesn't it love	*LOVE*	*KNOT*	*IT*	*LOVE is the icon name; KNOT = Negation; IT = IT; Hence DOESN'T IT LOVE.*
doesn't it need	UMBRELLA	KNOT	IT	An UMBRELLA is needed when it rains; KNOT = Negation; IT = It; Hence DOESN'T IT NEED.
doesn't it think	THINK	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT THINK.
doesn't it want	WANTED	KNOT	IT	The WANTED icon shows a wanted criminal; KNOT = Negation; IT = It; Hence DOESN'T IT WANT.
doesn't know	PREVRB+S	KNOT	KNOW	KNOT = Negation; Icon name; Hence DOESN'T KNOW.
doesn't like	PREVRB+S	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DOESN'T LIKE.
doesn't love	*PREVRB+S*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DOESN'T LOVE.*
doesn't need	PREVRB+S	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DOESN'T NEED.
doesn't she	REMEMBER	KNOT	SHE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; SHE = She; Hence DOESN'T SHE.
doesn't she feel	*MASKS*	*KNOT*	*SHE*	*The MASKS express emotion or how you feel; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE FEEL.*
doesn't she have to	VOLT	KNOT	SHE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; SHE = She; Hence DOESN'T SHE HAVE TO.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't she know	KNOW	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE KNOW.
doesn't she like	SUN	KNOT	SHE	The SUN is happy and lik(e)able; KNOT = Negation; SHE = She; Hence DOESN'T SHE LIKE.
doesn't she love	*LOVE*	*KNOT*	*SHE*	*LOVE is the icon name; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE LOVE.*
doesn't she need	UMBRELLA	KNOT	SHE	An UMBRELLA is needed when it rains; KNOT = Negation; SHE = She; Hence DOESN'T SHE NEED.
doesn't she think	THINK	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE THINK.
doesn't she want	WANTED	KNOT	SHE	The WANTED icon shows a wanted criminal; KNOT = Negation; SHE = She; Hence DOESN'T SHE WANT.
doesn't think	PREVRB+S	KNOT	THINK	KNOT = Negation; Icon name; Hence DOESN'T THINK.
doesn't want	PREVRB+S	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DOESN'T WANT.
dog	DOG	DOG		DOG = Pets; Icon name.
doing	REMEMBER	VERB+ING		You say "I DO" (REMEMBER) when you are being married.
doll	OPEN	LOVE		OPEN = Chest-related words; The baby (LOVE) could be a baby DOLL.
dollar(US)/ pound(UK)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (DOLLAR/POUND).
don't	PREVERB	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DON'T.
don't feel	*PREVERB*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DON'T FEEL.*
don't have to	PREVERB	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DON'T HAVE TO.
don't I	REMEMBER	KNOT	I	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; I = I; Hence DON'T I.
don't I feel	*MASKS*	*KNOT*	*I*	*The MASKS express emotion or how you feel; KNOT = Negation; I = I; Hence DON'T I FEEL.*
don't I have to	VOLT	KNOT	I	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; I = I; Hence DON'T I HAVE TO.
don't I know	KNOW	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I KNOW.
don't I like	SUN	KNOT	I	The SUN is happy and lik(e)able; KNOT = Negation; I = I; Hence DON'T I LIKE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
don't I love	*LOVE*	*KNOT*	*I*	*LOVE is the icon name; KNOT = Negation; I = I; Hence DON'T I LOVE.*
don't I need	UMBRELLA	KNOT	I	An UMBRELLA is needed when it rains; KNOT = Negation; I = I; Hence DON'T I NEED.
don't I think	THINK	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I THINK.
don't I want	WANTED	KNOT	I	The WANTED icon shows a wanted criminal; KNOT = Negation; I = I; Hence DON'T I WANT.
don't know	PREVERB	KNOT	KNOW	KNOT = Negation; Icon name; Hence DON'T KNOW.
don't like	PREVERB	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DON'T LIKE.
don't love	*PREVERB*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DON'T LOVE.*
don't need	PREVERB	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DON'T NEED.
don't they	REMEMBER	KNOT	THEY	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; THEY = They; Hence DON'T THEY.
don't they feel	*MASKS*	*KNOT*	*THEY*	*The MASKS express emotion or how you feel; KNOT = Negation; THEY = THEY; Hence DON'T THEY FEEL.*
don't they have to	VOLT	KNOT	THEY	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; THEY = They; Hence DON'T THEY HAVE TO.
don't they know	KNOW	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY KNOW.
don't they like	SUN	KNOT	THEY	The SUN is happy and lik(e)able; KNOT = Negation; THEY = They; Hence DON'T THEY LIKE.
don't they love	*LOVE*	*KNOT*	*THEY*	*LOVE is the icon name; KNOT = Negation; THEY = THEY; Hence DON'T THEY LOVE.*
don't they need	UMBRELLA	KNOT	THEY	An UMBRELLA is needed when it rains; KNOT = Negation; THEY = They; Hence DON'T THEY NEED.
don't they think	THINK	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY THINK.
don't they want	WANTED	KNOT	THEY	The WANTED icon shows a wanted criminal; KNOT = Negation; THEY = They; Hence DON'T THEY WANT.
don't think	PREVERB	KNOT	THINK	KNOT = Negation; Icon name; Hence DON'T THINK.
don't want	PREVERB	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DON'T WANT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't we	REMEMBER	KNOT	WE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; WE = We; Hence DON'T WE.
don't we feel	*MASKS*	*KNOT*	*WE*	*The MASKS express emotion or how you feel; KNOT = Negation; WE = WE; Hence DON'T WE FEEL.*
don't we have to	VOLT	KNOT	WE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; WE = We; Hence DON'T WE HAVE TO.
don't we know	KNOW	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE KNOW.
don't we like	SUN	KNOT	WE	The SUN is happy and lik(e)able; KNOT = Negation; WE = We; Hence DON'T WE LIKE.
don't we love	*LOVE*	*KNOT*	*WE*	*LOVE is the icon name; KNOT = Negation; WE = WE; Hence DON'T WE LOVE.*
don't we need	UMBRELLA	KNOT	WE	An UMBRELLA is needed when it rains; KNOT = Negation; WE = We; Hence DON'T WE NEED.
don't we think	THINK	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE THINK.
don't we want	WANTED	KNOT	WE	The WANTED icon shows a wanted criminal; KNOT = Negation; WE = We; Hence DON'T WE WANT.
don't you	REMEMBER	KNOT	YOU	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; YOU = You; Hence DON'T YOU.
don't you feel	*MASKS*	*KNOT*	*YOU*	*The MASKS express emotion or how you feel; KNOT = Negation; YOU = YOU; Hence DON'T YOU FEEL.*
don't you have to	VOLT	KNOT	YOU	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; YOU = You; Hence DON'T YOU HAVE TO.
don't you know	KNOW	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU KNOW.
don't you like	SUN	KNOT	YOU	The SUN is happy and lik(e)able; KNOT = Negation; YOU = You; Hence DON'T YOU LIKE.
don't you love	*LOVE*	*KNOT*	*YOU*	*LOVE is the icon name; KNOT = Negation; YOU = YOU; Hence DON'T YOU LOVE.*
don't you need	UMBRELLA	KNOT	YOU	An UMBRELLA is needed when it rains; KNOT = Negation; YOU = You; Hence DON'T YOU NEED.
don't you think	THINK	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU THINK.
don't you want	WANTED	KNOT	YOU	The WANTED icon shows a wanted criminal; KNOT = Negation; YOU = You; Hence DON'T YOU WANT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
done	REMEMBER	VERB+EN		You say "I DO" (REMEMBER) when you are being married.
door	YORK	FLOWERS		YORK = Building-related words; You can hang a wreath of FLOWERS on the DOOR.
doughnut	THMBS UP	SPACE		THMBS UP = Desserts/Puddings; The ring around the planet (SPACE) looks like a DOUGHNUT.
down	*PREP*	*THMBS DN*		*The thumb (THMBS DN) points DOWN.*
down	*THMBS DN*	*PREP*		*The thumb (THUMBS DOWN) points DOWN.*
drank	JUICE	VERB+ED		You DRINK JUICE.
draw	*GIRL*	*SECOND*	*VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
drawing	*GIRL*	*SECOND*	*VERB+ING*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
drawn	*GIRL*	*SECOND*	*VERB+EN*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
draws	*GIRL*	*SECOND*	*VERB+S*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
dress	SUIT	MASKS		SUIT = Clothing-related words; You DRESS up when you go to the theater/theatre (MASKS).
dress	SUIT	VERB		You DRESS in clothing (SUIT).
dress up	OPEN	MASKS		OPEN = Chest-related words; You may DRESS UP with MASKS.
dressed	SUIT	VERB+ED		You DRESS in clothing (SUIT).
dresser	BED	SUIT		BED = Furniture; A DRESSER is a place for clothing (SUIT).
dresses	SUIT	VERB+S		You DRESS in clothing (SUIT).
dressing	SUIT	VERB+ING		You DRESS in clothing (SUIT).
drew	*GIRL*	*SECOND*	*VERB+ED*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
dried	CACTUS	VERB+ED		The desert (CACTUS) is DRY.
drier	CACTUS	ADJ+ER		The desert (CACTUS) is DRY.
dries	CACTUS	VERB+S		The desert (CACTUS) is DRY.
driest	CACTUS	ADJ+EST		The desert (CACTUS) is DRY.
drink	JUICE	VERB		You DRINK JUICE.
drinking	JUICE	VERB+ING		You DRINK JUICE.
drinks	JUICE	VERB+S		You DRINK JUICE.
drive	TRUCK	VERB		Some people DRIVE a TRUCK.
driven	TRUCK	VERB+EN		Some people DRIVE a TRUCK.
driver	POLICE	TRUCK		POLICE = Occupations; All vehicles (TRUCK) need a DRIVER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
drives	TRUCK	VERB+S		Some people DRIVE a TRUCK.
driving	TRUCK	VERB+ING		Some people DRIVE a TRUCK.
drop	ELEPHANT	THMBS DN		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to lift or DROP (THMBS DN) things.
drove	TRUCK	VERB+ED		Some people DRIVE a TRUCK.
drug store(US)/ chemist(UK)	YORK	X-RAY		YORK = General types of buildings; Medicine sold at a DRUG STORE/CHEMIST is marked with warnings (X-RAY).
drum	MUSIC	HAMMER		MUSIC = Music-related words; You pound on a DRUM like using a HAMMER.
drunk	JUICE	VERB+EN		You DRINK JUICE.
dry	CACTUS	ADJ		The desert (CACTUS) is DRY.
dry	CACTUS	VERB		The desert (CACTUS) is DRY.
dryer	VOLT	CACTUS		VOLT = Large appliances; The DRYER dries (CACTUS) clothing.
drying	CACTUS	VERB+ING		The desert (CACTUS) is DRY.
dryly	CACTUS	ADVERB		The desert (CACTUS) is DRY; YES = Adverbs.
dryly	*CACTUS*	*YES*		*The desert (CACTUS) is DRY.*
duck	ZEBRA	UMBRELLA		ZEBRA = Animal-related words; DUCKs like to go out in the rain (UMBRELLA).
dumb	*THINK*	*THMBS DN*		*THINK = Thinking-related words; At times, you may think you are DUMB (THMBS DN).*
during	PREP	TV		You see commercials DURING TV shows.
during	*TV*	*PREP*		*You see commercials DURING TV shows.*
dying	X-RAY	VERB+ING		The skull (X-RAY) represent those that DIE.
each	DET	PEOPLE		EACH person (PEOPLE) is different.
each	*PEOPLE*	*DET*		*EACH person (PEOPLE) is different.*
ear	BOY	EAR		BOY = Body-related words; Icon name.
earring	SUIT	EAR		SUIT = Clothing-related words; You wear an EARRING on your EAR.
easier	EAR	ADJ+ER		It's EASY to hear (EAR) loud noises.
easiest	EAR	ADJ+EST		It's EASY to hear (EAR) loud noises.
easily	EAR	ADVERB		It's EASY to hear (EAR) loud noises.
easily	*EAR*	*YES*		*It's EASY to hear (EAR) loud noises; YES = Adverbs.*
east	EXIT	OPEN		EXIT = Direction-related words; The OPEN icon is EAST of the island.
Easter	GOD	MORNING		GOD = Holiday-related words; Many celebrate EASTER with a MORNING Mass/service.
easy	EAR	ADJ		It's EASY to hear (EAR) loud noises.
eat	APPLE	VERB		You may EAT an APPLE.
eaten	APPLE	VERB+EN		You may EAT an APPLE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
eating	APPLE	VERB+ING		You may EAT an APPLE.
eats	APPLE	VERB+S		You may EAT an APPLE.
eek	INTERJ	QUEENBEE		Insects (QUEENBEE) can cause some to say "EEK."
eek	*QUEENBEE*	*INTERJ*		*Insects (QUEENBEE) can cause some to say "EEK."*
eight	NUMBER	BOY		NUMBER = Cardinal numbers; The number "8" (EIGHT) falls on the BOY icon.
eighteen	NUMBER	MORNING		NUMBER = Cardinal numbers; The number "18" (EIGHTEEN) falls one row below the "8" icon (MORNING).
eighteenth	MORNING	NUMBER		The NUMBER "18th" (EIGHTEENTH) falls one row below the "8" icon (MORNING).
eighth	BOY	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "8th" (EIGHTH) is on the BOY icon.
eightieth	LOVE	NUMBER		The NUMBER "80th" (EIGHTIETH) falls three rows below the "8" icon (LOVE).
eighty	NUMBER	LOVE		NUMBER = Cardinal numbers; The number "80" (EIGHTY) falls three rows below the "8" icon (LOVE).
either	CONJ	MASKS		The MASKS are EITHER happy or sad.
either	*MASKS*	*CONJ*		*The MASKS are EITHER happy or sad.*
elbow	BOY	BATH		BOY = External body parts; The shower head (BATH) is bent like an ELBOW joint.
elephant	ZEBRA	ELEPHANT		ZEBRA = Animal-related words; Icon name.
eleven	NUMBER	DICE		NUMBER = Cardinal numbers; The number "11" (ELEVEN) falls one row below the "1" icon (DICE).
eleventh	DICE	NUMBER		The NUMBER "11th" (ELEVENTH) is associated with the DICE icon.
else	ADVERB	TV		What ELSE is there to watch on TV?
else	*TV*	*ADVERB*		*What ELSE is there to watch on TV?*
embarassed	MASKS	STOP		MASKS = Feeling-related words; Your face can turn red (STOP) when you are EMBARRASSED.
empty	JUICE	THMBS DN		JUICE = Drinking-related words; The glass of juice is EMPTY (THUMBS DOWN).
encyclopedia	BOOK	SPACE		BOOK = General types of books; You can find out about many topics like SPACE in an ENCYCLOPEDIA.
end	ISLAND	VERB		We have reached the END of our trip (ISLAND).
ended	ISLAND	VERB+ED		We have reached the END of our trip (ISLAND).
ending	ISLAND	VERB+ING		We have reached the END of our trip (ISLAND).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ends	ISLAND	VERB+S		We have reached the END of our trip (ISLAND).
enjoy	*MASKS*	*SECOND*	*VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoyed	*MASKS*	*SECOND*	*VERB+ED*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoying	*MASKS*	*SECOND*	*VERB+ING*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoys	*MASKS*	*SECOND*	*VERB+S*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
envelope	GIRL	MONEY		GIRL = Art-related words; MONEY is placed in an ENVELOPE at a bank.
environmental control unit (ECU)	CHAIR	HOUSE		CHAIR = Assistive technology-related words; ECU' s help you to become independent in everyday activities within a home (HOUSE) or work setting.
equals	NUMBER	THEY		NUMBER = Number-related words; The THEY icon shows an EQUALS sign.
eraser	GIRL	WRONG		GIRL = Art-related words; You erase the math (WRONG) problem with an ERASER.
even	ADVERB	SCALES		You balance the SCALES until they are EVEN.
even	*SCALES*	*ADVERB*		*You balance the SCALES until they are EVEN.*
evening	MORNING	MASKS		MORNING = Time of day-related words; You often go to the theater/theatre (MASKS) in the EVENING.
every	DET	EAR		EVERYone needs to listen (EAR) carefully.
every	*EAR*	*DET*		*EVERYone needs to listen (EAR) carefully.*
every time	EAR	WATCH		EAR = Every (E for EAR/Every); A WATCH tells us the time; Hence EVERY TIME.
every way	EAR	EXIT		EAR = Every (E for EAR/Every); The EXIT points the way; Hence EVERY WAY.
everybody	EAR	BOY		EAR = Every (E for EAR/Every); The BOY icon represents body parts; Hence EVERYBODY.
everyone	EAR	SUN		EAR = Every (E for EAR/Every); Only one SUN is seen on the icon; Hence EVERYONE.
everything	EAR	TRUCK		EAR = Every (E for EAR/Every); You can haul almost everything in a TRUCK; Hence EVERYTHING.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
everywhere	EAR	ISLAND		EAR = Every (E for EAR/Every); You use a map (ISLAND) to find out where you are and where you are going; Hence EVERYWHERE.
exact	TRIANGLE	ADJ		The TRIANGLE ruler makes an EXACT line.
exactly	TRIANGLE	ADVERB		The TRIANGLE ruler makes an EXACT line.
exactly	*TRIANGLE*	*YES*		*The TRIANGLE ruler makes an EXACT line; YES = Adverbs.*
except	PREP	REMEMBER		You can have any one EXCEPT this (REMEMBER) one.
except	*REMEMBER*	*PREP*		*You can have any one EXCEPT this (REMEMBER) one.*
excited	MASKS	FROG		MASKS = Feeling-related words; Some people jump (FROG) when EXCITED.
excuse me	*EXIT*	*INTERJ*		*You would say EXCUSE ME if you needed to leave (EXIT).*
excuse me	INTERJ	EXIT		You would say EXCUSE ME if you needed to leave (EXIT).
expensive	MONEY	THMBS UP		MONEY = Money-related words; EXPENSIVE items are high (THMBS UP) in price.
eye	BOY	EYE		BOY = Body-related words; Icon name.
eye shadow	BATH	EYE		BATH = Toiletries; You put EYE SHADOW on your EYElids.
face	BOY	WANTED		BOY = Body-related words; The WANTED poster shows a picture of a FACE.
fair	ISLAND	RETURN		ISLAND = Place-related words; FAIR rides can turn (RETURN) you in circles.
fall	MOUNTAIN	VERB		Snow FALLs on the MOUNTAIN.
fallen	MOUNTAIN	VERB+EN		Snow FALLs on the MOUNTAIN.
falling	MOUNTAIN	VERB+ING		Snow FALLs on the MOUNTAIN.
falls	MOUNTAIN	VERB+S		Snow FALLs on the MOUNTAIN.
false	KNOW	THMBS DN		KNOW = School-related words; To give FALSE information is bad (THUMBS DOWN).
families	FAMILY	NOUN PL		Plural of icon name.
family	FAMILY	NOUN		Icon name.
family room(US)/ lounge(UK)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the FAMILY ROOM/LOUNGE.
fan	PHONE	ISLAND		PHONE = Small appliances; A FAN blows wind (ISLAND).
far	ISLAND	THMBS DN		ISLAND = Place-related words; It is harder (THUMBS DOWN) to travel to FAR places.
farm	ISLAND	APPLE		ISLAND = Place-related words; You grow fruit (APPLE) on the FARM.

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Message	Icon 1	Icon 2	Icon 3	Rationale
farmer	POLICE	APPLE		POLICE = Occupations; The FARMER grows food (APPLE).
fast	VOLT	ADJ		You can move as FAST as lightning (VOLT).
faster	VOLT	ADJ+ER		You can move as FAST as lightning (VOLT).
fastest	VOLT	ADJ+EST		You can move as FAST as lightning (VOLT).
fat	SCALES	ADJ		Some sausages (SCALES) contain a lot of FAT.
father	FAMILY	FAMILY		FAMILY = Family-related words; The FATHER is part of the FAMILY icon.
Father's Day	GOD	FAMILY		GOD = Holiday-related words; We celebrate fathers (FAMILY) on FATHER'S DAY.
fatter	SCALES	ADJ+ER		Some sausages (SCALES) contain a lot of FAT.
fattest	SCALES	ADJ+EST		Some sausages (SCALES) contain a lot of FAT.
favorite	BOOK	ADJ		This is my FAVORITE BOOK.
February	TIME	HAMMER		TIME = Calendar-related time words; The second (HAMMER) month of the year is FEBRUARY; Many people have to crack (HAMMER) ice off their car in FEBRUARY.
feel	MASKS	VERB		The MASKS express emotion or how you FEEL.
feel	*PREVERB*	*MASKS*		*The MASKS express emotion or how you FEEL.*
feeling	MASKS	NOUN		The MASKS express emotion or how you FEEL.
feeling	MASKS	VERB+ING		The MASKS express emotion or how you FEEL.
feelings	MASKS	NOUN PL		The MASKS express emotion or how you FEEL.
feels	MASKS	VERB+S		The MASKS express emotion or how you FEEL.
feels	*PREVRB+S*	*MASKS*		*The MASKS express emotion or how you FEEL.*
feet	BOY	PEOPLE		BOY = Body-related words; The PEOPLE walk with their FEET.
fell	MOUNTAIN	VERB+ED		Snow FALLs on the MOUNTAIN.
felt	MASKS	VERB+ED		The MASKS express emotion or how you FEEL.
few	WRONG	PEOPLE		WRONG = Math-related words; You can see a FEW PEOPLE.
fifteen	NUMBER	MOUNTAIN		NUMBER = Cardinal numbers; The number "15" (FIFTEEN) falls one row below the "5" icon (MOUNTAIN).
fifteenth	MOUNTAIN	NUMBER		The NUMBER "15th" (FIFTEENTH) falls one row below the "5" icon (MOUNTAIN).

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Message	Icon 1	Icon 2	Icon 3	Rationale
fifth	FLOWERS	NUMBER		The NUMBER "5th" (FIFTH) is shown on the FLOWERS icon.
fiftieth	HOUSE	NUMBER		The NUMBER "50th" (FIFTIETH) falls three rows below the "5" icon (HOUSE).
fifty	NUMBER	HOUSE		NUMBER = Cardinal numbers; The number "50" (FIFTY) falls three rows below the "5" icon (HOUSE).
figure	WRONG	VERB		FIGURE the math (WRONG) correctly.
figured	WRONG	VERB+ED		FIGURE the math (WRONG) correctly.
figures	WRONG	VERB+S		FIGURE the math (WRONG) correctly.
figuring	WRONG	VERB+ING		FIGURE the math (WRONG) correctly.
find	*ISLAND*	*SECOND*	*VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
finding	*ISLAND*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
finds	*ISLAND*	*SECOND*	*VERB+S*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
fine	INTERJ	MORNING		"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.
fine	*MORNING*	*INTERJ*		*"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.*
finger	BOY	REMEMBER		BOY = Body-related words; The REMEMBER icon shows a FINGER .
fire engine	TRUCK	SUN		TRUCK = Transportation-related words; A FIRE ENGINE helps in putting out fires (SUN).
fire station	YORK	SUN		YORK = General types of buildings; The SUN is a ball of fire; Hence FIRE STATION.
fireman	POLICE	SUN		POLICE = Occupations; A FIREMAN puts out fires (SUN).
first	SPACE	SUN		SPACE = Spatial-related words; The number "1" (FIRST) is on the SUN icon.
first	SUN	NUMBER		The NUMBER "1st" (FIRST) is shown on the SUN icon.
fish	ZEBRA	ISLAND		ZEBRA = Animals; The map (ISLAND) shows many nice areas to FISH.
fishing	SHOE	ISLAND		SHOE = Sports-related words; You go FISHING in the lake (ISLAND).
five	NUMBER	FLOWERS		NUMBER = Cardinal numbers; The number "5" (FIVE) is on the FLOWERS icon.
flew	SPACE	VERB+ED		The rocket FL(Y)ies into outer SPACE.
flies	SPACE	VERB+S		The rocket FL(Y)ies into outer SPACE.
flower	MOUNTAIN	FLOWERS		MOUNTAIN = Nature-related words; Singular of icon name.
flown	SPACE	VERB+EN		The rocket FL(Y)ies into outer SPACE.
fly	SPACE	VERB		The rocket FL(Y)ies into outer SPACE.
flying	SPACE	VERB+ING		The rocket FL(Y)ies into outer SPACE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
fog	UMBRELLA	NIGHT		UMBRELLA = Weather-related words; The NIGHT icon shows some FOG.
follow	PEOPLE	VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
followed	PEOPLE	VERB+ED		The PEOPLE on the icon are FOLLOWing in a straight line.
following	PEOPLE	VERB+ING		The PEOPLE on the icon are FOLLOWing in a straight line.
follows	PEOPLE	VERB+S		The PEOPLE on the icon are FOLLOWing in a straight line.
food	*FOOD*	*NOUN*		*Icon name.*
foot	BOY	SHOE		BOY = Body-related words; You wear a SHOE on your FOOT.
football	SHOE	SHOE		SHOE = Sports-related words; You kick (SHOE) the ball with your foot in FOOTBALL.
for	PREP	SUIT		Some people wear SUITs FOR work.
for	*SUIT*	*PREP*		*Some people wear SUITs FOR work.*
forget	REMEMBER	THMBS DN		Sometimes you REMEMBER; sometimes you FORGET (THMBS DN).
fork	KITCHEN	CACTUS		KITCHEN = Kitchen items; The CACTUS plant has three prongs like a FORK.
fortieth	GOD	NUMBER		The NUMBER "40th" (FORTIETH) falls three rows below the "4" icon (GOD).
forty	NUMBER	GOD		NUMBER = Cardinal numbers; The number "40" (FORTY) falls three rows below the "4" icon (GOD).
forward	ADVERB	FROG		The FROG is jumping FORWARD.
forward	*FROG*	*ADVERB*		*The FROG is jumping FORWARD.*
found	*ISLAND*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
four	NUMBER	SUIT		NUMBER = Cardinal numbers; The number "4" (FOUR) is on the SUIT icon.
fourteen	NUMBER	GIRL		NUMBER = Cardinal numbers; The number "14" (FOURTEEN) falls one row below the "4" icon (GIRL).
fourteenth	GIRL	NUMBER		The NUMBER "14th" (FOURTEENTH) falls one row below the "4" icon (GIRL).
fourth	SUIT	NUMBER		The NUMBER "4th" (FOURTH) is shown on the SUIT icon.
Fourth of July(US)/ Bonfire Night(UK)	GOD	SPACE		GOD = Holiday-related words; FOURTH OF JULY/BONFIRE NIGHT is celebrated with fireworks (SPACE).
freezer	VOLT	TRUCK		VOLT = Large appliances; Some TRUCKs have FREEZERs to keep frood frozen.
french fry(US)/ chip(UK)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.

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Message	Icon 1	Icon 2	Icon 3	Rationale
Friday	MORNING	EXIT		MORNING = Time of day-related words; Day six (EXIT) of the week is FRIDAY; You leave (EXIT) work for the week on FRIDAY afternoons.
friend	PEOPLE	PEOPLE		PEOPLE = People-related words; The PEOPLE on the icon may be FRIENDs.
frog	ZEBRA	FROG		ZEBRA = Animal-related words; Icon name.
from	*COMPUTER*	*PREP*		*You get information FROM a COMPUTER.*
from	PREP	COMPUTER		You get information FROM a COMPUTER.
front	EXIT	HOUSE		EXIT = Direction-related words; The truck drives in FRONT of the HOUSE.
frost	UMBRELLA	TRUCK		UMBRELLA = Weather-related words; FROST can form on the TRUCK's window.
fruit	APPLE	NOUN		The APPLE icon shows a FRUIT.
fruits	APPLE	NOUN PL		The APPLE icon shows a FRUIT.
frustrated	MASKS	WRONG		MASKS = Feeling-related words; Some math problems (WRONG) can be FRUSTRAT(E)ing.
full	JUICE	THMBS UP		JUICE = Drinking-related words; The glass of juice is FULL (THUMBS UP).
fun	SUN	NOUN		You smile (SUN) when you are having FUN.
funnier	SUN	ADJ+ER		You smile (SUN) when you are having FUN.
funniest	SUN	ADJ+EST		You smile (SUN) when you are having FUN.
funny	SUN	ADJ		You smile (SUN) when you are having FUN.
furniture	BED	NOUN		A BED is a piece of FURNITURE.
furniture	BED	NOUN PL		A BED is a piece of FURNITURE.
game	DICE	NOUN		You play GAMEs with DICE.
game room	HOUSE	DICE		HOUSE = Rooms; You play games (DICE) in the GAME ROOM.
game show	TV	DICE		TV = TV-related words; You can watch GAME (DICE) SHOWs on TV.
games	DICE	NOUN PL		You play GAMES with DICE.
gas station(US)/ petrol station(UK)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets gas/petrol from a GAS/PETROL STATION.
gave	FLOWERS	VERB+ED		Everyone likes to GIVE FLOWERS.
geography	KNOW	ISLAND		KNOW = School-related words; The ISLAND is related to GEOGRAPHY.
gerbil	DOG	CACTUS		DOG = Pets; GERBILs live in the desert (CACTUS).
get	MORNING	VERB		We GET up in the MORNING.
gets	MORNING	VERB+S		We GET up in the MORNING.
getting	MORNING	VERB+ING		We GET up in the MORNING.
ginger ale(US)/ginger beer(UK)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER ALE/GINGER BEER is often given when you are sick (MEDICAL) to your stomach.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ginger beer(UK)/ginger ale(US)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER BEER/GINGER ALE is often given when you are sick (MEDICAL) to your stomach.
giraffe	ZEBRA	KITCHEN		ZEBRA = Animal-related words; The thermometer (KITCHEN) is long like the GIRAFFE's neck.
girl	PEOPLE	GIRL		PEOPLE = People-related words; Icon name.
give	FLOWERS	VERB		Everyone likes to GIVE FLOWERS.
given	FLOWERS	VERB+EN		Everyone likes to GIVE FLOWERS.
gives	FLOWERS	VERB+S		Everyone likes to GIVE FLOWERS.
giving	FLOWERS	VERB+ING		Everyone likes to GIVE FLOWERS.
glass	KITCHEN	HOUSE		KITCHEN = Kitchen items; The windows in the HOUSE are made of GLASS.
glasses	CHAIR	EYE		CHAIR = Assistive technology-related words; You wear GLASSES to help you see (EYE).
go	FROG	VERB		Look at that FROG GO!
goes	FROG	VERB+S		Look at that FROG GO!
going	FROG	VERB+ING		Look at that FROG GO!
gold	RAINBOW	OPEN		RAINBOW = Color-related words; The chest (OPEN) is full of GOLD.
golf	SHOE	MUSIC		SHOE = Sports-related words; The musical note (MUSIC) looks like a GOLF club.
gone	FROG	VERB+EN		Look at that FROG GO!
good	THMBS UP	ADJ		You may signal THMBS UP if things are GOOD.
good-bye	INTERJ	TRUCK		You wave GOOD-BYE if you leave in a car or TRUCK.
good-bye	*TRUCK*	*INTERJ*		*You wave GOOD-BYE if you leave in a car or TRUCK.*
got	MORNING	VERB+ED		We GET up in the MORNING.
gotten	MORNING	VERB+EN		We GET up in the MORNING.
grandfather	FAMILY	TIME		FAMILY = Family-related words; GRANDFATHER is the older father (TIME) in our FAMILY.
grandmother	FAMILY	THINK		FAMILY = Family-related words; THINK of your GRANDMOTHER as an older woman.
grape	APPLE	PEOPLE		APPLE = Food-related words; You can get a bunch (PEOPLE) of GRAPEs.
grass	MOUNTAIN	FROG		MOUNTAIN = Nature-related words; The FROG is green like GRASS.
grasshopper	QUEENBEE	FROG		QUEENBEE = Insects; A GRASSHOPPER is green and jumps (FROG).
gray(US)/grey(UK)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GRAY/GREY.
great	*THMBS UP*	*SECOND*	*ADJ*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
greater	*THMBS UP*	*SECOND*	*ADJ+ER*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
greatest	*THMBS UP*	*SECOND*	*ADJ+EST*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
greatly	*THMBS UP*	*SECOND*	*YES*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job; YES = Adverbs.*
green	RAINBOW	FROG		RAINBOW = Color-related words; The FROG and the grass are GREEN.
greeting	WANTED	NOUN		The WANTED poster looks like a GREETING card.
greetings	WANTED	NOUN PL		The WANTED poster looks like a GREETING card.
grew	*APPLE*	*SECOND*	*VERB+ED*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grey(UK)/gray(US)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GREY/GRAY.
grill	PHONE	CACTUS		PHONE = Small appliances; It has to be really hot (CACTUS) to use a GRILL.
grocery shop(UK)/grocery store(US)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY SHOP/STORE.
grocery store(US)/grocery shop(UK)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY STORE/SHOP.
ground	MOUNTAIN	SHOE		MOUNTAIN = Nature-related words; People walk (SHOE) on the GROUND.
grow	*APPLE*	*SECOND*	*VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
growing	*APPLE*	*SECOND*	*VERB+ING*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grown	*APPLE*	*SECOND*	*VERB+EN*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grows	*APPLE*	*SECOND*	*VERB+S*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
guess	*QUESTION*	*SECOND*	*VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guessed	*QUESTION*	*SECOND*	*VERB+ED*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guesses	*QUESTION*	*SECOND*	*VERB+S*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*

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Message	Icon 1	Icon 2	Icon 3	Rationale
guessing	*QUESTION*	*SECOND*	*VERB+ING*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guinea pig	DOG	PHONE		DOG = Pets; The GUINEA PIG can be like a very noisy PHONE.
guitar	MUSIC	RAINBOW		MUSIC = Music-related words; The strings of a GUITAR look like a RAINBOW.
gym	HOUSE	SHOE		HOUSE = Rooms; You play sports (SHOE) in the GYM.
gymnastics	SHOE	FROG		SHOE = Sports-related words; The FROG tumbles and jumps as do people in GYMNASTICS.
ha ha ha	INTERJ	SUN		The SUN looks like it's laughing "HA HA HA!"
ha ha ha	*SUN*	*INTERJ*		*The SUN looks like it's laughing "HA HA HA!"*
had	MONEY	VERB+ED		It's always good to HAVE MONEY.
had	PREVERB	YORK		Everyone HAD a good time in the city (YORK).
had he	YORK	HE		Everyone had a good time in the city (YORK); HE = He; Hence HAD HE.
had I	YORK	I		Everyone had a good time in the city (YORK); I = I; Hence HAD I.
had it	YORK	IT		Everyone had a good time in the city (YORK); IT = It; Hence HAD IT.
had she	YORK	SHE		Everyone had a good time in the city (YORK); SHE = She; Hence HAD SHE.
had they	YORK	THEY		Everyone had a good time in the city (YORK); THEY = They; Hence HAD THEY.
had we	YORK	WE		Everyone had a good time in the city (YORK); WE = We; Hence HAD WE.
had you	YORK	YOU		Everyone had a good time in the city (YORK); YOU = You; Hence HAD YOU.
hadn't	PREVERB	KNOT	YORK	KNOT = Negation; Everyone had a good time in the city (YORK); Hence HADN'T.
hadn't he	YORK	KNOT	HE	Everyone had a good time in the city (YORK); KNOT = Negation; HE = He; Hence HADN'T HE.
hadn't I	YORK	KNOT	I	Everyone had a good time in the city (YORK); KNOT = Negation; I = I; Hence HADN'T I.
hadn't it	YORK	KNOT	IT	Everyone had a good time in the city (YORK); KNOT = Negation; IT = It; Hence HADN'T IT.
hadn't she	YORK	KNOT	SHE	Everyone had a good time in the city (YORK); KNOT = Negation; SHE = She; Hence HADN'T SHE.
hadn't they	YORK	KNOT	THEY	Everyone had a good time in the city (YORK); KNOT = Negation; THEY = They; Hence HADN'T THEY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
hadn't we	YORK	KNOT	WE	Everyone had a good time in the city (YORK); KNOT = Negation; WE = We; Hence HADN'T WE.
hadn't you	YORK	KNOT	YOU	Everyone had a good time in the city (YORK); KNOT = Negation; YOU = You; Hence HADN'T YOU.
hair	BOY	GIRL		BOY = Body-related words; The GIRL has long HAIR.
hair dryer	PHONE	GIRL		PHONE = Small appliances; The GIRL uses a HAIR DRYER
Halloween	GOD	X-RAY		GOD = Holiday-related words; The X-RAY is like a HALLOWEEN skeleton.
ham	SCALES	MASKS		SCALES = Meats; Actors (MASKS) are sometimes called HAMs.
hamburger	SCALES	OPEN		SCALES = Meats; You take away a HAMBURGER in a box (OPEN).
hamster	DOG	RETURN		DOG = Pets; HAMSTERs spin (RETURN) a wheel inside their cage.
hand	BOY	THMBS DN		BOY = Body-related words; The THUMBS DOWN icon shows a HAND.
hang	*SCALES*	*SECOND*	*VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hanging	*SCALES*	*SECOND*	*VERB+ING*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hangs	*SCALES*	*SECOND*	*VERB+S*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
Hanukah	GOD	CACTUS		GOD = Holiday-related words; A menorah, which looks like a CACTUS is lit at HANUKAH.
happen	*TV*	*SECOND*	*VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happened	*TV*	*SECOND*	*VERB+ED*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happening	*TV*	*SECOND*	*VERB+ING*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happens	*TV*	*SECOND*	*VERB+S*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happy	MASKS	SUN		MASKS = Feeling-related words; The SUN makes us feel HAPPY.
Happy Birthday	WANTED	WANTED		WANTED = Holiday-related words; The holiday greeting for one's birthday (WANTED) is HAPPY BIRTHDAY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Happy Easter	WANTED	MORNING		WANTED = Holiday-related words; The holiday greeting for Easter (MORNING) is HAPPY EASTER.
Happy Fourth of July	WANTED	SPACE		WANTED = Holiday-related words; The holiday greeting for Independence Day (SPACE) is HAPPY FOURTH OF JULY.
Happy Halloween	WANTED	X-RAY		WANTED = Holiday-related words; The holiday greeting for Halloween (X-RAY) is HAPPY HALLOWEEN.
Happy Hanukah	WANTED	CACTUS		WANTED = Holiday-related words; The holiday greeting for Hanukah (CACTUS) is HAPPY HANUKAH.
Happy New Year	WANTED	TIME		WANTED = Holiday-related words; The holiday greeting for New Year's Day (TIME) is HAPPY NEW YEAR.
Happy Thanksgiving	WANTED	FLOWERS		WANTED = Holiday-related words; The holiday greeting for Thanksgiving (FLOWERS) is HAPPY THANKSGIVING.
Happy Valentine's Day	WANTED	APPLE		WANTED = Holiday-related words; The holiday greeting for Valentine's Day (APPLE) is HAPPY VALENTINE'S DAY.
hard	HAMMER	ADJ		The HAMMER feels HARD.
harder	HAMMER	ADJ+ER		The HAMMER feels HARD.
hardest	HAMMER	ADJ+EST		The HAMMER feels HARD.
hardly	HAMMER	ADVERB		The HAMMER feels HARD.
hardly	*HAMMER*	*YES*		*The HAMMER feels HARD; YES = Adverbs.*
hardware shop(UK)/ hardware store(US)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE SHOP/STORE.
hardware store(US)/ hardware shop(UK)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE STORE/SHOP.
has	MONEY	VERB+S		It's always good to HAVE MONEY.
has	PREVRB+S	MONEY		The icon HAS MONEY on it.
has he	MONEY	HE		The icon has MONEY on it; HE = He; Hence HAS HE.
has it	MONEY	IT		The icon has MONEY on it; IT = It; Hence HAS IT.
has she	MONEY	SHE		The icon has MONEY on it; SHE = She; Hence HAS SHE.
has to	PREVRB+S	VOLT		The storm (VOLT) HAS TO pass.
hasn't	PREVRB+S	KNOT	MONEY	KNOT = Negation; The icon has MONEY on it; Hence HASN'T.
hasn't he	MONEY	KNOT	HE	The icon has MONEY on it; KNOT = Negation; HE = He; Hence HASN'T HE.
hasn't it	MONEY	KNOT	IT	The icon has MONEY on it; KNOT = Negation; IT = It; Hence HASN'T IT.
hasn't she	MONEY	KNOT	SHE	The icon has MONEY on it; KNOT = Negation; SHE = She; Hence HASN'T SHE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
hat	SUIT	GIRL		SUIT = Clothing-related words; The GIRL is wearing a HAT.
hate	*X-RAY*	*SECOND*	*VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hated	*X-RAY*	*SECOND*	*VERB+ED*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hates	*X-RAY*	*SECOND*	*VERB+S*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hating	*X-RAY*	*SECOND*	*VERB+ING*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
have	MONEY	VERB		It's always good to HAVE MONEY.
have	PREVERB	MONEY		It's always good to HAVE MONEY.
have I	MONEY	I		It's always good to have MONEY; I = I; Hence HAVE I.
have they	MONEY	THEY		It's always good to have MONEY; THEY = They; Hence HAVE THEY.
have to	PREVERB	VOLT		You HAVE TO come in when it's lightning (VOLT) during a storm.
have we	MONEY	WE		It's always good to have MONEY; WE = We; Hence HAVE WE.
have you	MONEY	YOU		It's always good to have MONEY; YOU = You; Hence HAVE YOU.
haven't	PREVERB	KNOT	MONEY	KNOT = Negation; It's always good to have MONEY; Hence HAVEN'T.
haven't I	MONEY	KNOT	I	It's always good to have MONEY; KNOT = Negation; I = I; Hence HAVEN'T I.
haven't they	MONEY	KNOT	THEY	It's always good to have MONEY; KNOT = Negation; THEY = They; Hence HAVEN'T THEY.
haven't we	MONEY	KNOT	WE	It's always good to have MONEY; KNOT = Negation; WE = We; Hence HAVEN'T WE.
haven't you	MONEY	KNOT	YOU	It's always good to have MONEY; KNOT = Negation; YOU = You; Hence HAVEN'T YOU.
having	MONEY	VERB+ING		It's always good to HAVE MONEY.
he	HE	HE		Subject Pronoun (HE) follows sequence: Pronoun (HE) + Pronoun (HE).
he can	HE	JUICE		HE = He; You drink a can of JUICE; Hence HE CAN.
he can't	HE	KNOT	JUICE	HE = He; KNOT = Negation; You drink a can of JUICE; Hence HE CAN'T.
he could	HE	TRUCK		HE = He; The TRUCK has a little engine that could; Hence HE COULD.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he couldn't	HE	KNOT	TRUCK	HE = He; KNOT = Negation; The TRUCK has a little engine that could; Hence HE COULDN'T.
he did	HE	FAMILY		HE = He; The FAMILY did dress up for the picture; Hence HE DID.
he didn't	HE	KNOT	FAMILY	HE = He; KNOT = Negation; The FAMILY did dress up for their picture; Hence HE DIDN'T.
he didn't used to	HE	KNOT	TIME	HE = He; KNOT = Negation; Father TIME used to be young; Hence HE DIDN'T USED TO.
he does	HE	REMEMBER		HE = He; You say "I do" (REMEMBER) when you are being married; Hence HE DOES.
he doesn't	HE	KNOT	REMEMBER	HE = He; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence HE DOESN'T.
he doesn't feel	*HE*	*KNOT*	*MASKS*	*HE = He; KNOT = Negation; The MASKS express emotion or how you FEEL; Hence HE DOESN'T FEEL.*
he doesn't have to	HE	KNOT	VOLT	HE = He; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence HE DOESN'T HAVE TO.
he doesn't know	HE	KNOT	KNOW	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T KNOW.
he doesn't like	HE	KNOT	SUN	HE = He; KNOT = Negation; The SUN is happy and lik(e)able; Hence HE DOESN'T LIKE.
he doesn't love	*HE*	*KNOT*	*LOVE*	*HE = He; KNOT = Negation; LOVE is the icon name; Hence HE DOESN'T LOVE.*
he doesn't need	HE	KNOT	UMBRELLA	HE = He; KNOT = Negation; An UMBRELLA is needed when it rains; Hence HE DOESN'T NEED.
he doesn't think	HE	KNOT	THINK	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T THINK.
he doesn't want	HE	KNOT	WANTED	HE = He; KNOT = Negation; The WANTED icon shows a wanted man; Hence HE DOESN'T WANT.
he feels	*HE*	*MASKS*		*HE = He; The MASKS express emotion or how you feel; Hence HE FEELS.*
he had	HE	YORK		HE = He; Everyone had a good time in the city (YORK); Hence HE HAD.
he hadn't	HE	KNOT	YORK	HE = He; KNOT = Negation; Everyone had a good time in the city (YORK); Hence HE HADN'T.
he has	HE	MONEY		HE = He; The icon has MONEY on it; Hence HE HAS.
he has to	HE	VOLT		HE = He; The storm (VOLT) has to pass; Hence HE HAS TO.

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Message	Icon 1	Icon 2	Icon 3	Rationale
he hasn't	HE	KNOT	MONEY	HE = He; KNOT = Negation; The icon has MONEY on it; Hence HE HASN'T.
he is	HE	QUEENBEE		HE = He; The QUEENBEE is busy; Hence HE IS.
he is going	HE	FROG		HE = He; The FROG is going to jump; Hence HE IS GOING.
he isn't	HE	KNOT	QUEENBEE	HE = He; KNOT = Negation; The QUEENBEE is busy; Hence HE ISN'T.
he isn't going	HE	KNOT	FROG	HE = He; KNOT = Negation; The FROG is going to jump; Hence HE ISN'T GOING.
he knows	HE	KNOW		HE = He; Icon name; Hence HE KNOWS.
he likes	HE	SUN		HE = He; The SUN is happy and lik(e)able; Hence HE LIKES.
he loves	*HE*	*LOVE*		*HE = He; ; LOVE is the icon name; Hence HE LOVES.*
he may	HE	FLOWERS		HE = He; May FLOWERS; Hence HE MAY.
he may not	HE	KNOT	FLOWERS	HE = He; KNOT = Negation; May FLOWERS; Hence HE MAY NOT.
he might	HE	ELEPHANT		HE = He; The ELEPHANTs are mighty; Hence HE MIGHT.
he might not	HE	KNOT	ELEPHANT	HE = He; KNOT = Negation; The ELEPHANTs are mighty; Hence HE MIGHT NOT.
he must	HE	HAMMER		HE = He; Many people must go to work (HAMMER); Hence HE MUST.
he mustn't	HE	KNOT	HAMMER	HE = He; KNOT = Negation; Many people must go to work (HAMMER); Hence HE MUSTN'T.
he needs	HE	UMBRELLA		HE = He; An UMBRELLA is needed when it rains; Hence HE NEEDS.
he shall	HE	SNAIL		HE = He; Most SNAILs live in shallow waters; Hence HE SHALL.
he shall not	HE	KNOT	SNAIL	HE = He; KNOT = Negation; Most SNAILs live in shallow waters; Hence HE SHALL NOT.
he should	HE	POLICE		HE = He; You should obey the POLICE officer; Hence HE SHOULD.
he shouldn't	HE	KNOT	POLICE	HE = He; KNOT = Negation; You should obey the POLICE officer; Hence HE SHOULDN'T.
he thinks	HE	THINK		HE = He; Icon name; Hence HE THINKS.
he used to	HE	TIME		HE = He; Father TIME used to be young; Hence HE USED TO.
he wants	HE	WANTED		HE = He; The WANTED icon shows the wanted man; Hence HE WANTS.
he was	HE	WATCH		HE = He; Was that WATCH correct?; Hence HE WAS.
he wasn't	HE	KNOT	WATCH	HE = He; KNOT = Negation; Was that WATCH correct?; Hence HE WASN'T.

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Message	Icon 1	Icon 2	Icon 3	Rationale
he will	HE	BOOK		HE = He; Will you read me a BOOK?; Hence HE WILL.
he won't	HE	KNOT	BOOK	HE = He; KNOT = Negation; Will you read me a BOOK?; Hence HE WON'T.
he would	HE	HOUSE		HE = He; You build HOUSEs with wood (sounds like would); Hence HE WOULD.
he wouldn't	HE	KNOT	HOUSE	HE = He; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence HE WOULDN'T.
he'd	HE	VERB+ED		HE = He; VERB+ED is used because of the "d" in "+ED"; Hence HE'D.
he'll	HE	VERB+ING		HE = He; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence HE'LL.
he's	HE	VERB		HE = He; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence HE'S.
he's	HE	VERB+S		HE = He; VERB+S is used for the contracted "has" form because of the "+S"; Hence HE'S.
head	BOY	THINK		BOY = Body-related words; The woman (THINK) is pointing to her HEAD.
headstick	CHAIR	KITCHEN		CHAIR = Assistive technology-related words; The thermometer (KITCHEN) is long and pointed like a HEADSTICK.
health	KNOW	MEDICAL		KNOW = School-related words; The MEDICAL icon refers to HEALTH topics.
healthier	GIRL	ADJ+ER		The GIRL looks HEALTHY.
healthiest	GIRL	ADJ+EST		The GIRL looks HEALTHY.
healthily	GIRL	ADVERB		The GIRL looks HEALTHY.
healthily	*GIRL*	*YES*		*The GIRL looks HEALTHY; YES = Adverbs.*
healthy	GIRL	ADJ		The GIRL looks HEALTHY.
hear	EAR	VERB		You HEAR with your EARs.
heard	EAR	VERB+ED		You HEAR with your EARs.
hearing	EAR	VERB+ING		You HEAR with your EARs.
hearing aid	CHAIR	EAR		CHAIR = Assistive technology-related words; You wear HEARING AIDs on your EARs.
hears	EAR	VERB+S		You HEAR with your EARs.
heart	BOY	APPLE		BOY = Body-related words; The shape of the APPLE resembles a HEART.
heart	TRIANGLE	APPLE		TRIANGLE = Shape-related words; The shape of the APPLE resembles a HEART.
heavier	*SCALES*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
heaviest	*SCALES*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
heavily	*SCALES*	*SECOND*	*YES*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES; YES = Adverbs.*
heavy	*SCALES*	*SECOND*	*ADJ*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
helicopter	TRUCK	RETURN		TRUCK = Transportation-related words; The rotors of a HELICOPTER spin (RETURN).
hello	INTERJ	PHONE		You say HELLO when answering the PHONE.
hello	*PHONE*	*INTERJ*		*You say HELLO when answering the PHONE.*
help	MEDICAL	VERB		Medicine (MEDICAL) HELPs you get well.
helped	MEDICAL	VERB+ED		Medicine (MEDICAL) HELPs you get well.
helping	MEDICAL	VERB+ING		Medicine (MEDICAL) HELPs you get well.
helps	MEDICAL	VERB+S		Medicine (MEDICAL) HELPs you get well.
her	SHE	OBJ		Objective Pronoun (HER) follows sequence: Pronoun (SHE) + OBJ.
her	SHE	POSS		Possessive Adjective (HER) follows sequence: Pronoun (SHE) + POSS.
here	ADVERB	REMEMBER		The finger (REMEMBER) points HERE.
here	*REMEMBER*	*ADVERB*		*The finger (REMEMBER) points HERE.*
hers	POSS	SHE		Possessive Pronoun (HERS) follows sequence: POSS + Pronoun (SHE).
herself	OBJ	SHE		Reflexive Pronoun (HERSELF) follows sequence: OBJect + Pronoun (SHE).
hi	INTERJ	PEOPLE		You would say HI to lots of PEOPLE.
hi	*PEOPLE*	*INTERJ*		*You would say HI to lots of PEOPLE.*
high	SPACE	ADJ		The rocket (SPACE) flies HIGH into space.
higher	SPACE	ADJ+ER		The rocket (SPACE) flies HIGH into space.
highest	SPACE	ADJ+EST		The rocket (SPACE) flies HIGH into space.
highly	SPACE	ADVERB		The rocket (SPACE) flies HIGH into space.
highly	*SPACE*	*YES*		*The rocket (SPACE) flies HIGH into space; YES = Adverbs.*
hill	ISLAND	TRIANGLE		ISLAND = Place-related words; The TRIANGLE slopes like a HILL.
him	HE	OBJ		Objective Pronoun (HIM) follows sequence: Pronoun (HE) + OBJ.
himself	OBJ	HE		Reflexive Pronoun (HIMSELF) follows sequence: OBJect + Pronoun (HE).
hip	BOY	CHAIR		BOY = External body parts; You sit with your HIPs back in the CHAIR.
his	HE	POSS		POSSessive Adjective (HIS) follows sequence: Pronoun (HE) + POSS.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
his	POSS	HE		Possessive Pronoun (HIS) follows sequence: POSS + Pronoun (HE).
history	KNOW	TIME		KNOW = School-related words; HISTORY is about things from back in TIME.
holiday	GOD	NOUN		Many HOLIDAYs are religious (GOD) holidays.
holidays	GOD	NOUN PL		Many HOLIDAYS are religious (GOD) holidays.
home	HOUSE	NOUN		The HOUSE represents HOME.
homes	HOUSE	NOUN PL		The HOUSE represents HOME.
horse	ZEBRA	APPLE		ZEBRA = Animal-related words; HORSEs love to eat APPLEs.
hospital	YORK	MEDICAL		YORK = Building-related words; You receive MEDICAL treatment at the HOSPITAL.
hot	KITCHEN	ADJ		The water in the pot (KITCHEN) is boiling HOT.
hot dog	SCALES	DOG		SCALES = Meats; The DOG icon shows a dog; Hence HOT DOG.
hotel	YORK	BED		YORK = Building-related words; You sleep (BED) in a HOTEL.
hotly	KITCHEN	ADVERB		The water in the pot (KITCHEN) is boiling HOT.
hotly	*KITCHEN*	*YES*		*The water in the pot (KITCHEN) is boiling HOT; YES = Adverbs.*
hotter	KITCHEN	ADJ+ER		The water in the pot (KITCHEN) is boiling HOT.
hottest	KITCHEN	ADJ+EST		The water in the pot (KITCHEN) is boiling HOT.
hour	WATCH	TIME		WATCH = Watch-related time words; The TIME icon shows an HOUR-glass.
house	YORK	HOUSE		YORK = Building-related words; Icon name.
how	? WORD	HAMMER		You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.
how	*HAMMER*	*? WORD*		*You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.*
how many	? WORD	NIGHT		HOW MANY stars (NIGHT) do you see?
how many	*NIGHT*	*? WORD*		*HOW MANY stars (NIGHT) do you see?*
how much	? WORD	MONEY		HOW MUCH MONEY do you need?
how much	*MONEY*	*? WORD*		*HOW MUCH MONEY do you need?*
how old	? WORD	TIME		HOW OLD is the man in the TIME icon?
how old	*TIME*	*? WORD*		*HOW OLD is the man in the TIME icon?*
however	*? WORD*	*? WORD*	*HAMMER*	*? WORD + ? WORD = Indefinite Pronouns; HOWEVER, you say more than OW! (sounds like HOW) if you hit yourself with a HAMMER.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
hundred	NUMBER	THMBS DN		NUMBER = Cardinal numbers; The number "100" (HUNDRED) is associated with the THMBS DN icon.
hundredth	THMBS DN	NUMBER		The NUMBER "100th" (HUNDREDTH) is associated with the THUMBS DOWN icon.
hung	*SCALES*	*SECOND*	*VERB+ED*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hungrier	APPLE	ADJ+ER		You can eat an APPLE when you are HUNGRY.
hungriest	APPLE	ADJ+EST		You can eat an APPLE when you are HUNGRY.
hungrily	APPLE	ADVERB		You can eat an APPLE when you are HUNGRY.
hungrily	*APPLE*	*YES*		*You can eat an APPLE when you are HUNGRY; YES = Adverbs.*
hungry	APPLE	ADJ		You can eat an APPLE when you are HUNGRY.
hurried	*FROG*	*SECOND*	*VERB+ED*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurries	*FROG*	*SECOND*	*VERB+S*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurry	*FROG*	*SECOND*	*VERB*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurrying	*FROG*	*SECOND*	*VERB+ING*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurt	*MEDICAL*	*SECOND*	*VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurt	*MEDICAL*	*SECOND*	*VERB+ED*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurting	*MEDICAL*	*SECOND*	*VERB+ING*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurts	*MEDICAL*	*SECOND*	*VERB+S*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
I	I	I		Subject Pronoun (I) follows sequence: Pronoun (I) + Pronoun (I).
I am	I	QUEENBEE		I = I; The QUEENBEE is busy; Hence I AM.
I am going	I	FROG		I = I; The FROG is going to jump; Hence I AM GOING.
I can	I	JUICE		I = I; You drink a can of JUICE; Hence I CAN.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I can't	I	KNOT	JUICE	I = I; KNOT = Negation; You drink a can of JUICE; Hence I CAN'T.
I could	I	TRUCK		I = I; The TRUCK has a little engine that could; Hence I COULD.
I couldn't	I	KNOT	TRUCK	I = I; KNOT = Negation; The TRUCK has a little engine that could; Hence I COULDN'T.
I did	I	FAMILY		I = I; The FAMILY did dress up for the picture; Hence I DID.
I didn't	I	KNOT	FAMILY	I = I; KNOT = Negation; The FAMILY did dress up for the picture; Hence I DIDN'T.
I didn't used to	I	KNOT	TIME	I = I; KNOT = Negation; Father TIME used to be young; Hence I DIDN'T USED TO.
I do	I	REMEMBER		I = I; You say "I do" (REMEMBER) when you are being married; Hence I DO.
I don't	I	KNOT	REMEMBER	I = I; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence I DON'T.
I don't feel	*I*	*KNOT*	*MASKS*	*I = I; KNOT = Negation; The MASKS express emotion or how you feel; Hence I DON'T FEEL.*
I don't have to	I	KNOT	VOLT	I = I; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence I DON'T HAVE TO.
I don't know	I	KNOT	KNOW	I = I; KNOT = Negation; Icon name; Hence I DON'T KNOW.
I don't like	I	KNOT	SUN	I = I; KNOT = Negation; The SUN is happy and lik(e)able; Hence I DON'T LIKE.
I don't love	*I*	*KNOT*	*LOVE*	*I = I; KNOT = Negation; LOVE is the icon name; Hence I DON'T LOVE.*
I don't need	I	KNOT	UMBRELLA	I = I; KNOT = Negation; An UMBRELLA is needed when it rains; Hence I DON'T NEED.
I don't think	I	KNOT	THINK	I = I; KNOT = Negation; Icon name; Hence I DON'T THINK.
I don't want	I	KNOT	WANTED	I = I; KNOT = Negation; The WANTED icon shows a wanted man; Hence I DON'T WANT.
I feel	*I*	*MASKS*		*I = I; The MASKS express emotion or how you feel; Hence I FEEL.*
I had	I	YORK		I = I; Everyone had a good time in the city (YORK); Hence I HAD.
I hadn't	I	KNOT	YORK	I = I; KNOT = Negation; Everyone had a good time in the city (YORK); Hence I HADN'T.
I have	I	MONEY		I = I; It's always good to have MONEY; Hence I HAVE.
I have to	I	VOLT		I = I; You have to come in when it's lightning (VOLT) during a storm; Hence I HAVE TO.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I haven't	I	KNOT	MONEY	I = I; KNOT = Negation; It's always good to have MONEY; Hence I HAVEN'T.
I know	I	KNOW		I = I; Icon name; Hence I KNOW.
I like	I	SUN		I = I; The SUN is happy and lik(e)able; Hence I LIKE.
I love	*I*	*LOVE*		*I = I; Icon name; Hence I LOVE.*
I may	I	FLOWERS		I = I; May FLOWERS; Hence I MAY.
I may not	I	KNOT	FLOWERS	I = I; KNOT = Negation; May FLOWERS; Hence I MAY NOT.
I might	I	ELEPHANT		I = I; The ELEPHANTs are mighty; Hence I MIGHT.
I might not	I	KNOT	ELEPHANT	I = I; KNOT = Negation; The ELEPHANTs are mighty; Hence I MIGHT NOT.
I must	I	HAMMER		I = I; Many people must go to work (HAMMER); Hence I MUST.
I mustn't	I	KNOT	HAMMER	I = I; KNOT = Negation; Many people must go to work (HAMMER); Hence I MUSTN'T.
I need	I	UMBRELLA		I = I; An UMBRELLA is needed when it rains; Hence I NEED.
I shall	I	SNAIL		I = I; Most SNAILs live in shallow waters; Hence I SHALL.
I shall not	I	KNOT	SNAIL	I = I; KNOT = Negation; Most SNAILs live in shallow waters; Hence I SHALL NOT.
I should	I	POLICE		I = I; You should obey the POLICE officer; Hence I SHOULD.
I shouldn't	I	KNOT	POLICE	I = I; KNOT = Negation; You should obey the POLICE officer; Hence I SHOULDN'T.
I think	I	THINK		I = I; Icon name; Hence I THINK.
I used to	I	TIME		I = I; Father TIME used to be young; Hence I USED TO.
I want	I	WANTED		I = I; The WANTED icon shows a wanted man; Hence I WANT.
I was	I	WATCH		I = I; Was that WATCH correct?; Hence I WAS.
I wasn't	I	KNOT	WATCH	I = I; KNOT = Negation; Was that WATCH correct?; Hence I WASN'T.
I will	I	BOOK		I = I; Will you read me a BOOK?; Hence I WILL.
I won't	I	KNOT	BOOK	I = I; KNOT = Negation; Will you read me a BOOK?; Hence I WON'T.
I would	I	HOUSE		I = I; You build HOUSEs with wood (sounds like would); Hence I WOULD.
I wouldn't	I	KNOT	HOUSE	I = I; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence I WOULDN'T.
I'd	I	VERB+ED		I = I; VERB+ED is used because of the "d" in "+ED"; Hence I'D.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I'll	I	VERB+ING		I = I; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence I'LL.
I'm	I	VERB		I = I; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence I'M.
I'm not	I	KNOT	QUEENBEE	I = I; KNOT = Negation; QUEENBEEs are busy; Hence I'M NOT.
I'm not going	I	KNOT	FROG	I = I; KNOT = Negation; The FROGs are going to jump; Hence I'M NOT GOING.
I've	I	VERB+S		I = I; VERB+S is used for the contracted "has" form because of the "+S"; Hence I'VE.
ice	UMBRELLA	JUICE		UMBRELLA = Weather-related words; The JUICE icon shows ICE.
ice cream	THMBS UP	MOUNTAIN		THMBS UP = Desserts/Puddings; The snow on the MOUNTAINs resembles ICE CREAM.
ice hockey	SHOE	DICE		SHOE = Sports-related words; The DICE look like ice (ICE HOCKEY) cubes.
iced tea	JUICE	DICE		JUICE = Drinking-related words; The icon DICE sounds like ice (ICED TEA) and looks like ice cubes.
idea	THINK	NOUN		The THINK icon shows a woman who is thinking of an IDEA.
ideas	THINK	NOUN PL		The THINK icon shows a woman who is thinking of an IDEA.
if	*CONJ*	*QUESTION*		*IF you do your homework, then you can watch TV (QUESTION).*
if	CONJ	TV		IF you do your homework, then you can watch TV.
if	*QUESTION*	*CONJ*		*IF you do your homework, then you can watch TV.*
important	REMEMBER	ADJ		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
importantly	REMEMBER	ADVERB		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
importantly	*REMEMBER*	*YES*		*A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT; YES = Adverbs.*
in	*OPEN*	*PREP*		*You put things IN the chest (OPEN).*
in	PREP	OPEN		You put things IN the chest (OPEN).
in back of (US)/at the back of (UK)	*TRUCK*	*PREP*		*The TRUCK unloads IN BACK OF/AT THE BACK OF the building.*
in back of(US)/ at the back of(UK)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
in front of	*HOUSE*	*PREP*		*The yard is IN FRONT OF the HOUSE.*
in front of	PREP	HOUSE		The truck rides IN FRONT OF the HOUSE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
incorrect	WRONG	THMBS DN		WRONG = Math-related words; Give THMBS DN to a INCORRECT answer.
indoors	ADVERB	HOUSE		When the weather is bad, you must stay INDOORS (HOUSE).
indoors	*HOUSE*	*ADVERB*		*When the weather is bad, you must stay INDOORS (HOUSE).*
inexpensive	MONEY	THMBS DN		MONEY = Money-related words; INEXPENSIVE items are low (THMBS DN) in price.
inside	PREP	SNAIL		The SNAIL may crawl INSIDE his shell.
inside	*SNAIL*	*PREP*		*The SNAIL may crawl INSIDE his shell.*
instead	PREP	WRONG		The answer (WRONG) is 4 INSTEAD of 5.
instead	*WRONG*	*PREP*		*The answer (WRONG) is 4 INSTEAD of 5.*
into	*HAMMER*	*PREP*		*You drive a nail INTO wood with a HAMMER.*
into	PREP	HAMMER		You drive a nail INTO wood with a HAMMER.
iron	PHONE	SUIT		PHONE = Small appliances; We IRON our clothes (SUIT).
is	PREVRB+S	QUEENBEE		The QUEENBEE IS busy.
is	QUEENBEE	VERB+S		A BEe is pictured in the QUEENBEE icon.
is	VERB+S			Quick access to the frequently used verb IS.
is going	PREVRB+S	FROG		The FROG IS GOING to jump.
is he	QUEENBEE	HE		The QUEENBEE is busy; HE = He; Hence IS HE.
is he going	FROG	HE		The FROG is going to jump; HE = He; Hence IS HE GOING.
is it	QUEENBEE	IT		The QUEENBEE is busy; IT = It; Hence IS IT.
is it going	FROG	IT		The FROG is going to jump; IT = It; Hence IS IT GOING.
is she	QUEENBEE	SHE		The QUEENBEE is busy; SHE = She; Hence IS SHE.
is she going	FROG	SHE		The FROG is going to jump; SHE = She; Hence IS SHE GOING.
isn’t	PREVRB+S	KNOT	QUEENBEE	KNOT = Negation; The QUEENBEE is busy; Hence ISN’T.
isn’t going	PREVRB+S	KNOT	FROG	KNOT = Negation; The FROG is going to jump; Hence ISN’T GOING.
isn't he	QUEENBEE	KNOT	HE	The QUEENBEE is busy; KNOT = Negation; HE = He; Hence ISN’T HE.
isn't he going	FROG	KNOT	HE	The FROG is going to jump; KNOT = Negation; HE = He; Hence ISN’T HE GOING.
isn't it	QUEENBEE	KNOT	IT	The QUEENBEE is busy; KNOT = Negation; IT = It; Hence ISN’T IT.
isn't it going	FROG	KNOT	IT	The FROG is going to jump; KNOT = Negation; IT = It; Hence ISN’T IT GOING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
isn't she	QUEENBEE	KNOT	SHE	The QUEENBEE is busy; KNOT = Negation; SHE = She; Hence ISN'T SHE.
isn't she going	FROG	KNOT	SHE	The FROG is going to jump; KNOT = Negation; SHE = She; Hence ISN'T SHE GOING.
it	IT	IT		Subject Pronoun (IT) follows sequence: Pronoun (IT) + Pronoun (IT).
it	IT	OBJ		Objective Pronoun (IT) follows sequence: Pronoun (IT) + OBJ.
it can	IT	JUICE		IT = It; You drink a can of JUICE; Hence IT CAN.
it can't	IT	KNOT	JUICE	IT = It; KNOT = Negation; You drink a can of JUICE; Hence IT CAN'T.
it could	IT	TRUCK		IT = It; The TRUCK has a little engine that could; Hence IT COULD.
it couldn't	IT	KNOT	TRUCK	IT = It; KNOT = Negation; The TRUCK has a little engine that could; Hence IT COULDN'T.
it did	IT	FAMILY		IT = It; The FAMILY did dress up for the picture; Hence IT DID.
it didn't	IT	KNOT	FAMILY	IT = It; KNOT = Negation; The FAMILY did dress up for the picture; Hence IT DIDN'T.
it didn't used to	IT	KNOT	TIME	IT = It; KNOT = Negation; Father TIME used to be young; Hence IT DIDN'T USED TO.
it does	IT	REMEMBER		IT = It; You say "I do" (REMEMBER) when you are being married; Hence IT DOES.
it doesn't	IT	KNOT	REMEMBER	IT = It; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence IT DOESN'T.
it doesn't feel	*IT*	*KNOT*	*MASKS*	*IT = IT; KNOT = Negation; The MASKS express emotion or how you feel; Hence IT DOESN'T FEEL.*
it doesn't have to	IT	KNOT	VOLT	IT = It; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence IT DOESN'T HAVE TO.
it doesn't know	IT	KNOT	KNOW	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T KNOW.
it doesn't like	IT	KNOT	SUN	IT = It; KNOT = Negation; The SUN is happy and lik(e)able; Hence IT DOESN'T LIKE.
it doesn't love	*IT*	*KNOT*	*LOVE*	*IT = IT; KNOT = Negation; LOVE is the icon name; Hence IT DOESN'T LOVE.*
it doesn't need	IT	KNOT	UMBRELLA	IT = It; KNOT = Negation; An UMBRELLA is needed when it rains; Hence IT DOESN'T NEED.
it doesn't think	IT	KNOT	THINK	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T THINK.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it doesn't want	IT	KNOT	WANTED	IT = It; KNOT = Negation; The WANTED icon shows a wanted man; Hence IT DOESN'T WANT.
it feels	*IT*	*MASKS*		*IT = IT; The MASKS express emotion or how you feel; Hence IT FEELS.*
it had	IT	YORK		IT = It; Everyone had a good time in the city (YORK); Hence IT HAD.
it hadn't	IT	KNOT	YORK	IT = It; KNOT = Negation; Everyone had a good time in the city (YORK); Hence IT HADN'T.
it has	IT	MONEY		IT = It; The icon has MONEY on it; Hence IT HAS.
it has to	IT	VOLT		IT = It; The storm (VOLT) HAS TO pass; Hence IT HAS TO.
it hasn't	IT	KNOT	MONEY	IT = It; KNOT = Negation; The icon has MONEY on it; Hence IT HASN'T.
it is	IT	QUEENBEE		IT = It; The QUEENBEE is busy; Hence IT IS.
it is going	IT	FROG		IT = It; The FROG is going to jump; Hence IT IS GOING.
it isn't	IT	KNOT	QUEENBEE	IT = It; KNOT = Negation; The QUEENBEE is busy; Hence IT ISN'T.
it isn't going	IT	KNOT	FROG	IT = It; KNOT = Negation; The FROG is going to jump; Hence IT ISN'T GOING.
it knows	IT	KNOW		IT = It; Icon name; Hence IT KNOWS.
it likes	IT	SUN		IT = It; The SUN is happy and lik(e)able; Hence IT LIKES.
it loves	*IT*	*LOVE*		*IT = IT; LOVE is the icon name; Hence IT LOVES.*
it may	IT	FLOWERS		IT = It; May FLOWERS; Hence IT MAY.
it may not	IT	KNOT	FLOWERS	IT = It; KNOT = Negation; May FLOWERS; Hence IT MAY NOT.
it might	IT	ELEPHANT		IT = It; The ELEPHANTs are mighty; Hence IT MIGHT.
it might not	IT	KNOT	ELEPHANT	IT = It; KNOT = Negation; The ELEPHANTs are mighty; Hence IT MIGHT NOT.
it must	IT	HAMMER		IT = It; Many people must go to work (HAMMER); Hence IT MUST.
it mustn't	IT	KNOT	HAMMER	IT = It; KNOT = Negation; Many people must go to work (HAMMER); Hence IT MUSTN'T.
it needs	IT	UMBRELLA		IT = It; An UMBRELLA is needed when it rains; Hence IT NEEDS.
it shall	IT	SNAIL		IT = It; Most SNAILs live in shallow waters; Hence IT SHALL.
it shall not	IT	KNOT	SNAIL	IT = It; KNOT = Negation; Most SNAILs live in shallow waters; Hence IT SHALL NOT.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it should	IT	POLICE		IT = It; You should obey the POLICE officer; Hence IT SHOULD.
it shouldn't	IT	KNOT	POLICE	IT = It; KNOT = Negation; You should obey the POLICE officer; Hence IT SHOULDN'T.
it thinks	IT	THINK		IT = It; Icon name; Hence IT THINKS.
it used to	IT	TIME		IT = It; Father TIME used to be young; Hence IT USED TO.
it wants	IT	WANTED		IT = It; The WANTED icon shows a wanted man; Hence IT WANTS.
it was	IT	WATCH		IT = It; Was that WATCH correct?; Hence IT WAS.
it wasn't	IT	KNOT	WATCH	IT = It; KNOT = Negation; Was that WATCH correct?; Hence IT WASN'T.
it will	IT	BOOK		IT = It; Will you read me a BOOK?; Hence IT WILL.
it won't	IT	KNOT	BOOK	IT = It; KNOT = Negation; Will you read me a BOOK?; Hence IT WON'T.
it would	IT	HOUSE		IT = It; You build HOUSEs with wood (sounds like would); Hence IT WOULD.
it wouldn't	IT	KNOT	HOUSE	IT = It; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence IT WOULDN'T.
it'd	IT	VERB+ED		IT = It; VERB+ED is used because of the "d" in "+ED"; Hence IT'D.
it'll	IT	VERB+ING		IT = It; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence IT'LL.
it's	IT	VERB		IT = It; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence IT'S.
it's	IT	VERB+S		IT = It; VERB+S is used for the contracted "has" form because of the "+S"; Hence IT'S.
its	IT	POSS		Possessive Adjective (ITS) follows sequence: Pronoun (IT) + POSS.
its	POSS	IT		Possessive Pronoun (ITS) follows sequence: POSS + Pronoun (IT).
itself	OBJ	IT		Reflexive Pronoun (ITSELF) follows sequence: OBJect + Pronoun (IT).
jacket	SUIT	POLICE		SUIT = Clothing-related words; The POLICEman is wearing a JACKET.
jail	YORK	WANTED		YORK = General types of buildings; A criminal (WANTED) will go to JAIL
January	TIME	SUN		TIME = Calendar-related time words; The first (SUN) month of the year is JANUARY; The SUN is coming up on a new year (JANUARY).
jeans	SUIT	THINK		SUIT = Clothing-related words; The woman (THINK) may go to school in JEANS.
job	HAMMER	NOUN		The JOB requires tools (HAMMER).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
jobs	HAMMER	NOUN PL		The JOB requires tools (HAMMER).
join	FAMILY	VERB		A FAMILY is a group JOINed together.
joined	FAMILY	VERB+ED		A FAMILY is a group JOINed together.
joining	FAMILY	VERB+ING		A FAMILY is a group JOINed together.
joins	FAMILY	VERB+S		A FAMILY is a group JOINed together.
joke	SUN	NOUN		The SUN icon is used to store JOKEs and riddles.
journal	BOOK	NAME		BOOK = General types of books; A JOURNAL contains the writer's NAME.
joystick	CHAIR	ISLAND		CHAIR = Assistive technology-related words; The JOYSTICK is used to help you move in all directions (ISLAND).
juice	JUICE	JUICE		JUICE = Drinking-related words; Icon name.
July	TIME	SHOE		TIME = Calendar-related time words; The seventh (SHOE) month of the year is JULY; You may put on your casual SHOEs to vacation in JULY.
jumper(UK)/ sweater(US)	SUIT	OPEN		SUIT = Clothing-related words; You store your JUMPERs/SWEATERs in a chest (OPEN).
June	TIME	EXIT		TIME = Calendar-related time words; The sixth (EXIT) month of the year is JUNE; For many children, school is out (EXIT) in JUNE.
just	ADVERB	SHOE		There's JUST one SHOE.
just	*SHOE*	*ADVERB*		*There's JUST one SHOE.*
keep	*OPEN*	*SECOND*	*VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
keeping	*OPEN*	*SECOND*	*VERB+ING*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
keeps	*OPEN*	*SECOND*	*VERB+S*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
kept	*OPEN*	*SECOND*	*VERB+ED*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
kind	*FLOWERS*	*SECOND*	*ADJ*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
kinder	*FLOWERS*	*SECOND*	*ADJ+ER*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
kindest	*FLOWERS*	*SECOND*	*ADJ+EST*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
kindly	*FLOWERS*	*SECOND*	*YES*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers; YES = Adverbs.*
kiss	*LOVE*	*SECOND*	*VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kissed	*LOVE*	*SECOND*	*VERB+ED*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kisses	*LOVE*	*SECOND*	*VERB+S*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kissing	*LOVE*	*SECOND*	*VERB+ING*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kitchen	HOUSE	KITCHEN		HOUSE = Home-related words; Icon name.
kitchen item	KITCHEN	NOUN		Many KITCHEN ITEMs are found in the KITCHEN.
kitchen items	KITCHEN	NOUN PL		Many KITCHEN ITEMS are found in the KITCHEN.
kite	OPEN	RAINBOW		OPEN = Chest-related words; You fly a KITE in the sky (RAINBOW).
kiwi	APPLE	DOG		APPLE = Fruits; A KIWI has a tan (DOG) peel.
knee	BOY	GOD		BOY = Body-related words; People go down on their KNEEs in church (GOD).
knew	KNOW	VERB+ED		Icon name.
knickers(UK)/ panties(US)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the KNICKERS/ PANTIES looks like the RETURN icon.
knife	KITCHEN	TIME		KITCHEN = Kitchen items; Father TIME has a scythe which cuts like a KNIFE.
know	KNOW	VERB		Icon name.
know	PREVERB	KNOW		Icon name.
knowing	KNOW	VERB+ING		Icon name.
known	KNOW	VERB+EN		Icon name.
knows	KNOW	VERB+S		Icon name.
knows	PREVRB+S	KNOW		Icon name.
Labor Day(US)/ May Day(UK)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on LABOR DAY/MAY DAY.
lake	ISLAND	BATH		ISLAND = Place-related words; A LAKE is a large area of water like a BATHtub filled with water.
lamp	BED	THINK		BED = Furniture; A light bulb (THINK) goes in a LAMP.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
language arts	KNOW	NAME		KNOW = School-related words; Writing (NAME) is an important part of LANGUAGE ARTS.
laptray	CHAIR	LOVE		CHAIR = Assistive technology-related words; The baby (LOVE) is sitting on mother's lap; Hence LAPTRAY.
large	*ELEPHANT*	*SECOND*	*ADJ*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
large appliance	VOLT	NOUN		LARGE APPLIANCEs require a lot of electricity (VOLT).
large appliances	VOLT	NOUN PL		LARGE APPLIANCEs require a lot of electricity (VOLT).
largely	*ELEPHANT*	*SECOND*	*YES*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big." YES = Adverbs.*
larger	*ELEPHANT*	*SECOND*	*ADJ+ER*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
largest	*ELEPHANT*	*SECOND*	*ADJ+EST*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
last	SPACE	ELEPHANT		SPACE = Spatial-related words; One ELEPHANT is LAST.
laugh	*SUN*	*SECOND*	*VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughed	*SUN*	*SECOND*	*VERB+ED*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughing	*SUN*	*SECOND*	*VERB+ING*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughs	*SUN*	*SECOND*	*VERB+S*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laundry room	HOUSE	SUIT		HOUSE = Rooms; We wash our clothes (SUIT) in the LAUNDRY ROOM.
learn	*KNOW*	*SECOND*	*VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learned	*KNOW*	*SECOND*	*VERB+ED*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learning	*KNOW*	*SECOND*	*VERB+ING*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
learns	*KNOW*	*SECOND*	*VERB+S*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
least	NUMBER	ADJ+EST		NUMBER = Number-related words; Some numbers are LESS than other numbers.
leave	EXIT	VERB		To LEAVE is to EXIT.
leaves	EXIT	VERB+S		To LEAVE is to EXIT.
leaving	EXIT	VERB+ING		To LEAVE is to EXIT.
left	EXIT	SNAIL		EXIT = Direction-related words; The SNAIL is looking to the LEFT.
left	EXIT	VERB+ED		To LEAVE is to EXIT.
leg	BOY	FROG		BOY = Body-related words; The FROG has two LEGs.
lemonade	JUICE	SUN		JUICE = Drinking-related words; LEMONADE is drunk in the summer (SUN).
less	NUMBER	ADJ		Some NUMBERs are LESS than other numbers.
lesser	NUMBER	ADJ+ER		Some NUMBERs are LESS than other numbers.
let	POLICE	VERB		LET us play cops (POLICE) and robbers.
let	POLICE	VERB+ED		LET us play cops (POLICE) and robbers.
let's	INTERJ	POLICE		LET'S play cops (POLICE) and robbers.
let's	*POLICE*	*INTERJ*		*LET'S play cops (POLICE) and robbers.*
lets	POLICE	VERB+S		LET us play cops (POLICE) and robbers.
letting	POLICE	VERB+ING		LET us play cops (POLICE) and robbers.
lettuce	FLOWERS	MONEY		FLOWERS = Vegetables; The MONEY looks like a LETTUCE leaf.
Liberator	CHAIR	COMPUTER		CHAIR = Assistive technology-related words; The LIBERATOR has COMPUTER capabilities.
library	YORK	BOOK		YORK = Building-related words; The LIBRARY has many BOOKs.
lid	KITCHEN	UMBRELLA		KITCHEN = Kitchen items; A LID goes over something, as does an UMBRELLA.
life	LOVE	NOUN		The baby (LOVE) represents a new LIFE.
lift	ELEPHANT	THMBS UP		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to LIFT (THMBS UP) or drop things.
light	MORNING	ADJ		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
light	*MORNING*	*SECOND*	*VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
lighten	*MORNING*	*SECOND*	*VERB+EN*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lighter	MORNING	ADJ+ER		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lightest	MORNING	ADJ+EST		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lighting	*MORNING*	*SECOND*	*VERB+ING*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lightly	MORNING	ADVERB		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lightly	*MORNING*	*YES*		*When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day. YES = Adverbs.*
lightning	UMBRELLA	VOLT		UMBRELLA = Weather-related words; The VOLT icon shows LIGHTNING.
lights	*MORNING*	*SECOND*	*VERB+S*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
like	PREVERB	SUN		The SUN is happy and LIK(E)able.
like	SUN	VERB		The SUN is happy and LIK(E)able.
liked	SUN	VERB+ED		The SUN is happy and LIK(E)able.
likes	PREVRB+S	SUN		The SUN is happy and LIK(E)able.
likes	SUN	VERB+S		The SUN is happy and LIK(E)able.
liking	SUN	VERB+ING		The SUN is happy and LIK(E)able.
lime	APPLE	FROG		APPLE = Fruits; A LIME is green like a FROG.
lion	ZEBRA	SUN		ZEBRA = Animal-related words; The LION's mane looks like the SUN.
lip	BOY	JUICE		BOY = External body parts; You place the cup to your LIPs when you take a drink (JUICE).
lipstick	BATH	SPACE		BATH = Toiletries; The rocket (SPACE) looks like an open tube of LIPSTICK.
listen	*EAR*	*SECOND*	*VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listened	*EAR*	*SECOND*	*VERB+ED*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listening	*EAR*	*SECOND*	*VERB+ING*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listens	*EAR*	*SECOND*	*VERB+S*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
lit	*MORNING*	*SECOND*	*VERB+ED*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
little	DICE	ADJ		The DICE are LITTLE.
littler	DICE	ADJ+ER		The DICE are LITTLE.
littlest	DICE	ADJ+EST		The DICE are LITTLE.
live	HOUSE	VERB		Home (HOUSE) is where you LIVE.
lived	HOUSE	VERB+ED		Home (HOUSE) is where you LIVE.
lives	HOUSE	VERB+S		Home (HOUSE) is where you LIVE.
lives	LOVE	NOUN PL		The baby (LOVE) represents a new LIFE.
living	HOUSE	VERB+ING		Home (HOUSE) is where you LIVE.
living room	HOUSE	PEOPLE		HOUSE = Rooms; You entertain your guests (PEOPLE) in the LIVING ROOM.
lonely	MASKS	GIRL		MASKS = Feeling-related words; The GIRL looks LONELY.
long	FROG	ADJ		The FROG is making a LONG leap into the air.
longer	FROG	ADJ+ER		The FROG is making a LONG leap into the air.
longest	FROG	ADJ+EST		The FROG is making a LONG leap into the air.
look	EYE	VERB		We LOOK at things with our EYEs.
looked	EYE	VERB+ED		We LOOK at things with our EYEs.
looking	EYE	VERB+ING		We LOOK at things with our EYEs.
looks	EYE	VERB+S		We LOOK at things with our EYEs.
loose	SUIT	THMBS DN		SUIT = Clothing-related words; You slide a tie's knot down (THMBS DN) to LOOSEn it.
lorry(UK)/ truck(US)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a LORRY/TRUCK.
lose	DICE	THMBS DN		DICE = Game-related words; You may signal THUMBS DOWN if you LOSE a game.
loud	EAR	THMBS UP		EAR = Hearing-related words; You raise (THUMBS UP) the volume to make it LOUD.
lounge(UK)/ family room(US)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the LOUNGE/FAMILY ROOM.
love	LOVE	VERB		Icon name.
love	*PREVERB*	*LOVE*		*Icon name.*
loved	LOVE	VERB+ED		Icon name.
loves	LOVE	VERB+S		Icon name.
loves	*PREVRB+S*	*LOVE*		*Icon name.*
loving	LOVE	VERB+ING		Icon name.
low	*MORNING*	*SECOND*	*ADJ*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
lower	*MORNING*	*SECOND*	*ADJ+ER*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
lowest	*MORNING*	*SECOND*	*ADJ+EST*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
lowly	*MORNING*	*SECOND*	*YES*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING. YES = Adverbs.*
lunch	WATCH	THINK		WATCH = Watch-related time words; You eat LUNCH at noon when the sun is over-head (THINK).
mad	MASKS	HAMMER		MASKS = Feeling-related words; You may get MAD if you hit yourself with a HAMMER.
made	GOD	VERB+ED		You can MAKE a shape (GOD) on your paper.
magazine	BOOK	WANTED		BOOK = General types of books; The WANTED picture looks like a MAGAZINE cover.
magic wand	OPEN	NIGHT		OPEN = Chest-related words; A MAGIC WAND is often shaped like a star (NIGHT).
mail carrier(US)/ postman(UK)	POLICE	NAME		POLICE = Occupations; The MAIL CARRIER/POSTMAN delivers addressed letters (NAME).
make	GOD	VERB		You can MAKE a shape (GOD) on your paper.
makes	GOD	VERB+S		You can MAKE a shape (GOD) on your paper.
making	GOD	VERB+ING		You can MAKE a shape (GOD) on your paper.
mall(US)/ shopping centre(UK)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a MALL/SHOPPING CENTRE.
man	PEOPLE	FAMILY		PEOPLE = People-related words; The father of the FAMILY is a MAN.
manual	BOOK	HAMMER		BOOK = Reading-related words; A MANUAL tells you how to use (HAMMER) something.
many	WRONG	NIGHT		WRONG = Math-related words; There are MANY stars out at NIGHT.
map	BOOK	ISLAND		BOOK = Reading-related words; The ISLAND icon shows a MAP.
marble	OPEN	EYE		OPEN = Chest-related words; The pupil of the EYE looks like a MARBLE.
March	TIME	SCALES		TIME = Calendar-related time words; The third (SCALES) month of the year is MARCH; Cold days of MARCH are balanced (SCALES) by warmer days.
marker	GIRL	BOOK		GIRL = Art-related words; You can highlight color in BOOKs with MARKERs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
market	ISLAND	SCALES		ISLAND = Place-related words; You need to weigh (SCALES) produce at the MARKET.
Martin Luther King Day	GOD	PEOPLE		GOD = General types of holidays; "I have a dream for PEOPLE to walk hand-in-hand..." (MARTIN LUTHER KING DAY.)
mascara	BATH	MASKS		BATH = Toiletries; People in the theater (MASKS) use MASCARA.
match	*DICE*	*SECOND*	*VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matched	*DICE*	*SECOND*	*VERB+ED*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matches	*DICE*	*SECOND*	*VERB+S*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matching	*DICE*	*SECOND*	*VERB+ING*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
math	KNOW	WRONG		KNOW = School-related words; The icon shows a WRONG MATH problem.
may	PREVERB	FLOWERS		MAY FLOWERS.
May	TIME	FLOWERS		TIME = Calendar-related time words; The fifth (FLOWERS) month of the year is MAY; MAY FLOWERS.
May Day(UK)/ Labor Day(US)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on MAY DAY /LABOR DAY.
may he	FLOWERS	HE		May FLOWERS; HE = He; Hence MAY HE.
may he not	FLOWERS	KNOT	HE	May FLOWERS; KNOT = Negation; HE = HE; Hence MAY HE NOT.
may I	FLOWERS	I		May FLOWERS; I = I; Hence MAY I.
may I not	FLOWERS	KNOT	I	May FLOWERS; KNOT = Negation; I = I; Hence MAY I NOT.
may it	FLOWERS	IT		May FLOWERS; IT = It; Hence MAY IT.
may it not	FLOWERS	KNOT	IT	May FLOWERS; KNOT = Negation; IT = It; Hence MAY IT NOT.
may not	PREVERB	KNOT	FLOWERS	KNOT = Negation; May FLOWERS; Hence MAY NOT.
may she	FLOWERS	SHE		May FLOWERS; SHE = She; Hence MAY SHE.
may she not	FLOWERS	KNOT	SHE	May FLOWERS; KNOT = Negation; SHE = She; Hence MAY SHE NOT.
may they	FLOWERS	THEY		May FLOWERS; THEY = They; Hence MAY THEY.
may they not	FLOWERS	KNOT	THEY	May FLOWERS; KNOT = Negation; THEY = They; Hence MAY THEY NOT.
may we	FLOWERS	WE		May FLOWERS; WE = We; Hence MAY WE.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
may we not	FLOWERS	KNOT	WE	May FLOWERS; KNOT = Negation; WE = We; Hence MAY WE NOT.
may you	FLOWERS	YOU		May FLOWERS; YOU = You; Hence MAY YOU.
may you not	FLOWERS	KNOT	YOU	May FLOWERS; KNOT = Negation; YOU = You; Hence MAY YOU NOT.
maybe	ADVERB	MASKS		MAYBE you're happy, maybe you're sad (MASKS).
maybe	*MASKS*	*ADVERB*		*MAYBE you're happy, maybe you're sad (MASKS).*
me	I	OBJ		Objective Pronoun (ME) follows sequence: Pronoun (I) + OBJ.
mean	*WANTED*	*SECOND*	*VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
meaning	*WANTED*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
means	*WANTED*	*SECOND*	*VERB+S*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
meant	*WANTED*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
measure	*TRIANGLE*	*SECOND*	*VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measured	*TRIANGLE*	*SECOND*	*VERB+ED*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measures	*TRIANGLE*	*SECOND*	*VERB+S*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measuring	*TRIANGLE*	*SECOND*	*VERB+ING*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
meat	SCALES	NOUN		MEAT is shown on the SCALES.
meats	SCALES	NOUN PL		MEAT is shown on the SCALES.
medicine	MEDICAL	NOUN		MEDICAL = General pharmaceuticals (MEDICINEs).
medicines	MEDICAL	NOUN PL		MEDICAL = General pharmaceuticals (MEDICINEs).
meet	ELEPHANT	VERB		The ELEPHANTs' trunk and tail MEET.
meeting	ELEPHANT	NOUN		The MEETING of the ELEPHANTs' trunk and tail.
meeting	ELEPHANT	VERB+ING		The ELEPHANTs' trunk and tail MEET.
meetings	ELEPHANT	NOUN PL		The MEETING of the ELEPHANTs' trunk and tail.
meets	ELEPHANT	VERB+S		The ELEPHANTs' trunk and tail MEET.
Memorial Day	GOD	POLICE		GOD = General types of holidays; People wear uniforms (POLICE) and march in parades on MEMORIAL DAY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
menu	BOOK	APPLE		BOOK = Reading-related words; A MENU lists the foods (APPLE) you can eat.
Merry Christmas	WANTED	THINK		WANTED = Holiday-related words; The holiday greeting for Christmas (THINK) is MERRY CHRISTMAS.
met	ELEPHANT	VERB+ED		The ELEPHANTs' trunk and tail MEET.
middle	SPACE	FAMILY		SPACE = Spatial-related words; The child (FAMILY) is sitting in the MIDDLE.
might	PREVERB	ELEPHANT		The ELEPHANTs are MIGHTy.
might he	ELEPHANT	HE		The ELEPHANTs are mighty; HE = He; Hence MIGHT HE.
might I	ELEPHANT	I		The ELEPHANTs are mighty; I = I; Hence MIGHT I.
might it	ELEPHANT	IT		The ELEPHANTs are mighty; IT = It; Hence MIGHT IT.
might not	PREVERB	KNOT	ELEPHANT	KNOT = Negation; The ELEPHANTs are mighty; Hence MIGHT NOT.
might not he	ELEPHANT	KNOT	HE	The ELEPHANTs are mighty; KNOT = Negation; HE = He; Hence MIGHT NOT HE.
might not I	ELEPHANT	KNOT	I	The ELEPHANTs are mighty; KNOT = Negation; I = I; Hence MIGHT NOT I.
might not it	ELEPHANT	KNOT	IT	The ELEPHANTs are mighty; KNOT = Negation; IT = It; Hence MIGHT NOT IT.
might not she	ELEPHANT	KNOT	SHE	The ELEPHANTs are mighty; KNOT = Negation; SHE = She; Hence MIGHT NOT SHE.
might not they	ELEPHANT	KNOT	THEY	The ELEPHANTs are mighty; KNOT = Negation; THEY = They; Hence MIGHT NOT THEY.
might not we	ELEPHANT	KNOT	WE	The ELEPHANTs are mighty; KNOT = Negation; WE = We; Hence MIGHT NOT WE.
might not you	ELEPHANT	KNOT	YOU	The ELEPHANTs are mighty; KNOT = Negation; YOU = You; Hence MIGHT NOT YOU.
might she	ELEPHANT	SHE		The ELEPHANTs are mighty; SHE = She; Hence MIGHT SHE.
might they	ELEPHANT	THEY		The ELEPHANTs are mighty; THEY = They; Hence MIGHT THEY.
might we	ELEPHANT	WE		The ELEPHANTs are mighty; WE = We; Hence MIGHT WE.
might you	ELEPHANT	YOU		The ELEPHANTs are mighty; YOU = You; Hence MIGHT YOU.
milk	JUICE	LOVE		JUICE = Drinking-related words; Babies LOVE to drink MILK.
million	NUMBER	DET		NUMBER = Cardinal numbers; The number "1,000,000" (MILLION) is associated with DET icon.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
millionth	DET	NUMBER		The NUMBER "1,000,000th" (MILLIONTH) is associated with the DET icon.
mind	*QUEENBEE*	*SECOND*	*VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minded	*QUEENBEE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minding	*QUEENBEE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minds	*QUEENBEE*	*SECOND*	*VERB+S*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
mine	POSS	I		Possessive Pronoun (MINE) follows sequence: POSS + Pronoun (I).
minus	NUMBER	PREVRB+S		NUMBER = Number-related words; The PREVERB+S icon shows a MINUS sign.
minute	WATCH	REMEMBER		WATCH = Watch-related time words; You often point your finger (REMEMBER) when saying "Wait one MINUTE."
mirror	BED	ISLAND		BED = Furniture; You see your reflection (MIRROR) in the water (ISLAND).
mitten	SUIT	REMEMBER		SUIT = Clothing-related words; Keep your fingers (REMEMBER) warm in a MITTEN.
mix	*KITCHEN*	*SECOND*	*VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixed	*KITCHEN*	*SECOND*	*VERB+ED*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixer	PHONE	KITCHEN		PHONE = Small appliances; You mix (KITCHEN) the ingredients with a MIXER.
mixes	*KITCHEN*	*SECOND*	*VERB+S*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixing	*KITCHEN*	*SECOND*	*VERB+ING*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
Monday	MORNING	HAMMER		MORNING = Time of day-related words; Day two (HAMMER) of the week is MONDAY; Many people go to work (HAMMER) on MONDAY.
money	MONEY	NOUN		Icon name.
monies	MONEY	NOUN PL		Plural of icon name.
monkey	ZEBRA	NIGHT		ZEBRA = Zoo animals; MONKEYs like to eat bananas (NIGHT).
month	TIME	NOUN		The calendar (TIME) has twelve MONTHs.
months	TIME	NOUN PL		The calendar (TIME) has twelve MONTHS.
moon	UMBRELLA	GOD		UMBRELLA = Weather-related words; The GOD icon shows a MOON.
more	MUSIC	ADJ		Do you want to hear MORE MUSIC?

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
more	MUSIC	ADJ+ER		Do you want to hear MORE MUSIC?
more able	*THINK*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
more accessible	*CHAIR*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
more alike	*EYE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The EYEs look ALIKE.*
more beautiful	*RAINBOW*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
more careful	PEOPLE	ADJ+ER		Take CARE of PEOPLE.
more certain	*KNOW*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
more comfortable	*HOUSE*	*SECOND*	*ADJ+ER*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
more common	*RETURN*	*SECOND*	*ADJ+ER*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
more delicious	*APPLE*	*SECOND*	*ADJ+ER*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
more different	ZEBRA	ADJ+ER		The ZEBRA has DIFFERENT colored stripes.
more disabled	CHAIR	ADJ+ER		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
more favorite	BOOK	ADJ+ER		This is my FAVORITE BOOK.
more important	REMEMBER	ADJ+ER		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
more necessary	UMBRELLA	ADJ+ER		An UMBRELLA is NECESSARY when it rains.
more terrible	*THMBS DN*	*SECOND*	*ADJ+ER*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
more tired	BED	ADJ+ER		You go to BED when you're TIRED.
more usual	RETURN	ADJ+ER		When things happen repeatedly (RETURN), it may become USUAL.
morning	MORNING	MORNING		MORNING = Time of day-related words; Icon name.
mosquito	QUEENBEE	VOLT		QUEENBEE = Insects; A MOSQUITO will zap (VOLT) you!
most	MUSIC	ADJ+EST		Do you want to hear MORE MUSIC?
most able	*THINK*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
most accessible	*CHAIR*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
most alike	*EYE*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The EYEs look ALIKE.*
most beautiful	*RAINBOW*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
most careful	PEOPLE	ADJ+EST		Take CARE of PEOPLE.
most certain	*KNOW*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
most comfortable	*HOUSE*	*SECOND*	*ADJ+EST*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
most common	*RETURN*	*SECOND*	*ADJ+EST*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
most delicious	*APPLE*	*SECOND*	*ADJ+EST*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
most different	ZEBRA	ADJ+EST		The ZEBRA has DIFFERENT colored stripes.
most disabled	CHAIR	ADJ+EST		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
most favorite	BOOK	ADJ+EST		This is my FAVORITE BOOK.
most important	REMEMBER	ADJ+EST		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
most necessary	UMBRELLA	ADJ+EST		An UMBRELLA is NECESSARY when it rains.
most terrible	*THMBS DN*	*SECOND*	*ADJ+EST*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
most tired	BED	ADJ+EST		You go to BED when you're TIRED.
most usual	RETURN	ADJ+EST		When things happen repeatedly (RETURN), it may become USUAL.
mostly	MUSIC	ADVERB		Do you like to hear MOST MUSIC? *YES = Adverbs.*
mostly	*MUSIC*	*YES*		*Do you like to hear MOST MUSIC?*
moth	QUEENBEE	SUIT		QUEENBEE = Insects; MOTHs can eat a SUIT.
mother	FAMILY	LOVE		FAMILY = Family-related words; The LOVE icon shows a MOTHER.
Mother's Day	GOD	LOVE		GOD = Holiday-related words; We celebrate mothers (LOVE) on MOTHER'S DAY.
motorcycle	TRUCK	POLICE		TRUCK = Transportation-related words; POLICE ride on MOTORCYCLEs.
mountain	MOUNTAIN	MOUNTAIN		MOUNTAIN = Nature-related words; Icon name.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
mouse	DOG	COMPUTER		DOG = Pets; You can operate a COMPUTER using a MOUSE.
mouth	BOY	SUN		BOY = Body-related words; The SUN icon has a laughing MOUTH.
move	*TRUCK*	*SECOND*	*VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
moved	*TRUCK*	*SECOND*	*VERB+ED*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
moves	*TRUCK*	*SECOND*	*VERB+S*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
movie theater(US)/ cinema(UK)	YORK	TV		YORK = General types of buildings; You go to the MOVIE THEATER/CINEMA to see films (TV).
moving	*TRUCK*	*SECOND*	*VERB+ING*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
much	ADVERB	MONEY		There is MUCH money in the MONEY icon.
much	*MONEY*	*ADVERB*		*There is MUCH money in the MONEY icon.*
mug	KITCHEN	THMBS UP		KITCHEN = Kitchen items; You may hold a MUG in your hand with your THMBS UP.
multiply	WRONG	SHE		WRONG = Math-related words; The symbol "*" (MULTIPLY) is shown on the SHE icon.
museum	YORK	OPEN		YORK = General types of buildings; A MUSEUM is a place for antiques (OPEN).
mushroom	FLOWERS	UMBRELLA		FLOWERS = Vegetables; The UMBRELLA looks like a MUSHROOM.
music	KNOW	MUSIC		KNOW = School-related words; Icon name.
music	MUSIC	NOUN		Icon name.
music	MUSIC	NOUN PL		Plural of icon name.
music room	HOUSE	MUSIC		HOUSE = Rooms; You play MUSIC in the MUSIC ROOM.
music synthesizer	MUSIC	COMPUTER		MUSIC = Music-related words; Many COMPUTERs have MUSIC SYNTHESIZERs.
must	PREVERB	HAMMER		We MUST go to work (HAMMER).
must he	HAMMER	HE		Many people must go to work (HAMMER); HE = He; Hence MUST HE.
must I	HAMMER	I		Many people must go to work (HAMMER); I = I; Hence MUST I.
must it	HAMMER	IT		Many people must go to work (HAMMER); IT = It; Hence MUST IT.
must she	HAMMER	SHE		Many people must go to work (HAMMER); SHE = She; Hence MUST SHE.
must they	HAMMER	THEY		Many people must go to work (HAMMER); THEY = They; Hence MUST THEY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
must we	HAMMER	WE		Many people must go to work (HAMMER); WE = We; Hence MUST WE.
must you	HAMMER	YOU		Many people must go to work (HAMMER); YOU = You; Hence MUST YOU.
mustache	BOY	BOOK		BOY = External body parts; Shakespeare (BOOK) has a MUSTACHE.
mustn't	PREVERB	KNOT	HAMMER	KNOT = Negation; We must go to work (HAMMER); Hence MUSTN'T.
mustn't he	HAMMER	KNOT	HE	Many people must go to work (HAMMER); KNOT = Negation; HE = He; Hence MUSTN'T HE.
mustn't I	HAMMER	KNOT	I	Many people must go to work (HAMMER); KNOT = Negation; I = I; Hence MUSTN'T I.
mustn't it	HAMMER	KNOT	IT	Many people must go to work (HAMMER); KNOT = Negation; IT = It; Hence MUSTN'T IT.
mustn't she	HAMMER	KNOT	SHE	Many people must go to work (HAMMER); KNOT = Negation; SHE = She; Hence MUSTN'T SHE.
mustn't they	HAMMER	KNOT	THEY	Many people must go to work (HAMMER); KNOT = Negation; THEY = They; Hence MUSTN'T THEY.
mustn't we	HAMMER	KNOT	WE	Many people must go to work (HAMMER); KNOT = Negation; WE = We; Hence MUSTN'T WE.
mustn't you	HAMMER	KNOT	YOU	Many people must go to work (HAMMER); KNOT = Negation; YOU = You; Hence MUSTN'T YOU.
my	I	POSS		Possessive Adjective (MY) follows sequence: Pronoun (I) + POSS.
myself	OBJ	I		Reflexive Pronoun (MYSELF) follows sequence: OBJect + Pronoun (I).
nail	BOY	RAINBOW		BOY = External body parts; You can paint (RAINBOW) your NAILs.
name	NAME	NOUN		Icon name.
names	NAME	NOUN PL		Plural of icon name.
nappy(UK)/ diaper(US)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a NAPPY/DIAPER.
nature	MOUNTAIN	NOUN		MOUNTAINs are part of NATURE.
natures	MOUNTAIN	NOUN PL		MOUNTAINs are part of NATURE.
near	ISLAND	THMBS UP		ISLAND = Place-related words; It is easier (THUMBS UP) to travel to NEAR places.
neat	*NAME*	*ADJ*		*You should always try to write (NAME) as NEATly as possible.*
neater	*NAME*	*ADJ+ER*		*You should always try to write (NAME) as NEATly as possible.*
neatest	*NAME*	*ADJ+EST*		*You should always try to write (NAME) as NEATly as possible.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
neatly	*NAME*	*ADVERB*		*You should always try to write (NAME) as NEATLY as possible. YES = Adverbs.*
neatly	*NAME*	*YES*		*You should always try to write (NAME) as NEATLY as possible.*
necessarily	UMBRELLA	ADVERB		An UMBRELLA is NECESSARY when it rains.
necessarily	*UMBRELLA*	*YES*		*An UMBRELLA is NECESSARY when it rains; YES = Adverbs.*
necessary	UMBRELLA	ADJ		An UMBRELLA is NECESSARY when it rains.
need	PREVERB	UMBRELLA		An UMBRELLA is NEEDed when it rains.
need	UMBRELLA	VERB		An UMBRELLA is NEEDed when it rains.
needed	UMBRELLA	VERB+ED		An UMBRELLA is NEEDed when it rains.
needing	UMBRELLA	VERB+ING		An UMBRELLA is NEEDed when it rains.
needs	PREVRB+S	UMBRELLA		An UMBRELLA is NEEDed when it rains.
needs	UMBRELLA	VERB+S		An UMBRELLA is NEEDed when it rains.
neighbor	PEOPLE	HOUSE		PEOPLE = People-related words; A NEIGHBOR lives close to your HOUSE.
nervous	MASKS	DOG		MASKS = Feeling-related words; Some people are NERVOUS around DOGs.
never	ADVERB	POLICE		NEVER cross the street until the POLICEman stops the traffic.
never	*POLICE*	*ADVERB*		*NEVER cross the street until the POLICEman stops the traffic.*
new	LOVE	ADJ		The woman (LOVE) is holding a NEW baby.
New Year's Day	GOD	TIME		GOD = General types of holidays; You ring out the old (TIME) and ring in the new on NEW YEAR'S DAY.
newer	LOVE	ADJ+ER		The woman (LOVE) is holding a NEW baby.
newest	LOVE	ADJ+EST		The woman (LOVE) is holding a NEW baby.
newly	LOVE	ADVERB		The woman (LOVE) is holding a NEW baby.
newly	*LOVE*	*YES*		*The woman (LOVE) is holding a NEW baby. YES = Adverbs.*
newspaper	BOOK	DOG		BOOK = Reading-related words; The DOG is carrying a NEWSPAPER.
next	SPACE	PEOPLE		SPACE = Spatial-related words; The PEOPLE are walking NEXT to one another.
nice	FLOWERS	ADJ		It's NICE to receive FLOWERS from a friend.
nicely	FLOWERS	ADVERB		It's NICE to receive FLOWERS from a friend.
nicely	*FLOWERS*	*YES*		*It's NICE to receive FLOWERS from a friend; YES = Adverbs.*
nicer	FLOWERS	ADJ+ER		It's NICE to receive FLOWERS from a friend.
nicest	FLOWERS	ADJ+EST		It's NICE to receive FLOWERS from a friend.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
nickel	MONEY	POLICE		MONEY = Money-related words; The POLICE officer is holding up five fingers; Hence five cents (NICKEL).
night	MORNING	NIGHT		MORNING = Time of day-related words; Icon name.
night	NIGHT	NOUN		Icon name.
nightie	SUIT	NIGHT		SUIT = Clothing-related words; You wear a NIGHTIE at NIGHT.
nights	NIGHT	NOUN PL		Plural of icon name.
nine	NUMBER	BOOK		NUMBER = Cardinal numbers; The number "9" (NINE) falls on the BOOK icon.
nineteen	NUMBER	NIGHT		NUMBER = Cardinal numbers; The number "19" (NINETEEN) falls one row below the "9" icon (NIGHT).
nineteenth	NIGHT	NUMBER		The NUMBER "19th" (NINETEENTH) falls one row below the "9" icon (NIGHT).
ninetieth	TRUCK	NUMBER		The NUMBER "90th" (NINETIETH) falls three rows below the "9" icon (TRUCK).
ninety	NUMBER	TRUCK		NUMBER = Cardinal numbers; The number "90" (NINETY) falls three rows below the "9" icon (TRUCK).
ninth	BOOK	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "9th" (NINTH) is shown on the BOOK icon.
no	NO			Quick access to the frequently used word NO; Icon name.
no more	NAME	MUSIC		NAME = No (N for NAME/No); Do you want to hear more MUSIC?; Hence NO MORE.
no one	NAME	SUN		NAME = No (N for NAME/No); Only one SUN is seen on the icon; Hence NO ONE.
no time	NAME	WATCH		NAME = No (N for NAME/No); A WATCH tells us the time; Hence NO TIME.
no way	NAME	EXIT		NAME = No (N for NAME/No); The EXIT points the way; Hence NO WAY.
nobody	NAME	BOY		NAME = No (N for NAME/No); The BOY icon represents body parts; Hence NOBODY.
noisier	*EAR*	*SECOND*	*ADJ+ER*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
noisiest	*EAR*	*SECOND*	*ADJ+EST*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
noisily	*EAR*	*SECOND*	*YES*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears; YES = Adverbs.*
noisy	*EAR*	*SECOND*	*ADJ*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
none	DET	WRONG		NONE of the problems (WRONG) are correct.
none	*WRONG*	*DET*		*NONE of the problems (WRONG) are correct.*
north	EXIT	FROG		EXIT = Direction-related words; The FROG is NORTH of the island.
nose	BOY	ELEPHANT		BOY = Body-related words; The ELEPHANT has a long NOSE.
not	KNOT			KNOT sounds like NOT.
notebook	BOOK	MUSIC		BOOK = Reading-related words; The MUSIC icon shows a note which is in the word "NOTEBOOK."
nothing	NAME	TRUCK		NAME = No (N for NAME/No); You can haul almost anything in a TRUCK; Hence NOTHING.
novel	BOOK	LOVE		BOOK = General types of books; You read romantic (LOVE) NOVELs.
November	TIME	DICE		TIME = Calendar-related time words; The eleventh (DICE) month of the year is NOVEMBER; You may find yourself playing games (DICE) inside on a cold cloudy NOVEMBER day.
now	ADVERB	BOY		The BOY is stepping into the pool NOW.
now	*BOY*	*ADVERB*		*The BOY is stepping into the pool NOW.*
nowhere	NAME	ISLAND		NAME = No (N for NAME/No); You use a map (ISLAND) to find out where you are and where you are going; Hence NOWHERE.
number	NUMBER	NOUN		Icon name.
numbers	NUMBER	NOUN PL		Plural of icon name.
nurse	POLICE	REMEMBER		POLICE = Occupations; The NURSE reminds (REMEMBER) you to take your medicine.
nursery	HOUSE	LOVE		HOUSE = Rooms; The baby (LOVE) sleeps in the NURSERY.
o'clock	WATCH	WATCH		WATCH = Watch-related time words; You may say it is three O'CLOCK (WATCH) if asked.
occupation	POLICE	NOUN		One OCCUPATION is a POLICE officer.
occupational therapist	POLICE	HAMMER		POLICE = Occupations; The OCCUPATIONAL THERAPIST prepares you to return to work (HAMMER).
occupations	POLICE	NOUN PL		One OCCUPATION is a POLICE officer.
ocean	ISLAND	ISLAND		ISLAND = Water; The OCEAN is a huge area of water like the water around an ISLAND.
October	TIME	CACTUS		TIME = Calendar-related time words; The tenth (CACTUS) month of the year is OCTOBER; For many places the air is dry (CACTUS) and cold in OCTOBER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
of	*JUICE*	*PREP*		*A drink OF JUICE.*
of	PREP	JUICE		A drink OF JUICE.
of	PREP	PREP		Quick access to the frequently used PREPosition OF.
of course	INTERJ	ISLAND		OF COURSE I want to go sailing (ISLAND).
of course	*ISLAND*	*INTERJ*		*OF COURSE I want to go sailing (ISLAND).*
off	PREP	SPACE		The rocket blasts OFF into SPACE.
off	*SPACE*	*PREP*		*The rocket blasts OFF into SPACE.*
office	HOUSE	THINK		HOUSE = Rooms; You work and THINK in the OFFICE.
often	ADVERB	PHONE		Some people talk on the PHONE OFTEN.
often	*PHONE*	*ADVERB*		*Some people talk on the PHONE OFTEN.*
oh	INTERJ	OPEN		"OH" sounds like the long "o" in OPEN.
oh	*OPEN*	*INTERJ*		*"OH" sounds like the long "o" in OPEN.*
okay	INTERJ	THMBS UP		You put your THUMBS UP to indicate everything is OKAY.
okay	*THMBS UP*	*INTERJ*		*You put your THMBS UP to indicate everything is OKAY.*
old	TIME	ADJ		Father TIME is an OLD man.
older	TIME	ADJ+ER		Father TIME is an OLD man.
oldest	TIME	ADJ+EST		Father TIME is an OLD man.
on	*CHAIR*	*PREP*		*Your pet may sit ON your CHAIR.*
on	PREP	CHAIR		Your pet may sit ON your CHAIR.
on	VERB+EN			Quick access to the frequently used word ON; ON has an "n" like "en" in the icon label.
once	ADVERB	BOOK		Some stories (BOOK) start with ONCE upon a time.
once	*BOOK*	*ADVERB*		*Some stories (BOOK) start with ONCE upon a time.*
one	NUMBER	SUN		NUMBER = Cardinal numbers; The number "1" (ONE) is on the SUN icon.
one hundred	NUMBER	ELEPHANT		NUMBER = Cardinal numbers; The number "100" (ONE HUNDRED) is associated with the ELEPHANT icon.
one hundredth	ELEPHANT	NUMBER		The NUMBER "100th" (ONE HUNDREDTH) is associated with the ELEPHANT icon.
onion	FLOWERS	DOG		FLOWERS = Vegetables; The ONION peels like paper (DOG).
only	*REMEMBER*	*SECOND*	*ADJ*	*REMEMBER = Hand-related words; SECOND = Second level words; ONLY one hand is seen in the icon.*
oops	INTERJ	WRONG		You say " OOPS" if you get the WRONG answer.
oops	*WRONG*	*INTERJ*		*You say " OOPS" if you get the WRONG answer.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
open	OPEN	THMBS UP		OPEN = Chest-related words; The chest is OPEN (THMBS UP).
or	CONJ	OPEN		You can put toys OR money in a chest (OPEN).
or	*OPEN*	*CONJ*		*You can put toys OR money in a chest (OPEN).*
orange	APPLE	SPACE		APPLE = Food-related words; One of the planets in the SPACE icon looks like an ORANGE.
orange	RAINBOW	SPACE		RAINBOW = Color-related words; One of the planets in the SPACE icon is ORANGE in color.
other	ISLAND	ADJ		The map (ISLAND) shows you OTHER countries.
ouch	*HAMMER*	*INTERJ*		*If you hit yourself with a HAMMER, you may say, "OUCH."*
ouch	INTERJ	HAMMER		If you hit yourself with a HAMMER, you may say, "OUCH."
our	WE	POSS		Possessive Adjective (OUR) follows sequence: Pronoun (WE) + POSS.
ours	POSS	WE		Possessive Pronoun (OURS) follows sequence: POSS + Pronoun (WE).
ourselves	OBJ	WE		Reflexive Pronoun (OURSELVES) follows sequence: OBJect + Pronoun (WE).
out	*EXIT*	*PREP*		*EXIT shows a way OUT of a building.*
out	PREP	EXIT		EXIT shows a way OUT of a building.
outdoors	ADVERB	MOUNTAIN		When the weather is good, we can play in the OUTDOORS (MOUNTAIN).
outdoors	*MOUNTAIN*	*ADVERB*		*When the weather is good, we can play in the OUTDOORS (MOUNTAIN).*
outside	PREP	QUEENBEE		Keep the QUEENBEE OUTSIDE your house.
outside	*QUEENBEE*	*PREP*		*Keep the QUEENBEE OUTSIDE your house.*
oval	TRIANGLE	RETURN		TRIANGLE = Shape-related words; The RETURN icon looks like an OVAL.
oven	VOLT	SUN		VOLT = Large appliances; The OVEN is hot like the SUN.
over	PREP	RAINBOW		Birds fly OVER the RAINBOW.
over	*RAINBOW*	*PREP*		*Birds fly OVER the RAINBOW.*
own	*HOUSE*	*SECOND*	*VERB*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owned	*HOUSE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owning	*HOUSE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owns	*HOUSE*	*SECOND*	*VERB+S*	*SECOND = Second level words; Someday you may OWN a HOUSE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
paid	*MONEY*	*SECOND*	*VERB+ED*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
paint	*RAINBOW*	*SECOND*	*VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
paintbrush	GIRL	GIRL		GIRL = Art-related words; The GIRL uses a brush; Hence PAINTBRUSH.
painted	*RAINBOW*	*SECOND*	*VERB+ED*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
painting	*RAINBOW*	*SECOND*	*VERB+ING*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
paints	*RAINBOW*	*SECOND*	*VERB+S*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
pajamas	SUIT	BED		SUIT = Clothing-related words; You wear PAJAMAS when you go to BED.
pan	KITCHEN	SUN		KITCHEN = Kitchen items; You may fry with a PAN over a hot flame/fire (SUN).
panties(US)/knickers(UK)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the PANTIES/KNICKERS looks like the RETURN icon.
pants	SUIT	PEOPLE		SUIT = Clothing-related words; A person (PEOPLE) in the icon is wearing PANTS.
paper	GIRL	DOG		GIRL = Art-related words; The DOG is carrying a PAPER.
paper clip	GIRL	MEDICAL		GIRL = Art-related words; The MEDICAL icon looks like a PAPER CLIP.
park	ISLAND	FLOWERS		ISLAND = Place-related words; You can see FLOWERS in the PARK.
passenger	PEOPLE	TRUCK		PEOPLE = People-related words; PASSENGERs ride in vehicles (TRUCK).
Passover	GOD	HOUSE		GOD = Holiday-related words; HOUSEs were marked with blood to tell the angel of death to PASSOVER.
pastry cutter (UK)/cookie cutter (US)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use PASTRY CUTTERs /COOKIE CUTTERs to cut shapes (TRIANGLE) in the dough.
pay	*MONEY*	*SECOND*	*VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
paying	*MONEY*	*SECOND*	*VERB+ING*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
pays	*MONEY*	*SECOND*	*VERB+S*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
pea	FLOWERS	DICE		FLOWERS = Vegetables; PEAs are small like DICE.
peach	APPLE	LOVE		APPLE = Food-related words; The blanket (LOVE) is fuzzy like a PEACH.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pear	APPLE	DICE		APPLE = Food-related words; A pair (sounds like PEAR) of DICE.
pen	GIRL	NAME		GIRL = Art-related words; The NAME icon shows a PEN.
pence(UK)/ penny(US)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENCE/ PENNY.
pencil	GIRL	STOP		GIRL = Art-related words; You use your PENCIL to print letters (STOP).
penis	BOY	FAMILY		BOY = Body-related words; The father (FAMILY) has a PENIS.
penny(US)/ pence(UK)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENNY/PENCE.
people	PEOPLE	NOUN PL		Plural of icon name.
pepperoni	SCALES	SNAIL		SCALES = Meats; The SNAIL icon looks like PEPPERONI.
perfume	BATH	FLOWERS		BATH = Toiletries; The FLOWERS smell like PERFUME.
person	PEOPLE	NOUN		Three PERSONs are shown on the PEOPLE icon.
pet	DOG	NOUN		DOGs are common PETs.
petrol station(UK)/ gas station(US)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets petrol/gas from a PETROL/GAS STATION.
pets	DOG	NOUN PL		DOGs are common PETs.
physical education	KNOW	SHOE		KNOW = School-related words; You wear sneakers (SHOE) when doing PHYSICAL EDUCATION.
physical therapist	POLICE	SHOE		POLICE = Occupations; The PHYSICAL THERAPIST can help develop walking (SHOE) skills.
piano	MUSIC	ZEBRA		MUSIC = Music-related words; Keys on a PIANO are black and white like the stripes on a ZEBRA.
picture	GIRL	WANTED		GIRL = Art-related words; The WANTED icon shows a PICTURE of a criminal.
pie	THMBS UP	SUN		THMBS UP = Desserts/Puddings; The SUN looks like a PIE.
pig	ZEBRA	SCALES		ZEBRA = Animal-related words; Pork sausages (SCALES) come from PIGs.
pilot	POLICE	SPACE		POLICE = Occupations; The PILOT flies his aeroplane/airplane (SPACE) in the sky.
pink	RAINBOW	FLOWERS		RAINBOW = Color-related words; Some FLOWERS are PINK.
place	ISLAND	NOUN		A map (ISLAND) shows many PLACEs.
places	ISLAND	NOUN PL		A map (ISLAND) shows many PLACES.

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Message	Icon 1	Icon 2	Icon 3	Rationale
plant	MOUNTAIN	CACTUS		MOUNTAIN = Nature-related words; A CACTUS makes a nice house PLANT.
plaster(UK)/ bandage(US)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a PLASTER/BANDAGE on a scraped finger (REMEMBER).
plate	KITCHEN	WATCH		KITCHEN = Kitchen items; The WATCH is shaped like a PLATE.
play	DICE	VERB		You may PLAY a game (DICE).
played	DICE	VERB+ED		You may PLAY a game (DICE).
playground	ISLAND	DICE		ISLAND = Place-related words; You play (DICE) at a PLAYGROUND.
playing	DICE	VERB+ING		You may PLAY a game (DICE).
plays	DICE	VERB+S		You may PLAY a game (DICE).
please	INTERJ	WANTED		I WANT(ED) it PLEASE.
please	*WANTED*	*INTERJ*		*I WANT(ED) it PLEASE.*
plus	NUMBER	PREVERB		NUMBER = Number-related words; The PREVERB icon shows a PLUS sign.
police	POLICE	POLICE		POLICE = Occupations; Icon name.
police station	YORK	POLICE		YORK = Building-related words; POLICE work at a POLICE STATION.
pond	ISLAND	JUICE		ISLAND = Place-related words; A POND is a small area of water like the small cup of water (JUICE).
pool	ISLAND	BOY		ISLAND = Place-related words; The icon shows a BOY getting into the POOL.
poor	YORK	ADJ		Many cities (YORK) house those who are POOR.
poorer	YORK	ADJ+ER		Many cities (YORK) house those who are POOR.
poorest	YORK	ADJ+EST		Many cities (YORK) house those who are POOR.
poorly	YORK	ADVERB		Many cities (YORK) house those who are POOR.
poorly	*YORK*	*YES*		*Many cities (YORK) house those who are POOR; YES = Adverbs.*
pork	SCALES	APPLE		SCALES = Meats; PORK is eaten with APPLE sauce.
post office	YORK	NAME		YORK = General types of buildings; You write the NAME and address on the envelope before going to the POST OFFICE.
postman(UK)/ mail carrier(US)	POLICE	NAME		POLICE = Occupations; The POSTMAN/MAIL CARRIER delivers addressed letters (NAME).
pot	KITCHEN	KITCHEN		KITCHEN = Kitchen items; You do some cooking (KITCHEN) in a POT.
potato	FLOWERS	HAMMER		FLOWERS = Vegetables; You can mash (HAMMER) your POTATO.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pound(UK)/ dollar(US)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (POUND/DOLLAR).
powder	BATH	REMEMBER		BATH = Toiletries; You shake out POWDER with your hand (REMEMBER).
power chair	TRUCK	CHAIR		TRUCK = Transportation-related words; The CHAIR icon shows a POWER CHAIR.
prettier	RAINBOW	ADJ+ER		A single RAINBOW is PRETTY.
prettiest	RAINBOW	ADJ+EST		A single RAINBOW is PRETTY.
prettily	RAINBOW	ADVERB		A single RAINBOW is PRETTY.
prettily	*RAINBOW*	*YES*		*A single RAINBOW is PRETTY; YES = Adverbs.*
pretty	RAINBOW	ADJ		A single RAINBOW is PRETTY.
problem	WRONG	NOUN		The WRONG icon shows a math PROBLEM.
problems	WRONG	NOUN PL		The WRONG icon shows a math PROBLEM.
psychologist	POLICE	THINK		POLICE = Occupations; PSYCHOLOGISTs assess how you THINK.
pudding(US)/ custard(UK)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
puddle	MOUNTAIN	UMBRELLA		MOUNTAIN = Nature-related words; Rain (UMBRELLA) brings many PUDDLEs.
pull	*ELEPHANT*	*SECOND*	*VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pulled	*ELEPHANT*	*SECOND*	*VERB+ED*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pulling	*ELEPHANT*	*SECOND*	*VERB+ING*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pulls	*ELEPHANT*	*SECOND*	*VERB+S*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pumpkin	APPLE	X-RAY		APPLE = Fruits; You draw a face (X-RAY) on a Halloween PUMPKIN.
puppet	OPEN	FROG		OPEN = Chest-related words; You could make a FROG PUPPET.
purple	RAINBOW	UMBRELLA		RAINBOW = Color-related words; The UMBRELLA on the icon has PURPLE stripes.
push	*POLICE*	*SECOND*	*VERB*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pushed	*POLICE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
pushes	*POLICE*	*SECOND*	*VERB+S*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
pushing	*POLICE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
put	OPEN	VERB		A chest (OPEN) is for PUTting riches into.
put	OPEN	VERB+ED		A chest (OPEN) is for PUTting riches into.
puts	OPEN	VERB+S		A chest (OPEN) is for PUTting riches into.
putting	OPEN	VERB+ING		A chest (OPEN) is for PUTting riches into.
puzzle	OPEN	ISLAND		OPEN = Chest-related words; The ISLAND icon looks like a PUZZLE piece.
quarter	MONEY	NIGHT		MONEY = Money-related words; You can see a QUARTER moon on the NIGHT icon.
question	*QUESTION*	*NOUN*		*Icon name.*
question	TV	NOUN		The TV icon shows a QUESTION mark.
questions	*QUESTION*	*NOUN PL*		*Plural of icon name.*
questions	TV	NOUN PL		The TV icon shows a QUESTION mark.
quick	*VOLT*	*SECOND*	*ADJ*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quicker	*VOLT*	*SECOND*	*ADJ+ER*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quickest	*VOLT*	*SECOND*	*ADJ+EST*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quickly	*VOLT*	*SECOND*	*YES*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK; YES = Adverbs.*
quiet	EAR	THMBS DN		EAR = Hearing-related words; You lower (THUMBS DOWN) the volume to make it QUIET.
quite	ADVERB	YORK		YORK is QUITE an "old English city."
quite	*YORK*	*ADVERB*		*YORK is QUITE an "old English city."*
rabbit	ZEBRA	EAR		ZEBRA = Animal-related words; A RABBIT has big EARs.
radio	PHONE	EAR		PHONE = Small appliances; You listen (EAR) to the RADIO for music and talk.
rain	*UMBRELLA*	*SECOND*	*VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rain	UMBRELLA	UMBRELLA		UMBRELLA = Weather-related words; You use an UMBRELLA in the RAIN.
rainbow	UMBRELLA	RAINBOW		UMBRELLA = Weather-related words; Icon name.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
raindrop	UMBRELLA	BATH		UMBRELLA = Weather-related words; The water coming out of the shower (BATH) looks like RAINDROPs.
rained	*UMBRELLA*	*SECOND*	*VERB+ED*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rainier	*UMBRELLA*	*SECOND*	*ADJ+ER*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
rainiest	*UMBRELLA*	*SECOND*	*ADJ+EST*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
raining	*UMBRELLA*	*SECOND*	*VERB+ING*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rains	*UMBRELLA*	*SECOND*	*VERB+S*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rainy	*UMBRELLA*	*SECOND*	*ADJ*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
ran	*SHOE*	*SECOND*	*VERB+ED*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
razor	BATH	TIME		BATH = Toiletries; Father TIME has a beard and a scythe (RAZOR) for cutting.
read	BOOK	VERB		You READ BOOKs.
read	BOOK	VERB+ED		You READ BOOKs.
reading	BOOK	VERB+ING		You READ BOOKs.
reading	KNOW	BOOK		KNOW = School-related words; The icon shows a BOOK for READING.
reads	BOOK	VERB+S		You READ BOOKs.
ready	ADVERB	WATCH		READY, set, go, and the WATCH was activated.
ready	*WATCH*	*ADVERB*		*READY, set, go, and the WATCH was activated.*
real	MONEY	ADJ		You need REAL MONEY to buy things.
realer	MONEY	ADJ+ER		You need REAL MONEY to buy things.
realest	MONEY	ADJ+EST		You need REAL MONEY to buy things.
really	MONEY	ADVERB		MONEY is REALLY important to survival.
really	*MONEY*	*YES*		*MONEY is REALLY important to survival; YES = Adverbs.*
recess	KNOW	DICE		KNOW = School-related words; RECESS is a time to play (DICE).
rectangle	TRIANGLE	TRUCK		TRIANGLE = Shape-related words; The TRUCK's trailer is a RECTANGLE shape.
red	RAINBOW	STOP		RAINBOW = Color-related words; The STOP sign is RED.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
refrigerator	VOLT	OPEN		VOLT = Large appliances; The REFRIGERATOR is used like an ice chest (OPEN).
reject	LOVE	THMBS DN		LOVE = Loving-related words; The mother REJECTs (THMBS DN) her child's request.
relax	SNAIL	VERB		The SNAIL is slow and RELAXed.
relaxation	SNAIL	NOUN		Slowness and RELAXATION are associated with SNAILs.
relaxed	SNAIL	VERB+ED		The SNAIL is slow and RELAXed.
relaxes	SNAIL	VERB+S		The SNAIL is slow and RELAXed.
relaxing	SNAIL	VERB+ING		The SNAIL is slow and RELAXed.
remember	*REMEMBER*	*SECOND*	*VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remember	REMEMBER	THMBS UP		Sometimes you REMEMBER (THMBS UP); sometimes you forget.
remembered	*REMEMBER*	*SECOND*	*VERB+ED*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remembering	*REMEMBER*	*SECOND*	*VERB+ING*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remembers	*REMEMBER*	*SECOND*	*VERB+S*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
rest	*BED*	*SECOND*	*VERB*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
restaurant	YORK	KITCHEN		YORK = Building-related words; There are condiments (KITCHEN) on the table in RESTAURANTs.
rested	*BED*	*SECOND*	*VERB+ED*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
resting	*BED*	*SECOND*	*VERB+ING*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
rests	*BED*	*SECOND*	*VERB+S*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
return	*RETURN*	*SECOND*	*VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returned	*RETURN*	*SECOND*	*VERB+ED*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returning	*RETURN*	*SECOND*	*VERB+ING*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returns	*RETURN*	*SECOND*	*VERB+S*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Message	Icon 1	Icon 2	Icon 3	Rationale
rich	OPEN	ADJ		A chest (OPEN) full of gold would make you RICH.
richer	OPEN	ADJ+ER		A chest (OPEN) full of gold would make you RICH.
richest	OPEN	ADJ+EST		A chest (OPEN) full of gold would make you RICH.
richly	OPEN	ADVERB		A chest (OPEN) full of gold would make you RICH.
richly	*OPEN*	*YES*		*A chest (OPEN) full of gold would make you RICH; YES = Adverbs.*
ridden	ZEBRA	VERB+EN		You may RIDE on a horse or a ZEBRA.
ride	ZEBRA	VERB		You may RIDE on a horse or a ZEBRA.
rides	ZEBRA	VERB+S		You may RIDE on a horse or a ZEBRA.
riding	ZEBRA	VERB+ING		You may RIDE on a horse or a ZEBRA.
right	EXIT	ADJ		The EXIT points you in the RIGHT direction.
right	EXIT	DOG		EXIT = Direction-related words; The DOG is looking to the RIGHT.
righter	EXIT	ADJ+ER		The EXIT points you in the RIGHT direction.
rightest	EXIT	ADJ+EST		The EXIT points you in the RIGHT direction.
rightly	EXIT	ADVERB		The EXIT points you in the RIGHT direction.
rightly	*EXIT*	*YES*		*The EXIT points you in the RIGHT direction; YES = Adverbs.*
river	ISLAND	MEDICAL		ISLAND = Place-related words; The RIVER winds like a snake (MEDICAL).
roach	QUEENBEE	THMBS DN		QUEENBEE = Insects; The ROACH is an unpleasant (THUMBS DOWN) insect.
rocket	TRUCK	NIGHT		TRUCK = Transportation-related words; ROCKETs fly high into space (NIGHT).
rode	ZEBRA	VERB+ED		You may RIDE on a horse or a ZEBRA.
room	HOUSE	TRIANGLE		HOUSE = Home-related words; ROOMs are considered part (TRIANGLE) of a HOUSE.
root beer	JUICE	HOUSE		JUICE = Drinking-related words; The tree by the HOUSE has roots; Hence ROOT BEER.
round	WATCH	ADJ		The WATCH is ROUND.
rounder	WATCH	ADJ+ER		The WATCH is ROUND.
roundest	WATCH	ADJ+EST		The WATCH is ROUND.
ruler	GIRL	TRIANGLE		GIRL = Art-related words; You use a RULER to measure (TRIANGLE).
run	*SHOE*	*SECOND*	*VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
running	*SHOE*	*SECOND*	*VERB+ING*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
runs	*SHOE*	*SECOND*	*VERB+S*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
sad	MASKS	MASKS		One of the MASKS looks SAD.
said	PHONE	VERB+ED		SAY is the most basic verb of communication (PHONE).
salad	FLOWERS	FROG		FLOWERS = Vegetables; The grass (FROG) resembles SALAD.
same	EYE	ADJ		The EYEs look the SAME.
sandbox	OPEN	CACTUS		OPEN = Chest-related words; SANDBOXes are filled with sand (CACTUS).
sang	MUSIC	VERB+ED		You read MUSICal notes to SING.
sanitary napkin(US)/ sanitary towel(UK)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY NAPKINs/TOWELs.
sanitary towel(UK)/ sanitary napkin(US)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY TOWELs/NAPKINs.
sat	CHAIR	VERB+ED		A CHAIR is to SIT on.
Saturday	MORNING	SHOE		MORNING = Time of day-related words; Day seven (SHOE) of the week is SATURDAY; You put on casual SHOEs on SATURDAY.
sausage	SCALES	SCALES		SCALES = Meats; There are SAUSAGE links on the SCALES.
saw	*EYE*	*SECOND*	*VERB+ED*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
say	PHONE	VERB		SAY is the most basic verb of communication (PHONE).
saying	PHONE	VERB+ING		SAY is the most basic verb of communication (PHONE).
says	PHONE	VERB+S		SAY is the most basic verb of communication (PHONE).
scared	MASKS	X-RAY		MASKS = Feeling-related words; The skull (X-RAY) makes you SCARED.
scarf	SUIT	FLOWERS		SUIT = General types of clothing; The lei (FLOWERS) goes around your neck like a SCARF.
school	YORK	KNOW		YORK = Building-related words; You go to SCHOOL to learn (KNOW).
science	KNOW	SPACE		KNOW = School-related words; The rocket in SPACE is related to SCIENCE.
scissors	GIRL	TIME		GIRL = Art-related words; You cut (TIME) with SCISSORS.
sea	ISLAND	EYE		ISLAND = Place-related words; You see (sounds like the SEA) with your EYEs.
second	HAMMER	NUMBER		The NUMBER "2" (SECOND) is shown on the HAMMER icon.
second	WATCH	SPACE		WATCH = Watch-related time words; You count down in SECONDs before the rocket (SPACE) lifts off.
secretary	POLICE	COMPUTER		POLICE = Occupations; The SECRETARY uses a COMPUTER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
see	*EYE*	*SECOND*	*VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
seeing	*EYE*	*SECOND*	*VERB+ING*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
seen	*EYE*	*SECOND*	*VERB+EN*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
sees	*EYE*	*SECOND*	*VERB+S*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
sentence	SENTENCE	NOUN		Icon name.
sentences	SENTENCE	NOUN PL		Plural of icon name.
September	TIME	BOOK		TIME = Calendar-related time words; The ninth (BOOK) month of the year is SEPTEMBER; Children get new BOOKs their first full month of school in SEPTEMBER.
seven	NUMBER	SHOE		NUMBER = Cardinal numbers; The number "7" (SEVEN) is on the SHOE icon.
seventeen	NUMBER	FROG		NUMBER = Cardinal numbers; The number "17" (SEVENTEEN) falls one row below the "7" icon (FROG).
seventeenth	FROG	NUMBER		The NUMBER "17th" (SEVENTEENTH) falls one row below the "7" icon (FROG).
seventh	SHOE	NUMBER		The NUMBER "7th" (SEVENTH) is shown on the SHOE icon.
seventieth	KITCHEN	NUMBER		The NUMBER "70th" (SEVENTIETH) falls three rows below the "7" icon (KITCHEN).
seventy	NUMBER	KITCHEN		NUMBER = Cardinal numbers; The number "70" (SEVENTY) falls three rows below the "7" icon (KITCHEN).
several	WRONG	SCALES		WRONG = Math-related words; SEVERAL sausages are on the SCALES.
shall	PREVERB	SNAIL		Most SNAILs live in shallow waters; Hence SHALL.
shall he	SNAIL	HE		Most SNAILs live in shallow waters; HE = He; Hence SHALL HE.
shall he not	SNAIL	KNOT	HE	Most SNAILs live in shallow waters; KNOT = Negation; HE = He; Hence SHALL HE NOT.
shall I	SNAIL	I		Most SNAILs live in shallow waters; I = I; Hence SHALL I.
shall I not	SNAIL	KNOT	I	Most SNAILs live in shallow waters; KNOT = Negation; I = I; Hence SHALL I NOT.
shall it	SNAIL	IT		Most SNAILs live in shallow waters; IT = It; Hence SHALL IT.
shall it not	SNAIL	KNOT	IT	Most SNAILs live in shallow waters; KNOT = Negation; IT = It; Hence SHALL IT NOT.
shall not	PREVERB	KNOT	SNAIL	KNOT = Negation; Most SNAILs live in shallow waters; Hence SHALL NOT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shall she	SNAIL	SHE		Most SNAILs live in shallow waters; SHE = She; Hence SHALL SHE.
shall she not	SNAIL	KNOT	SHE	Most SNAILs live in shallow waters; KNOT = Negation; SHE = She; Hence SHALL SHE NOT.
shall they	SNAIL	THEY		Most SNAILs live in shallow waters; THEY = They; Hence SHALL THEY.
shall they not	SNAIL	KNOT	THEY	Most SNAILs live in shallow waters; KNOT = Negation; THEY = They; Hence SHALL THEY NOT.
shall we	SNAIL	WE		Most SNAILs live in shallow waters; WE = We; Hence SHALL WE.
shall we not	SNAIL	KNOT	WE	Most SNAILs live in shallow waters; KNOT = Negation; WE = We; Hence SHALL WE NOT.
shall you	SNAIL	YOU		Most SNAILs live in shallow waters; YOU = You; Hence SHALL YOU.
shall you not	SNAIL	KNOT	YOU	Most SNAILs live in shallow waters; KNOT = Negation; YOU = You; Hence SHALL YOU NOT.
shampoo	BATH	THINK		BATH = Toiletries; The woman is pointing to the head (THINK) of hair she is about to SHAMPOO.
shape	TRIANGLE	NOUN		The TRIANGLE ruler is SHAPEd like a triangle.
shapes	TRIANGLE	NOUN PL		The TRIANGLE ruler is SHAPEd like a triangle.
shaving cream	BATH	RAINBOW		BATH = Toiletries; The base of the RAINBOW looks like SHAVING CREAM.
she	SHE	SHE		Subject Pronoun (SHE) follows sequence: Pronoun (SHE) + Pronoun (SHE).
she can	SHE	JUICE		SHE = She; You drink a can of JUICE; Hence SHE CAN.
she can't	SHE	KNOT	JUICE	SHE = She; KNOT = Negation; You drink a can of JUICE; Hence SHE CAN'T.
she could	SHE	TRUCK		SHE = She; The TRUCK has a little engine that could; Hence SHE COULD.
she couldn't	SHE	KNOT	TRUCK	SHE = She; KNOT = Negation; The TRUCK has a little engine that could; Hence SHE COULDN'T.
she did	SHE	FAMILY		SHE = She; The FAMILY did dress up for their picture; Hence SHE DID.
she didn't	SHE	KNOT	FAMILY	SHE = She; KNOT = Negation; The FAMILY did dress up for their picture; Hence SHE DIDN'T.
she didn't used to	SHE	KNOT	TIME	SHE = She; KNOT = Negation; Father TIME used to be young; Hence SHE DIDN'T USED TO.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
she does	SHE	REMEMBER		SHE = She; You say "I do" (REMEMBER) when you are being married; Hence SHE DOES.
she doesn't	SHE	KNOT	REMEMBER	SHE = She; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence SHE DOESN'T.
she doesn't feel	*SHE*	*KNOT*	*MASKS*	*SHE = SHE; KNOT = Negation The MASKS express emotion or how you feel; Hence SHE DOESN'T FEEL.*
she doesn't have to	SHE	KNOT	VOLT	SHE = She; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence SHE DOESN'T HAVE TO.
she doesn't know	SHE	KNOT	KNOW	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T KNOW.
she doesn't like	SHE	KNOT	SUN	SHE = She; KNOT = Negation; The SUN is happy and lik(e)able; Hence SHE DOESN'T LIKE.
she doesn't love	*SHE*	*KNOT*	*LOVE*	*SHE = SHE; KNOT = Negation; LOVE is the icon name; Hence SHE DOESN'T LOVE.*
she doesn't need	SHE	KNOT	UMBRELLA	SHE = She; KNOT = Negation; An UMBRELLA is needed when it rains; Hence SHE DOESN'T NEED.
she doesn't think	SHE	KNOT	THINK	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T THINK.
she doesn't want	SHE	KNOT	WANTED	SHE = She; KNOT = Negation; The WANTED icon shows a wanted man; Hence SHE DOESN'T WANT.
she feels	*SHE*	*MASKS*		*SHE = SHE; The MASKS express emotion or how you feel; Hence SHE FEELS.*
she had	SHE	YORK		SHE = She; Everyone had a good time in the city (YORK); Hence SHE HAD.
she hadn't	SHE	KNOT	YORK	SHE = She; KNOT = Negation; Everyone had a good time in the city (YORK); Hence SHE HADN'T.
she has	SHE	MONEY		SHE = She; The icon has MONEY on it; Hence SHE HAS.
she has to	SHE	VOLT		SHE = She; The storm (VOLT) has to pass; Hence SHE HAS TO.
she hasn't	SHE	KNOT	MONEY	SHE = She; KNOT = Negation; The icon has MONEY on it; Hence SHE HASN'T.
she is	SHE	QUEENBEE		SHE = She; the QUEENBEE is busy; Hence SHE IS.
she is going	SHE	FROG		SHE = She; The FROG is going to jump; Hence SHE IS GOING.
she isn't	SHE	KNOT	QUEENBEE	SHE = She; KNOT = Negation; The QUEENBEE is busy; Hence SHE ISN'T.
she isn't going	SHE	KNOT	FROG	SHE = She; KNOT = Negation; The FROG is going to jump; Hence SHE ISN'T GOING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
she knows	SHE	KNOW		SHE = She; Icon name; Hence SHE KNOWS.
she likes	SHE	SUN		SHE = She; The SUN is happy and lik(e)able; Hence SHE LIKES.
she loves	*SHE*	*LOVE*		*SHE = SHE; LOVE is the icon name; Hence SHE LOVES.*
she may	SHE	FLOWERS		SHE = She; May FLOWERS; Hence SHE MAY.
she may not	SHE	KNOT	FLOWERS	SHE = She; KNOT = Negation; May FLOWERS; Hence SHE MAY NOT.
she might	SHE	ELEPHANT		SHE = She; The ELEPHANTs are mighty; Hence SHE MIGHT.
she might not	SHE	KNOT	ELEPHANT	SHE = She; KNOT = Negation; The ELEPHANTs are mighty; Hence SHE MIGHT NOT.
she must	SHE	HAMMER		SHE = She; Many people must go to work (HAMMER); Hence SHE MUST.
she mustn't	SHE	KNOT	HAMMER	SHE = She; KNOT = Negation; Many people must go to work (HAMMER); Hence SHE MUSTN'T.
she needs	SHE	UMBRELLA		SHE = She; An UMBRELLA is needed when it rains; Hence SHE NEEDS.
she shall	SHE	SNAIL		SHE = She; Most SNAILs live in shallow waters; Hence SHE SHALL.
she shall not	SHE	KNOT	SNAIL	SHE = She; KNOT = Negation; Most SNAILs live in shallow waters; Hence SHE SHALL NOT.
she should	SHE	POLICE		SHE = She; You should obey the POLICE officer; Hence SHE SHOULD.
she shouldn't	SHE	KNOT	POLICE	SHE = She; KNOT = Negation; You should obey the POLICE officer; Hence SHE SHOULDN'T.
she thinks	SHE	THINK		SHE = She; Icon name; Hence SHE THINKS.
she used to	SHE	TIME		SHE = She; Father TIME used to be young; Hence SHE USED TO.
she wants	SHE	WANTED		SHE = She; The WANTED icon shows a wanted man; Hence SHE WANTS.
she was	SHE	WATCH		SHE = She; Was the WATCH correct?; Hence SHE WAS.
she wasn't	SHE	KNOT	WATCH	SHE = She; KNOT = Negation; Was the WATCH correct?; Hence SHE WASN'T.
she will	SHE	BOOK		SHE = She; Will you read me a book?; Hence SHE WILL.
she won't	SHE	KNOT	BOOK	SHE = She; KNOT = Negation; Will you read me a BOOK?; Hence SHE WON'T.
she would	SHE	HOUSE		SHE = She; You build HOUSEs with wood (sounds like would); Hence SHE WOULD.

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Message	Icon 1	Icon 2	Icon 3	Rationale
she wouldn't	SHE	KNOT	HOUSE	SHE = She; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence SHE WOULDN'T.
she'd	SHE	VERB+ED		SHE = She; VERB+ED is used because of the "d" in "+ED"; Hence SHE'D.
she'll	SHE	VERB+ING		SHE = She; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence SHE'LL.
she's	SHE	VERB		SHE = She; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence SHE'S.
she's	SHE	VERB+S		SHE = She; VERB+S is used for the contracted "has" form because of the "+S"; Hence SHE'S.
sheep	ZEBRA	SUIT		ZEBRA = Animal-related words; The SUIT is made of wool from a SHEEP.
shine	*NIGHT*	*SECOND*	*VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shined	*NIGHT*	*SECOND*	*VERB+ED*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shines	*NIGHT*	*SECOND*	*VERB+S*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shinier	*NIGHT*	*SECOND*	*ADJ+ER*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
shiniest	*NIGHT*	*SECOND*	*ADJ+EST*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
shining	*NIGHT*	*SECOND*	*VERB+ING*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shiny	*NIGHT*	*SECOND*	*ADJ*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
shirt	SUIT	BOOK		SUIT = Clothing-related words; Shakespeare (BOOK) is wearing an unusual SHIRT collar.
shoe	SUIT	SHOE		SUIT = Clothing-related words; Icon name.
shoe shop(UK)/shoe store(US)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE SHOP/STORE.
shoe store(US)/shoe shop(UK)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE STORE/SHOP.
shopping centre(UK)/ mall(US)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a SHOPPING CENTRE/MALL.
short	YORK	THMBS DN		YORK = General types of buildings; Some buildings are SHORT (THUMBS DOWN).
shorts	SUIT	SUN		SUIT = Clothing-related words; You wear SHORTS in the summer (SUN).
should	PREVERB	POLICE		You SHOULD obey the POLICE officer.

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Message	Icon 1	Icon 2	Icon 3	Rationale
should he	POLICE	HE		You should obey the POLICE officer; HE = He; Hence SHOULD HE.
should I	POLICE	I		You should obey the POLICE officer; I = I; Hence SHOULD I.
should it	POLICE	IT		You should obey the POLICE officer; IT = It; Hence SHOULD IT.
should she	POLICE	SHE		You should obey the POLICE officer; SHE = She; Hence SHOULD SHE.
should they	POLICE	THEY		You should obey the POLICE officer; THEY = They; Hence SHOULD THEY.
should we	POLICE	WE		You should obey the POLICE officer; WE = We; Hence SHOULD WE.
should you	POLICE	YOU		You should obey the POLICE officer; YOU = You; Hence SHOULD YOU.
shouldn’t	PREVERB	KNOT	POLICE	KNOT = Negation; You should obey the POLICE officer; Hence SHOULDN’T.
shouldn't he	POLICE	KNOT	HE	You should obey the POLICE officer; KNOT = Negation; HE = He; Hence SHOULDN’T HE.
shouldn't I	POLICE	KNOT	I	You should obey the POLICE officer; KNOT = Negation; I = I; Hence SHOULDN’T I.
shouldn't it	POLICE	KNOT	IT	You should obey the POLICE officer; KNOT = Negation; IT = It; Hence SHOULDN’T IT.
shouldn't she	POLICE	KNOT	SHE	You should obey the POLICE officer; KNOT = Negation; SHE = She; Hence SHOULDN’T SHE.
shouldn't they	POLICE	KNOT	THEY	You should obey the POLICE officer; KNOT = Negation; THEY = They; Hence SHOULDN’T THEY.
shouldn't we	POLICE	KNOT	WE	You should obey the POLICE officer; KNOT = Negation; WE = We; Hence SHOULDN’T WE.
shouldn't you	POLICE	KNOT	YOU	You should obey the POLICE officer; KNOT = Negation; YOU = You; Hence SHOULDN’T YOU.
shower	*BATH*	*SECOND*	*VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showered	*BATH*	*SECOND*	*VERB+ED*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showering	*BATH*	*SECOND*	*VERB+ING*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showers	*BATH*	*SECOND*	*VERB+S*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shy	MASKS	PHONE		MASKS = Feeling-related words; It is difficult for people who are SHY to speak (PHONE) in certain situations.
sick	MEDICAL	ADJ		You need MEDICAL attention when you are SICK.
sicker	MEDICAL	ADJ+ER		You need MEDICAL attention when you are SICK.
sickest	MEDICAL	ADJ+EST		You need MEDICAL attention when you are SICK.
sickly	MEDICAL	ADVERB		You need MEDICAL attention when you are SICK.
sickly	*MEDICAL*	*YES*		*You need MEDICAL attention when you are SICK; YES = Adverbs.*
side	EXIT	TRIANGLE		EXIT = Direction-related words; A TRIANGLE has three SIDEs.
sillier	*SUN*	*SECOND*	*ADJ+ER*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silliest	*SUN*	*SECOND*	*ADJ+EST*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silly	*SUN*	*SECOND*	*ADJ*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silver	RAINBOW	HAMMER		RAINBOW = Color-related words; The head of the HAMMER is SILVER.
since	CONJ	TIME		It's been a long TIME SINCE that happened.
since	*TIME*	*CONJ*		*It's been a long TIME SINCE that happened.*
sing	MUSIC	VERB		You read MUSICal notes to SING.
singing	MUSIC	VERB+ING		You read MUSICal notes to SING.
sings	MUSIC	VERB+S		You read MUSICal notes to SING.
sister	FAMILY	GIRL		FAMILY = Family-related words; Your SISTER is a GIRL.
sit	CHAIR	VERB		A CHAIR is to SIT on.
sits	CHAIR	VERB+S		A CHAIR is to SIT on.
sitting	CHAIR	VERB+ING		A CHAIR is to SIT on.
six	NUMBER	EXIT		NUMBER = Cardinal numbers; The number "6" (SIX) is on the EXIT icon.
sixteen	NUMBER	WRONG		NUMBER = Cardinal numbers; The number "16" (SIXTEEN) falls one row below the "6" icon (WRONG).
sixteenth	WRONG	NUMBER		The NUMBER "16th" (SIXTEENTH) falls one row below the "6" icon (WRONG).
sixth	EXIT	NUMBER		The NUMBER "6th" (SIXTH) is shown on the EXIT icon.
sixtieth	JUICE	NUMBER		The NUMBER "60th" (SIXTIETH) falls three rows below the "6" icon (JUICE).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
sixty	NUMBER	JUICE		NUMBER = Cardinal numbers; The number "60" (SIXTY) falls three rows below the "6" icon (JUICE).
skating	SHOE	PEOPLE		SHOE = Sports-related words; PEOPLE can all hold hands when they go SKATING.
skeleton	BOY	X-RAY		BOY = Body-related words; The X-RAY is a SKELETON.
skiing	SHOE	MOUNTAIN		SHOE = Sports-related words; You go SKIING down the MOUNTAIN.
skirt	SUIT	FAMILY		SUIT = Clothing-related words; The woman in the FAMILY icon is wearing a SKIRT.
sky	MOUNTAIN	RAINBOW		MOUNTAIN = Nature-related words; The RAINBOW arches across the SKY.
sled(US)/sledge(UK)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLED/SLEDGE.
sledge(UK)/sled(US)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLEDGE/SLED.
sleep	BED	VERB		A BED is to SLEEP in.
sleepier	*BED*	*SECOND*	*ADJ+ER*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
sleepiest	*BED*	*SECOND*	*ADJ+EST*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
sleepily	*BED*	*SECOND*	*YES*	*You go to BED when you are SLEEPY; SECOND = Second level words; YES = Adverbs.*
sleeping	BED	VERB+ING		A BED is to SLEEP in.
sleeps	BED	VERB+S		A BED is to SLEEP in.
sleepy	*BED*	*SECOND*	*ADJ*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
slept	BED	VERB+ED		A BED is to SLEEP in.
slide projector	PHONE	EYE		PHONE = Small appliances; You watch (EYE) the slide show on a SLIDE PROJECTOR.
slow	SNAIL	ADJ		Some people move as SLOW as a SNAIL.
slower	SNAIL	ADJ+ER		Some people move as SLOW as a SNAIL.
slowest	SNAIL	ADJ+EST		Some people move as SLOW as a SNAIL.
slowly	SNAIL	ADVERB		Some people move as SLOW as a SNAIL.
slowly	*SNAIL*	*YES*		*Some people move as SLOW as a SNAIL; YES = Adverbs.*
small	*DICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
small appliance	PHONE	NOUN		PHONEs are SMALL APPLIANCEs.
small appliances	PHONE	NOUN PL		PHONEs are SMALL APPLIANCEs.
smaller	*DICE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
smallest	*DICE*	*SECOND*	*AJD+EST*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
smart	*THINK*	*THMBS UP*		*THINK = Thinking-related words; At times, you may think you are SMART (THMBS UP).*
snail	ZEBRA	SNAIL		ZEBRA = Animal-related words; Icon name.
snake	ZEBRA	MEDICAL		ZEBRA = Animal-related words; The MEDICAL symbol has two SNAKEs.
snow	UMBRELLA	MOUNTAIN		UMBRELLA = Weather-related words; SNOW is on the MOUNTAIN.
snowplow	TRUCK	MOUNTAIN		TRUCK = Transportation-related words; The SNOWPLOW plows snow (MOUNTAIN) off the roads.
so	ADVERB	SUIT		You look SO good when you dress (SUIT) up.
so	*SUIT*	*ADVERB*		*You look SO good when you dress (SUIT) up.*
soap	BATH	OPEN		BATH = Toiletries; The chest (OPEN) looks like a SOAP dish.
soap opera	TV	LOVE		TV = TV-related words; Most SOAP OPERAs are about LOVE/hate relationships.
soccer	SHOE	THINK		SHOE = Sports-related words; In SOCCER, you can use your head (THINK) with the ball.
social studies	KNOW	PEOPLE		KNOW = Classes; SOCIAL STUDIES is about PEOPLE throughout the world.
sock	SUIT	DICE		SUIT = Clothing-related words; SOCKs come in pairs (DICE).
soda	JUICE	KITCHEN		JUICE = Drinking-related words; SODA is bubbly like the boiling water (KITCHEN).
soft	DOG	ADJ		The DOG's fur feels SOFT.
softball	SHOE	KNOW		SHOE = Sports-related words; The shape of the graduation cap (KNOW) is similar to a SOFTBALL diamond.
softer	DOG	ADJ+ER		The DOG's fur feels SOFT.
softest	DOG	ADJ+EST		The DOG's fur feels SOFT.
softly	DOG	ADVERB		The DOG's fur feels SOFT; YES = Adverbs.
softly	*DOG*	*YES*		*The DOG's fur feels SOFT.*
some	DET	SNAIL		SOME people are as slow as a SNAIL.
some	*SNAIL*	*DET*		*SOME people are as slow as a SNAIL.*
some more	SNAIL	MUSIC		SNAIL = Some (S for SNAIL/Some); Do you want to hear more MUSIC?; Hence SOME MORE.
somebody	SNAIL	BOY		SNAIL = Some (S for SNAIL/Some); The BOY icon represents body parts; Hence SOMEBODY.
somehow	SNAIL	HAMMER		SNAIL = Some (S for SNAIL/Some); You may say "Ow!" if you hit yourself with a HAMMER ("Ow" sounds like how); Hence SOMEHOW.

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Message	Icon 1	Icon 2	Icon 3	Rationale
someone	SNAIL	SUN		SNAIL = Some (S for SNAIL/Some); Only one SUN is seen on the icon; Hence SOMEONE.
something	SNAIL	TRUCK		SNAIL = Some (S for SNAIL/Some); You can haul almost anything in a TRUCK; Hence SOMETHING.
sometime	SNAIL	WATCH		SUN = Some (S for SNAIL/Some); A WATCH tells us the time; Hence SOMETIME.
someway	SNAIL	EXIT		SNAIL = Some (S for SNAIL/Some); The EXIT points the way; Hence SOMEWAY.
somewhat	*SNAIL*	*QUESTION*		*SNAIL = Some (S for SNAIL/Some); We ask the QUESTION "what" ; Hence SOMEWHAT.*
somewhat	SNAIL	TV		SNAIL = Some (S for SNAIL/Some); We ask the question "what" (TV); Hence SOMEWHAT.
somewhere	SNAIL	ISLAND		SNAIL = Some (S for SNAIL/Some); You use a map (ISLAND) to find out where you are and where you are going; Hence SOMEWHERE.
sorry	INTERJ	MASKS		You may say you are SORRY if you made someone sad (MASKS).
sorry	*MASKS*	*INTERJ*		*You may say you are SORRY if you made someone sad (MASKS).*
sour	APPLE	THMBS DN		APPLE = Food-related words; Some foods are SOUR (THUMBS DOWN).
south	EXIT	KITCHEN		EXIT = Direction-related words; The KITCHEN icon is SOUTH of the island.
spatial concept	*SPACE*	*NOUN*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
spatial concepts	*SPACE*	*NOUN PL*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
speak	*DOG*	*SECOND*	*VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speaking	*DOG*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speaks	*DOG*	*SECOND*	*VERB+S*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speech language pathologist(US)/ speech language therapist(UK)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE PATHOLOGIST/SPEECH LANGUAGE THERAPIST works on communication (PHONE) skills.
speech language therapist(UK)/speech language pathologist(US)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE THERAPIST /SPEECH LANGUAGE PATHOLOGIST works on communication (PHONE) skills.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
spell	*NAME*	*SECOND*	*VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spelled	*NAME*	*SECOND*	*VERB+ED*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spelling	*NAME*	*SECOND*	*VERB+ING*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spells	*NAME*	*SECOND*	*VERB+S*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spider	QUEENBEE	GIRL		QUEENBEE = Insects; A SPIDER frightened Little Miss Muffet (GIRL).
spinach	FLOWERS	ELEPHANT		FLOWERS = Vegetables; SPINACH is supposed to make you strong (ELEPHANT).
spoke	*DOG*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
spoken	*DOG*	*SECOND*	*VERB+EN*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
sponge	BATH	JUICE		BATH = Toiletries; You can mop up spilled JUICE with a SPONGE.
spoon	KITCHEN	RETURN		KITCHEN = Kitchen items; You stir (RETURN) things with a SPOON.
sport	SHOE	NOUN		SHOEs are worn to play SPORTs.
sports	SHOE	NOUN PL		SHOEs are worn to play SPORTS.
sports program	TV	SHOE		TV = TV-related words; Most SPORTS (SHOE) PROGRAMs can be seen on TV.
square	TRIANGLE	TV		TRIANGLE = Shape-related words; The TV screen is SQUARE.
squirrel	ZEBRA	OPEN		ZEBRA = Animal-related words; The gold nuggets in the chest (OPEN) look like SQUIRREL nuts.
St. Patrick's Day	GOD	RAINBOW		GOD = Holiday-related words; The RAINBOW and a crock of gold are associated with ST. PATRICK'S DAY.
stander	CHAIR	POLICE		CHAIR = Assistive technology-related words; The POLICEman is STANDing.
stapler	GIRL	HAMMER		GIRL = Art-related words; A STAPLER knocks (HAMMER) staples into paper.
star	TRIANGLE	NIGHT		TRIANGLE = Shape-related words; You may see a STAR at NIGHT.
start	WATCH	VERB		The stopWATCH is activated at the START of a race.
started	WATCH	VERB+ED		The stopWATCH is activated at the START of a race.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
starting	WATCH	VERB+ING		The stopWATCH is activated at the START of a race.
starts	WATCH	VERB+S		The stopWATCH is activated at the START of a race.
station	YORK	STOP		YORK = General types of buildings; The train STOPs at the STATION.
stay	*EXIT*	*SECOND*	*VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stayed	*EXIT*	*SECOND*	*VERB+ED*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
staying	*EXIT*	*SECOND*	*VERB+ING*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stays	*EXIT*	*SECOND*	*VERB+S*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
steak	SCALES	HAMMER		SCALES = Meats; You can tenderize STEAK with a mallet (HAMMER).
stereo	VOLT	MUSIC		VOLT = Large appliances; You play MUSIC on the STEREO.
sticker	GIRL	THMBS UP		GIRL = Art-related words; You get a STICKER for doing a good (THUMBS UP) job.
still	ADVERB	GIRL		The GIRL is sitting STILL while her picture is taken.
still	*GIRL*	*ADVERB*		*The GIRL is sitting STILL while her picture is taken.*
stomach	BOY	BOY		BOY = Body-related words; You can see the BOY's STOMACH.
stone	MOUNTAIN	OPEN		MOUNTAIN = Nature-related words; The mountain is made of STONE (OPEN).
stop	STOP	VERB		Icon name.
stopped	STOP	VERB+ED		Icon name.
stopping	STOP	VERB+ING		Icon name.
stops	STOP	VERB+S		Icon name.
store	COMPUTER	VERB		You can STORE information in a COMPUTER.
stored	COMPUTER	VERB+ED		You can STORE information in a COMPUTER.
stores	COMPUTER	VERB+S		You can STORE information in a COMPUTER.
storing	COMPUTER	VERB+ING		You can STORE information in a COMPUTER.
storm	UMBRELLA	HOUSE		UMBRELLA = Weather-related words; We often run for protection (HOUSE) when it is STORMing.
story	BOOK	YORK		BOOK = General types of books; You can tell a STORY about a castle (YORK).
stove(US)/cooker(UK)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a STOVE/COOKER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
straight	SUIT	ADJ		The tie (SUIT) is STRAIGHT.
straighter	SUIT	ADJ+ER		The tie (SUIT) is STRAIGHT.
straightest	SUIT	ADJ+EST		The tie (SUIT) is STRAIGHT.
straw	KITCHEN	JUICE		KITCHEN = Kitchen items; The drink (JUICE) has a STRAW in it.
strawberry	APPLE	JUICE		APPLE = Fruits; The drink (JUICE) has a straw in it, like the beginning of STRAWBERRY.
student	PEOPLE	KNOW		PEOPLE = People-related words; A person that goes to school (KNOW) is a STUDENT.
studied	*BOOK*	*SECOND*	*VERB+ED*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
studies	*BOOK*	*SECOND*	*VERB+S*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
study	*BOOK*	*SECOND*	*VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
study	HOUSE	BOOK		HOUSE = Rooms; You keep a BOOK in the STUDY.
studying	*BOOK*	*SECOND*	*VERB+ING*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
subtract	WRONG	PREVRB+S		WRONG = Math-related words; The symbol "-" (SUBTRACT) is shown on the PREVERB+S icon.
sun	UMBRELLA	SUN		UMBRELLA = Weather-related words; Icon name.
Sunday	MORNING	SUN		MORNING = Time of day-related words; Day one (SUN) of the week is SUNDAY; "SUNDAY" contains the word "SUN."
sung	MUSIC	VERB+EN		You read MUSICal notes to SING.
sunrise	MOUNTAIN	MORNING		MOUNTAIN = Nature-related words; The SUN RISEs in the MORNING.
sunscreen	BATH	SUN		BATH = Toiletries; You use SUNSCREEN to protect yourself from the SUN's rays.
sunset	MOUNTAIN	NIGHT		MOUNTAIN = Nature-related words; The SUN SETs just before the NIGHT.
supper	WATCH	NIGHT		WATCH = Watch-related time words; You eat SUPPER at NIGHT.
sure	KNOW	ADJ		To KNOW is to be SURE.
surely	KNOW	ADVERB		To KNOW is to be SURE.
surely	*KNOW*	*YES*		*To KNOW is to be SURE; YES = Adverbs.*
surer	KNOW	ADJ+ER		To KNOW is to be SURE.
surest	KNOW	ADJ+EST		To KNOW is to be SURE.
surprise	INTERJ	RAINBOW		Seeing a RAINBOW can be a wonderful SURPRISE.
surprise	*RAINBOW*	*INTERJ*		*Seeing a RAINBOW can be a wonderful SURPRISE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
swallow	*JUICE*	*SECOND*	*VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallowed	*JUICE*	*SECOND*	*VERB+ED*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallowing	*JUICE*	*SECOND*	*VERB+ING*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallows	*JUICE*	*SECOND*	*VERB+S*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swam	BOY	VERB+ED		The BOY is about to go SWIMming.
sweater(US)/ jumper(UK)	SUIT	OPEN		SUIT = Clothing-related words; You store your SWEATERs/JUMPERs in a chest (OPEN).
sweet	APPLE	THMBS UP		APPLE = Food-related words; Some foods are SWEET (THUMBS UP).
sweets(UK)/ candy(US)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; SWEETs /CAND(Y)ies are good (THMBS UP).
swim	BOY	VERB		The BOY is about to go SWIMming.
swim suit(US)/ swimming costume(UK)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIM SUIT/ SWIMMING COSTUME.
swimming	BOY	VERB+ING		The BOY is about to go SWIMming.
swimming	SHOE	BOY		SHOE = Sports-related words; The BOY is about to go SWIMMING.
swimming costume(UK)/ swim suit(US)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIMMING COSTUME /SWIM SUIT.
swims	BOY	VERB+S		The BOY is about to go SWIMming.
swum	BOY	VERB+EN		The BOY is about to go SWIMming.
t-shirt	SUIT	RAINBOW		SUIT = Clothing-related words; -SHIRTs come in many colors (RAINBOW).
table	BED	JUICE		BED = Furniture; You put the drinks (JUICE) on the TABLE.
take	TIME	VERB		TAKE your TIME.
taken	TIME	VERB+EN		TAKE your TIME.
takes	TIME	VERB+S		TAKE your TIME.
taking	TIME	VERB+ING		TAKE your TIME.
talk	SENTENCE	VERB		The two people in the SENTENCE icon are TALKING to each other.
talked	SENTENCE	VERB+ED		The two people in the SENTENCE icon are TALKING to each other.
talking	SENTENCE	VERB+ING		The two people in the SENTENCE icon are TALKING to each other.
talks	SENTENCE	VERB+S		The two people in the SENTENCE icon are TALKING to each other.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
tall	YORK	THMBS UP		YORK = General types of buildings; Some buildings are TALL (THUMBS UP).
tambourine	MUSIC	REMEMBER		MUSIC = Music-related words; A TAMBOURINE is an instrument you hold in your hand (REMEMBER).
tan	RAINBOW	DOG		RAINBOW = Color-related words; Some DOGs are TAN in color.
tape	GIRL	SNAIL		GIRL = Art supplies; The SNAIL looks like a roll of TAPE.
tape recorder	PHONE	BOOK		PHONE = Small appliances; A TAPE RECORDER plays BOOKs on tape.
taxi	TRUCK	MONEY		TRUCK = Transportation-related words; You have to pay (MONEY) to use a TAXI.
tea	JUICE	WATCH		JUICE = Drinking-related words; It's time (WATCH) for TEA.
teacher	POLICE	KNOW		POLICE = Occupations; A TEACHER works at a school (KNOW).
teeth	BOY	DOG		BOY = Body-related words; The DOG is showing his TEETH.
telephone	PHONE	PHONE		PHONE = Small appliances; A TELEPHONE is shown on the PHONE icon.
telephone book	BOOK	PHONE		BOOK = General types of books; You find PHONE numbers in the TELEPHONE BOOK.
television	VOLT	TV		VOLT = Large appliances; The TV icon shows a TELEVISION.
tell	*SENTENCE*	*SECOND*	*VERB*	*SECOND = Second level words; I'm going to TELL mommy on you.*
telling	*SENTENCE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; I'm going to TELL mommy on you.*
tells	*SENTENCE*	*SECOND*	*VERB+S*	*SECOND = Second level words; I'm going to TELL mommy on you.*
temple	YORK	GOD		YORK = Building-related words; Some TEMPLEs show the Star (GOD) of David.
ten	NUMBER	CACTUS		NUMBER = Cardinal numbers; The number "10" (TEN) falls one row below the "0" icon (CACTUS).
tent	YORK	MOUNTAIN		YORK = General types of buildings; You can camp out (TENT) in the MOUNTAINs.
tenth	CACTUS	NUMBER		The NUMBER "10th" (TENTH) falls one row below the "0" icon (CACTUS).
terrible	*THMBS DN*	*SECOND*	*ADJ*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
terribly	*THMBS DN*	*SECOND*	*YES*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words; YES = Adverbs.*
than	CONJ	SCALES		This weighs (SCALES) more THAN that.
than	*SCALES*	*CONJ*		*This weighs (SCALES) more THAN that.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
thank	*FLOWERS*	*SECOND*	*VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thank you	*FLOWERS*	*INTERJ*		*You say, "THANK YOU" when given FLOWERS.*
thank you	INTERJ	FLOWERS		You say, "THANK YOU" when given FLOWERS.
thanked	*FLOWERS*	*SECOND*	*VERB+ED*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thanking	*FLOWERS*	*SECOND*	*VERB+ING*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thanks	*FLOWERS*	*SECOND*	*VERB+S*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
Thanksgiving	GOD	FLOWERS		GOD = Holiday-related words; FLOWERS may decorate your table for THANKSGIVING.
that	DET	DET		Quick access to the frequently used DETerminer, THAT.
that	DET	EXIT		You may point someone THAT way to the EXIT.
that	*EXIT*	*DET*		*You may point someone THAT way to the EXIT.*
the	ADJ+EST			Quick access to the frequently used word THE; It takes three letters to spell "THE bEST."
the	*BOY*	*DET*		*THE BOY is shown on the icon.*
the	DET	BOY		THE BOY is shown on the icon.
theater(US)/ theatre(UK)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATER/THEATRE.
theatre(UK)/ theater(US)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATRE/THEATER.
their	THEY	POSS		POSSessive Adjective (THEIR) follows sequence: Pronoun (THEY) + POSS.
theirs	POSS	THEY		Possessive Pronoun (THEIRS) follows sequence: POSS + Pronoun (THEY).
them	THEY	OBJ		Objective Pronoun (THEM) follows sequence: Pronoun (THEY) + OBJ.
themselves	OBJ	THEY		Reflexive Pronoun (THEMSELVES) follows sequence: OBJect + Pronoun (THEY).
then	ADVERB	PEOPLE		There is one person (PEOPLE) THEN another and then another.
then	*PEOPLE*	*ADVERB*		*There is one person (PEOPLE) THEN another and then another.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
therapist	PEOPLE	MEDICAL		PEOPLE = People-related words; THERAPISTs try to help (MEDICAL) improve abilities.
there	ADVERB	ADVERB		Quick access to the frequently used adverb "THERE."
there	ADVERB	EXIT		The EXIT points over THERE.
there	*EXIT*	*ADVERB*		*The EXIT points over THERE.*
therefore	CONJ	WRONG		The answer is WRONG, THEREFORE try it again.
therefore	*WRONG*	*CONJ*		*The answer is WRONG, THEREFORE try it again.*
these	DET	DICE		THESE DICE are made for rolling.
these	*DICE*	*DET*		*THESE DICE are made for rolling.*
they	THEY	THEY		Subject Pronoun (THEY) follows sequence: Pronoun (THEY) + Pronoun (THEY).
they are	THEY	QUEENBEE		THEY = They; QUEENBEEs are busy; Hence THEY ARE.
they are going	THEY	FROG		THEY = They; The FROGs are going to jump; Hence THEY ARE GOING.
they aren't	THEY	KNOT	QUEENBEE	THEY = They; KNOT = Negation; QUEENBEEs are busy; Hence THEY AREN'T.
they aren't going	THEY	KNOT	FROG	THEY = They; KNOT = Negation; The FROGs are going to jump; Hence THEY AREN'T GOING.
they can	THEY	JUICE		THEY = They; You drink a can of JUICE; Hence THEY CAN.
they can't	THEY	KNOT	JUICE	THEY = They; KNOT = Negation; You drink a can of JUICE; Hence THEY CAN'T.
they could	THEY	TRUCK		THEY = They; The TRUCK has a little engine that could; Hence THEY COULD.
they couldn't	THEY	KNOT	TRUCK	THEY = They; KNOT = Negation; The TRUCK has a little engine that could; Hence THEY COULDN'T.
they did	THEY	FAMILY		THEY = They; The FAMILY did dress up for their picture; Hence THEY DID.
they didn't	THEY	KNOT	FAMILY	THEY = They; KNOT = Negation; The FAMILY did dress up for their picture; Hence THEY DIDN'T.
they didn't used to	THEY	KNOT	TIME	THEY = They; KNOT = Negation; Father TIME used to be young; Hence THEY DIDN'T USED TO.
they do	THEY	REMEMBER		THEY = They; You say "I do" (REMEMBER) when you are being married; Hence THEY DO.
they don't	THEY	KNOT	REMEMBER	THEY = They; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence THEY DON'T.

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ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they don't feel	*THEY*	*KNOT*	*MASKS*	*THEY = THEY; KNOT = Negation The MASKS express emotion or how you feel; Hence THEY DON'T FEEL.*
they don't have to	THEY	KNOT	VOLT	THEY = They; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence THEY DON'T HAVE TO.
they don't know	THEY	KNOT	KNOW	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T KNOW.
they don't like	THEY	KNOT	SUN	THEY = They; KNOT = Negation; The SUN is happy and lik(e)able; Hence THEY DON'T LIKE.
they don't love	*THEY*	*KNOT*	*LOVE*	*THEY = THEY; KNOT = Negation; LOVE is the icon name; Hence THEY DON'T LOVE.*
they don't need	THEY	KNOT	UMBRELLA	THEY = They; KNOT = Negation; An UMBRELLA is needed when it rains; Hence THEY DON'T NEED.
they don't think	THEY	KNOT	THINK	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T THINK.
they don't want	THEY	KNOT	WANTED	THEY = They; KNOT = Negation; The WANTED icon shows a wanted man; Hence THEY DON'T WANT.
they feel	*THEY*	*MASKS*		*THEY = THEY; The MASKS express emotion or how you feel; Hence THEY FEEL.*
they had	THEY	YORK		THEY = They; Everyone had a good time in the city (YORK); Hence THEY HAD.
they hadn't	THEY	KNOT	YORK	THEY = They; KNOT = Negation; Everyone had a good time in the city (YORK); Hence THEY HADN'T.
they have	THEY	MONEY		THEY = They; It's always good to have MONEY; Hence THEY HAVE.
they have to	THEY	VOLT		THEY = They; You have to come in when it's lightning (VOLT) during a storm; Hence THEY HAVE TO.
they haven't	THEY	KNOT	MONEY	THEY = They; KNOT = Negation; It's always good to have MONEY; Hence THEY HAVEN'T.
they know	THEY	KNOW		THEY = They; Icon name; Hence THEY KNOW.
they like	THEY	SUN		THEY = They; The SUN is happy and lik(e)able; Hence THEY LIKE.
they love	*THEY*	*LOVE*		*THEY = THEY; LOVE is the icon name; Hence THEY LOVE.*
they may	THEY	FLOWERS		THEY = They; May FLOWERS; Hence THEY MAY.
they may not	THEY	KNOT	FLOWERS	THEY = They; KNOT = Negation; May FLOWERS; Hence THEY MAY NOT.
they might	THEY	ELEPHANT		THEY = They; The ELEPHANTs are mighty; Hence THEY MIGHT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they might not	THEY	KNOT	ELEPHANT	THEY = They; KNOT = Negation; The ELEPHANTs are mighty; Hence THEY MIGHT NOT.
they must	THEY	HAMMER		THEY = They; Many people must go to work (HAMMER); Hence THEY MUST.
they mustn't	THEY	KNOT	HAMMER	THEY = They; KNOT = Negation; Many people must go to work (HAMMER); Hence THEY MUSTN'T.
they need	THEY	UMBRELLA		THEY = THEY; An UMBRELLA is needed when it rains.
they shall	THEY	SNAIL		THEY = They; Most SNAILs live in shallow waters; Hence THEY SHALL.
they shall not	THEY	KNOT	SNAIL	THEY = They; KNOT = Negation; Most SNAILs live in shallow waters; Hence THEY SHALL NOT.
they should	THEY	POLICE		THEY = They; You should obey the POLICE officer; Hence THEY SHOULD.
they shouldn't	THEY	KNOT	POLICE	THEY = They; KNOT = Negation; You should obey the POLICE officer; Hence THEY SHOULDN'T.
they think	THEY	THINK		THEY = They; Icon name; Hence THEY THINK.
they used to	THEY	TIME		THEY = They; Father TIME used to be young; Hence THEY USED TO.
they want	THEY	WANTED		THEY = They; The WANTED icon shows a wanted man; Hence THEY WANT.
they were	THEY	WATCH		THEY = They; The WATCHes were telling the correct time; Hence THEY WERE.
they weren't	THEY	KNOT	WATCH	THEY = They; KNOT = Negation; The WATCHes were telling the correct time; Hence THEY WEREN'T.
they will	THEY	BOOK		THEY = They; Will you read me a BOOK?; Hence THEY WILL.
they won't	THEY	KNOT	BOOK	THEY = They; KNOT = Negation; Will you read me a BOOK?; Hence THEY WON'T.
they would	THEY	HOUSE		THEY = They; You build HOUSEs with wood (sounds like would); Hence THEY WOULD.
they wouldn't	THEY	KNOT	HOUSE	THEY = They; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence THEY WOULDN'T.
they'd	THEY	VERB+ED		THEY = They; VERB+ED is used because of the "d" in "+ED"; Hence THEY'D.
they'll	THEY	VERB+ING		THEY = They; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence THEY'LL.
they're	THEY	VERB		THEY = They; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence THEY'RE.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they've	THEY	VERB+S		THEY = They; VERB+S is used for the contracted "has" form because of the "+S"; Hence THEY'VE.
thin	*JUICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thing	DET	TRUCK		Put THINGs in a TRUCK.
think	PREVERB	THINK		Icon name.
think	THINK	VERB		Icon name.
thinking	THINK	VERB+ING		Icon name.
thinks	PREVRB+S	THINK		Icon name.
thinks	THINK	VERB+S		Icon name.
thinner	*JUICE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thinnest	*JUICE*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
third	SCALES	NUMBER		The NUMBER "3rd" (THIRD) is shown on the SCALES icon.
thirstier	JUICE	ADJ+ER		You need a drink (JUICE) when you are THIRSTY.
thirstiest	JUICE	ADJ+EST		You need a drink (JUICE) when you are THIRSTY.
thirstily	JUICE	ADVERB		You need a drink (JUICE) when you are THIRSTY.
thirstily	*JUICE*	*YES*		*You need a drink (JUICE) when you are THIRSTY; YES = Adverbs.*
thirsty	JUICE	ADJ		You need a drink (JUICE) when you are THIRSTY.
thirteen	NUMBER	THINK		NUMBER = Cardinal numbers; The number "13" (THIRTEEN) falls one row below "3" icon (THINK).
thirteenth	THINK	NUMBER		The NUMBER "13th" (THIRTEENTH) falls one row below the "3" icon (THINK).
thirtieth	APPLE	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "30th" (THIRTIETH) falls three rows below the "0" icon (APPLE).
thirty	NUMBER	APPLE		NUMBER = Cardinal numbers; The number "30" (THIRTY) falls three rows below the "0" icon (APPLE).
thirty-first	SNAIL	NUMBER		The NUMBER "31st" (THIRTY-FIRST) falls three rows below the "1" icon (SNAIL).
thirty-one	NUMBER	SNAIL		NUMBER = Cardinal numbers; The number "31" (THIRTY-ONE) falls three rows below the "1" icon (SNAIL).
this	DET	REMEMBER		The finger (REMEMBER) points to THIS.
this	*REMEMBER*	*DET*		*The finger (REMEMBER) points to THIS.*
those	DET	MOUNTAIN		THOSE MOUNTAINs are far away.
those	*MOUNTAIN*	*DET*		*THOSE MOUNTAINs are far away.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
though	ADVERB	UMBRELLA		It looks as THOUGH it might rain (UMBRELLA).
though	*UMBRELLA*	*ADVERB*		*It looks as THOUGH it might rain (UMBRELLA).*
thought	THINK	VERB+ED		Icon name.
thousand	NUMBER	INTERJ		NUMBER = Cardinal numbers; The number "1,000" (THOUSAND) is associated with the INTERJ icon.
thousandth	INTERJ	NUMBER		The NUMBER "1,000th" (THOUSANDTH) is associated with the INTERJ icon.
three	NUMBER	SCALES		NUMBER = Cardinal numbers; The number "3" (THREE) is on the SCALES icon.
throat	BOY	FLOWERS		BOY = Body-related words; A lei of FLOWERS goes around your neck (THROAT).
throat lozenge	MEDICAL	FLOWERS		MEDICAL = Health-related words; You may take a THROAT LOZENGE to soothe a sore throat (FLOWERS).
through	PREP	TIME		The sand falls THROUGH the hour-glass (TIME).
through	*TIME*	*PREP*		*The sand falls THROUGH the hour-glass (TIME).*
thumb	BOY	THMBS UP		BOY = Body-related words; The THUMBS UP icon shows a THUMB.
thunder	UMBRELLA	EAR		UMBRELLA = Weather-related words; The THUNDER is very loud and noisy (EAR).
Thursday	MORNING	FLOWERS		MORNING = Time of day-related words; Day five (FLOWERS) of the week is THURSDAY; You may pick FLOWERS on THURSDAY.
tiger	ZEBRA	RAINBOW		ZEBRA = Animal-related words; The RAINBOW has stripes like a TIGER.
tight	SUIT	THMBS UP		SUIT = Clothing-related words; You slide a tie's knot up (THMBS UP) to TIGHTen it.
tights	SUIT	MUSIC		SUIT = Clothing-related words; The MUSIC note looks like TIGHTS.
time	WATCH	NOUN		A WATCH tells you the time.
times	NUMBER	SHE		NUMBER = Number-related words; The SHE icon shows a TIMES sign.
times	WATCH	NOUN PL		A WATCH tells you the time.
tired	BED	ADJ		You go to BED when you're TIRED.
to	*DOG*	*PREP*		*The DOG should come TO you when you call.*
to	PREP	DOG		The DOG should come TO you when you call.
to	TO+VERB			Quick access to the frequently used word TO; TO is shown on the icon.
to	*TO+VERB*	*TO+VERB*		*Quick access to the frequently used word TO; TO is shown on the icon.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to access	*CHAIR*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
to access	*TO+VERB*	*SECOND*	*CHAIR*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
to ask	*QUESTION*	*TO+VERB*		*To QUESTION is to ASK.*
to ask	*TO+VERB*	*QUESTION*		*To QUESTION is to ASK.*
to ask	TV	TO+VERB		The question mark (TV) is for ASKing.
to be	QUEENBEE	TO+VERB		A BEe is pictured in the QUEENBEE icon.
to be	*TO+VERB*	*QUEENBEE*		*A BEe is pictured in the QUEENBEE icon.*
to begin	*TO+VERB*	*SECOND*	*WATCH*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
to begin	*WATCH*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
to believe	*GOD*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
to believe	*TO+VERB*	*SECOND*	*GOD*	*SECOND = Second level words; Many people BELIEVE in GOD.*
to bring	GIRL	TO+VERB		BRING me my hat (GIRL).
to bring	*TO+VERB*	*GIRL*		BRING me the paper (GIRL).
to build	*TO+VERB*	*SECOND*	*YORK*	*SECOND = Second level words; You BUILD a building (YORK).*
to build	*YORK*	*SECOND*	*TO+VERB*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
to buy	*COMPUTER*	*SECOND*	*TO+VERB*	*SECOND = Second level words; We want to BUY a COMPUTER.*
to buy	*TO+VERB*	*SECOND*	*COMPUTER*	*SECOND = Second level words; We BOUGHT a COMPUTER.*
to calculate	*TO+VERB*	*SECOND*	*WRONG*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
to calculate	*WRONG*	*SECOND*	*TO+VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
to call	*PHONE*	*SECOND*	*TO+VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
to call	*TO+VERB*	*SECOND*	*PHONE*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
to care	*PEOPLE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
to care	*TO+VERB*	*SECOND*	*PEOPLE*	*SECOND = Second level words; God takes CARE of the PEOPLE.*
to charge	*TO+VERB*	*VOLT*		*CHARGE your batteries with VOLTs.*
to charge	VOLT	TO+VERB		CHARGE your batteries with VOLTs.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to color(US)/to colour(UK)	RAINBOW	TO+VERB		You may COLOR/COLOUR a RAINBOW in art class.
to color(US)/to colour(UK)	*TO+VERB*	*RAINBOW*		*You may COLOR/COLOUR a RAINBOW in art class.*
to colour(UK)/to color(US)	RAINBOW	TO+VERB		You may COLOUR /COLOR a RAINBOW in art class.
to come	DOG	TO+VERB		The DOG COMEs to you at your command.
to come	*TO+VERB*	*DOG*		*The DOG COMEs to you at your command.*
to communicate	*FAMILY*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
to communicate	*TO+VERB*	*SECOND*	*FAMILY*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
to cook	KITCHEN	TO+VERB		You COOK in the KITCHEN.
to cook	*TO+VERB*	*KITCHEN*		*You COOK in the KITCHEN.*
to count	NUMBER	TO+VERB		COUNT the blocks on the NUMBER icon.
to count	*TO+VERB*	*NUMBER*		*COUNT the blocks on the NUMBER icon.*
to cut	*TIME*	*SECOND*	*TO+VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
to cut	*TO+VERB*	*SECOND*	*TIME*	*SECOND = Second level words; You CUT (TIME) the paper.*
to dance	*MUSIC*	*SECOND*	*TO+VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
to dance	*TO+VERB*	*SECOND*	*MUSIC*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
to die	*TO+VERB*	*X-RAY*		*The skull (X-RAY) represents those that DIE.*
to die	X-RAY	TO+VERB		The skull (X-RAY) represents those that DIE.
to do	REMEMBER	TO+VERB		You say "I DO" (REMEMBER) when you are being married.
to do	*TO+VERB*	*REMEMBER*		*You say "I DO" (REMEMBER) when you are being married.*
to draw	*GIRL*	*SECOND*	*TO+VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
to draw	*TO+VERB*	*SECOND*	*GIRL*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
to dress	SUIT	TO+VERB		You DRESS in clothing (SUIT).
to dress	*TO+VERB*	*SUIT*		*You DRESS in clothing (SUIT).*
to drink	JUICE	TO+VERB		You DRINK JUICE.
to drink	*TO+VERB*	*JUICE*		*You DRINK JUICE.*
to drive	*TO+VERB*	*TRUCK*		*Some people DRIVE a TRUCK.*
to drive	TRUCK	TO+VERB		Some people DRIVE a TRUCK.
to dry	CACTUS	TO+VERB		The desert (CACTUS) is DRY.
to dry	*TO+VERB*	*CACTUS*		*The desert (CACTUS) is DRY.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to eat	APPLE	TO+VERB		You may EAT an APPLE.
to eat	*TO+VERB*	*APPLE*		*You may EAT an APPLE.*
to end	ISLAND	TO+VERB		We have reached the END of our trip (ISLAND).
to end	*TO+VERB*	*ISLAND*		*We have reached the END of our trip (ISLAND).*
to enjoy	*MASKS*	*SECOND*	*TO+VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
to enjoy	*TO+VERB*	*SECOND*	*MASKS*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
to fall	MOUNTAIN	TO+VERB		Snow FALLs on the MOUNTAIN.
to fall	*TO+VERB*	*MOUNTAIN*		*Snow FALLs on the MOUNTAIN.*
to feel	MASKS	TO+VERB		The MASKS express emotion or how you FEEL.
to feel	*TO+VERB*	*MASKS*		*The MASKS express emotion or how you FEEL.*
to figure	*TO+VERB*	*WRONG*		*FIGURE the math (WRONG) correctly.*
to figure	WRONG	TO+VERB		FIGURE the math (WRONG) correctly.
to find	*ISLAND*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
to find	*TO+VERB*	*SECOND*	*ISLAND*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
to fly	SPACE	TO+VERB		The rocket FL(Y)ies into outer SPACE.
to fly	*TO+VERB*	*SPACE*		*The rocket FL(Y)ies into outer SPACE.*
to follow	PEOPLE	TO+VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
to follow	*TO+VERB*	*PEOPLE*		*The PEOPLE on the icon are FOLLOWing in a straight line.*
to get	MORNING	TO+VERB		We GET up in the MORNING.
to get	*TO+VERB*	*MORNING*		*We GET up in the MORNING.*
to give	FLOWERS	TO+VERB		Everyone likes TO GIVE FLOWERS.
to give	*TO+VERB*	*FLOWERS*		*Everyone likes TO GIVE FLOWERS.*
to go	FROG	TO+VERB		Look at that FROG GO!
to go	*TO+VERB*	*FROG*		*Look at that FROG GO!*
to grow	*APPLE*	*SECOND*	*TO+VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
to grow	*TO+VERB*	*SECOND*	*APPLE*	*APPLE = Food-related words; SECOND = Second level words; You GROW food.*
to guess	*QUESTION*	*SECOND*	*TO+VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
to guess	*TO+VERB*	*SECOND*	*QUESTION*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to hang	*SCALES*	*SECOND*	*TO+VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
to hang	*TO+VERB*	*SECOND*	*SCALES*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
to happen	*TO+VERB*	*SECOND*	*TV*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
to happen	*TV*	*SECOND*	*TO+VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
to hate	*TO+VERB*	*SECOND*	*X-RAY*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
to hate	*X-RAY*	*SECOND*	*TO+VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
to have	MONEY	TO+VERB		It's always good to HAVE MONEY.
to have	*TO+VERB*	*MONEY*		*It's always good to HAVE MONEY.*
to hear	EAR	TO+VERB		You HEAR with your EARs.
to hear	*TO+VERB*	*EAR*		*You HEAR with your EARs.*
to help	MEDICAL	TO+VERB		Medicine (MEDICAL) HELPs you get well.
to help	*TO+VERB*	*MEDICAL*		*Medicine (MEDICAL) HELPs you get well.*
to hurry	*FROG*	*SECOND*	*TO+VERB*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
to hurry	*TO+VERB*	*SECOND*	*FROG*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
to hurt	*MEDICAL*	*SECOND*	*TO+VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
to hurt	*TO+VERB*	*SECOND*	*MEDICAL*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
to join	FAMILY	TO+VERB		A FAMILY is a group JOINed together.
to join	*TO+VERB*	*FAMILY*		*A FAMILY is a group JOINed together.*
to keep	*OPEN*	*SECOND*	*TO+VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
to keep	*TO+VERB*	*SECOND*	*OPEN*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
to kiss	*LOVE*	*SECOND*	*TO+VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to kiss	*TO+VERB*	*SECOND*	*LOVE*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
to know	KNOW	TO+VERB		Icon name.
to know	*TO+VERB*	*KNOW*		*Icon name.*
to laugh	*SUN*	*SECOND*	*TO+VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
to laugh	*TO+VERB*	*SECOND*	*SUN*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
to learn	*KNOW*	*SECOND*	*TO+VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
to learn	*TO+VERB*	*SECOND*	*KNOW*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
to leave	EXIT	TO+VERB		To LEAVE is to EXIT.
to leave	*TO+VERB*	*EXIT*		*To LEAVE is to EXIT.*
to let	POLICE	TO+VERB		LET us play cops (POLICE) and robbers.
to let	*TO+VERB*	*POLICE*		*LET us play cops (POLICE) and robbers.*
to light	*MORNING*	*SECOND*	*TO+VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
to light	*TO+VERB*	*SECOND*	*MORNING*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
to like	SUN	TO+VERB		The SUN is happy and LIK(E)able.
to like	*TO+VERB*	*SUN*		*The SUN is happy and LIK(E)able.*
to listen	*EAR*	*SECOND*	*TO+VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
to listen	*TO+VERB*	*SECOND*	*EAR*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
to live	HOUSE	TO+VERB		Home (HOUSE) is where you LIVE.
to live	*TO+VERB*	*HOUSE*		*Home (HOUSE) is where you LIVE.*
to look	EYE	TO+VERB		We LOOK at things with our EYEs.
to look	*TO+VERB*	*EYE*		*We LOOK at things with our EYEs.*
to love	LOVE	TO+VERB		Icon name.
to love	*TO+VERB*	*LOVE*		*Icon name.*
to make	GOD	TO+VERB		You can MAKE a shape (GOD) on your paper.
to make	*TO+VERB*	*GOD*		*You can MAKE a shape (GOD) on your paper.*

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to match	*DICE*	*SECOND*	*TO+VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
to match	*TO+VERB*	*SECOND*	*DICE*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
to mean	*TO+VERB*	*SECOND*	*WANTED*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
to mean	*WANTED*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
to measure	*TO+VERB*	*SECOND*	*TRIANGLE*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
to measure	*TRIANGLE*	*SECOND*	*TO+VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
to meet	ELEPHANT	TO+VERB		The ELEPHANTs' trunk and tail MEET.
to meet	*TO+VERB*	*ELEPHANT*		*The ELEPHANTs' trunk and tail MEET.*
to mind	*QUEENBEE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
to mind	*TO+VERB*	*SECOND*	*QUEENBEE*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
to mix	*KITCHEN*	*SECOND*	*TO+VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
to mix	*TO+VERB*	*SECOND*	*KITCHEN*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
to move	*TO+VERB*	*SECOND*	*TRUCK*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van (TRUCK).*
to move	*TRUCK*	*SECOND*	*TO+VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
to need	*TO+VERB*	*UMBRELLA*		*An UMBRELLA is NEEDed when it rains.*
to need	UMBRELLA	TO+VERB		An UMBRELLA is NEEDed when it rains.
to own	*HOUSE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
to own	*TO+VERB*	*SECOND*	*HOUSE*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
to paint	*RAINBOW*	*SECOND*	*TO+VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
to paint	*TO+VERB*	*SECOND*	*RAINBOW*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
to pay	*MONEY*	*SECOND*	*TO+VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to pay	*TO+VERB*	*SECOND*	*MONEY*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
to play	DICE	TO+VERB		You may PLAY a game (DICE).
to play	*TO+VERB*	*DICE*		*You may PLAY a game (DICE).*
to pull	*ELEPHANT*	*SECOND*	*TO+VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
to pull	*TO+VERB*	*SECOND*	*ELEPHANT*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
to push	*POLICE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
to push	*TO+VERB*	*SECOND*	*POLICE*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
to put	OPEN	TO+VERB		A chest (OPEN) is for PUTting riches into.
to put	*TO+VERB*	*OPEN*		*A chest (OPEN) is for PUTting riches into.*
to rain	*TO+VERB*	*SECOND*	*UMBRELLA*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
to rain	*UMBRELLA*	*SECOND*	*TO+VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
to read	BOOK	TO+VERB		You READ BOOKs.
to read	*TO+VERB*	*BOOK*		*You READ BOOKs.*
to relax	SNAIL	TO+VERB		The SNAIL is slow and RELAXed.
to relax	*TO+VERB*	*SNAIL*		*The SNAIL is slow and RELAXed.*
to remember	*REMEMBER*	*SECOND*	*TO+VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
to remember	*TO+VERB*	*SECOND*	*REMEMBER*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
to rest	*BED*	*SECOND*	*TO+VERB*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
to rest	*TO+VERB*	*SECOND*	*BED*	*BED = Sleeping-related words; SECOND = Second level words; You play to help you REST.*
to return	*RETURN*	*SECOND*	*TO+VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
to return	*TO+VERB*	*SECOND*	*RETURN*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
to ride	*TO+VERB*	*ZEBRA*		*You may RIDE on a horse or a ZEBRA.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to ride	ZEBRA	TO+VERB		You may RIDE on a horse or a ZEBRA.
to run	*SHOE*	*SECOND*	*TO+VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
to run	*TO+VERB*	*SECOND*	*SHOE*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
to say	PHONE	TO+VERB		SAY is the most basic verb of communication (PHONE).
to say	*TO+VERB*	*PHONE*		*SAY is the most basic verb of communication (PHONE).*
to see	*EYE*	*SECOND*	*TO+VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
to see	*TO+VERB*	*SECOND*	*EYE*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
to shine	*NIGHT*	*SECOND*	*TO+VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
to shine	*TO+VERB*	*SECOND*	*NIGHT*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
to shower	*BATH*	*SECOND*	*TO+VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
to shower	*TO+VERB*	*SECOND*	*BATH*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
to sing	MUSIC	TO+VERB		You read MUSICal notes to SING.
to sing	*TO+VERB*	*MUSIC*		*You read MUSICal notes to SING.*
to sit	CHAIR	TO+VERB		A CHAIR is to SIT on.
to sit	*TO+VERB*	*CHAIR*		*A CHAIR is to SIT on.*
to sleep	BED	TO+VERB		A BED is to SLEEP in.
to sleep	*TO+VERB*	*BED*		*A BED is to SLEEP in.*
to speak	*DOG*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
to speak	*TO+VERB*	*SECOND*	*DOG*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
to spell	*NAME*	*SECOND*	*TO+VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
to spell	*TO+VERB*	*SECOND*	*NAME*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
to start	*TO+VERB*	*WATCH*		*The stopWATCH is activated at the START of a race.*
to start	WATCH	TO+VERB		The stopWATCH is activated at the START of a race.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to stay	*EXIT*	*SECOND*	*TO+VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
to stay	*TO+VERB*	*SECOND*	*EXIT*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
to stop	STOP	TO+VERB		Icon name.
to stop	*TO+VERB*	*STOP*		*Icon name.*
to store	COMPUTER	TO+VERB		You can STORE information in a COMPUTER.
to store	*TO+VERB*	*COMPUTER*		*You can STORE things in a COMPUTER.*
to study	*BOOK*	*SECOND*	*TO+VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
to study	*TO+VERB*	*SECOND*	*BOOK*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
to swallow	*JUICE*	*SECOND*	*TO+VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
to swallow	*TO+VERB*	*SECOND*	*JUICE*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW your drink.*
to swim	BOY	TO+VERB		The BOY is about to go SWIMming.
to swim	*TO+VERB*	*BOY*		*The BOY is about to go SWIMming.*
to take	TIME	TO+VERB		TAKE your TIME.
to take	*TO+VERB*	*TIME*		*TAKE your TIME.*
to talk	SENTENCE	TO+VERB		The two people in the SENTENCE icon are TALKING to each other.
to talk	*TO+VERB*	*SENTENCE*		*The two people in the SENTENCE icon are TALKING to each other*
to tell	*SENTENCE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; I'm going to TELL mommy on you.*
to tell	*TO+VERB*	*SECOND*	*SENTENCE*	*SECOND = Second level words; I'm going to TELL mommy on you.*
to thank	*FLOWERS*	*SECOND*	*TO+VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
to thank	*TO+VERB*	*SECOND*	*FLOWERS*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
to think	THINK	TO+VERB		Icon name.
to think	*TO+VERB*	*THINK*		*Icon name.*
to try	*TO+VERB*	*TRIANGLE*		*TRY sounds like TRIANGLE.*
to try	TRIANGLE	TO+VERB		TRY sounds like TRIANGLE.
to turn	RETURN	TO+VERB		The arrows (RETURN) are TURNing.
to turn	*TO+VERB*	*RETURN*		*The arrows (RETURN) are TURNing.*
to understand	*THINK*	*SECOND*	*TO+VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to understand	*TO+VERB*	*SECOND*	*THINK*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
to use	*HAMMER*	*SECOND*	*TO+VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
to use	*TO+VERB*	*SECOND*	*HAMMER*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
to wait	*STOP*	*SECOND*	*TO+VERB*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
to wait	*TO+VERB*	*SECOND*	*STOP*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
to walk	SHOE	TO+VERB		You wear SHOEs to WALK.
to walk	*TO+VERB*	*SHOE*		*You wear SHOEs to WALK.*
to want	*TO+VERB*	*WANTED*		*The WANTED icon shows a WANTed criminal.*
to want	WANTED	TO+VERB		The WANTED icon shows a WANTed criminal.
to wash	BATH	TO+VERB		Take a BATH TO WASH yourself.
to wash	*TO+VERB*	*BATH*		*Take a BATH TO WASH yourself.*
to watch	*TO+VERB*	*TV*		*Many people WATCH TV.*
to watch	*TV*	*TO+VERB*		*Many people WATCH TV.*
to wear	*SUIT*	*SECOND*	*TO+VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
to wear	*TO+VERB*	*SECOND*	*SUIT*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
to weigh	SCALES	TO+VERB		You may WEIGH the sausage on the SCALES.
to weigh	*TO+VERB*	*SCALES*		*You may WEIGH the sausage on the SCALES.*
to welcome	*TO+VERB*	*YORK*		*WELCOME to YORK city.*
to welcome	YORK	TO+VERB		WELCOME to YORK city.
to wish	NIGHT	TO+VERB		Some people WISH upon a star (NIGHT).
to wish	*TO+VERB*	*NIGHT*		*Some people WISH upon a star (NIGHT).*
to work	HAMMER	TO+VERB		Building with a HAMMER is WORK.
to work	*TO+VERB*	*HAMMER*		*Building with a HAMMER is WORK.*
to write	NAME	TO+VERB		You WRITE your NAME.
to write	*TO+VERB*	*NAME*		*You WRITE your NAME.*
toaster	PHONE	FROG		PHONE = Small appliances; The toast jumps (FROG) out of a TOASTER.
today	ADVERB	SUN		The SUN may be shining TODAY.
today	*SUN*	*ADVERB*		*The SUN may be shining TODAY.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
toe	BOY	HAMMER		BOY = Body-related words; You would be in pain if you dropped a HAMMER on your TOE!
together	ADVERB	FAMILY		The FAMILY is standing TOGETHER.
together	*FAMILY*	*ADVERB*		*The FAMILY is standing TOGETHER.*
toilet	BATH	BATH		BATH = Toiletries; Every BATHroom has a TOILET.
toilet paper	BATH	MONEY		BATH = Toiletries; The dollar bill in the MONEY icon is shaped like TOILET PAPER.
toiletries	BATH	NOUN PL		TOILETRIES are found in BATHrooms.
toiletry	BATH	NOUN		TOILETR(Y)ies are found in BATHrooms.
told	*SENTENCE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; I'm going to TELL mommy on you.*
tomato	APPLE	STOP		APPLE = Food-related words; The STOP sign looks like a TOMATO.
tomorrow	ADVERB	MORNING		The sun will rise (MORNING) TOMORROW.
tomorrow	*MORNING*	*ADVERB*		*The sun will rise (MORNING) TOMORROW.*
tonight	ADVERB	NIGHT		The moon (NIGHT) may shine TONIGHT.
tonight	*NIGHT*	*ADVERB*		*The moon (NIGHT) may shine TONIGHT.*
too	ADVERB	QUEENBEE		The QUEENBEE looks TOO real!
too	*QUEENBEE*	*ADVERB*		*The QUEENBEE looks TOO real!*
took	TIME	VERB+ED		TAKE your TIME.
tooth	BOY	MONEY		BOY = Body-related words; The TOOTH fairy exchanges MONEY for a tooth.
toothbrush	BATH	DOG		BATH = Toiletries; You brush your teeth (DOG) with a TOOTHBRUSH.
toothpaste	BATH	VOLT		BATH = Toiletries; TOOTHPASTE comes out of the tube in the shape of the VOLT.
top	*GIRL*	*PREP*		*The GIRL has a hat on TOP of her head.*
top	PREP	GIRL		The GIRL has a hat on TOP of her head.
tornado	UMBRELLA	RETURN		UMBRELLA = Weather-related words; A TORNADO spins like the RETURN icon.
toward	PREP	ZEBRA		The ZEBRA is looking TOWARD the left.
toward	*ZEBRA*	*PREP*		*The ZEBRA is looking TOWARD the left.*
town	ISLAND	HOUSE		ISLAND = Place-related words; A TOWN has many HOUSEs.
toy	OPEN	NOUN		The chest (OPEN) may be filled with TOYs.
toy chest	OPEN	OPEN		OPEN = Chest-related words; The OPEN icon shows a TOY CHEST.
toys	OPEN	NOUN PL		The chest (OPEN) may be filled with TOYS.
track(US)/ athletics(UK)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of a TRACK/ATHLETICS field.

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tractor	TRUCK	APPLE		TRUCK = Transportation-related words; The TRACTOR may be involved in harvesting APPLEs.
trailer(US)/ caravan(UK)	YORK	ISLAND		YORK = Building-related words; A TRAILER/CARAVAN can be moved across the country (ISLAND).
train	TRUCK	STOP		TRUCK = Transportation-related words; The TRAIN will STOP at a station.
tree	MOUNTAIN	HOUSE		MOUNTAIN = Nature-related words; A TREE is next to the HOUSE.
triangle	MUSIC	TRIANGLE		MUSIC = Music-related words; Icon name.
triangle	TRIANGLE	TRIANGLE		TRIANGLE = Shape-related words; Icon name.
tried	TRIANGLE	VERB+ED		TRY sounds like TRIANGLE.
tries	TRIANGLE	VERB+S		TRY sounds like TRIANGLE.
trillion	NUMBER	PREP		NUMBER = Cardinal numbers; The number "1,000,000,000,000" (TRILLION) is associated with the PREP icon.
trillionth	PREP	NUMBER		The NUMBER "1,000,000,000,000th" (TRILLIONTH) is associated with the PREP icon.
truck(US)/lorry(UK)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a TRUCK/LORRY.
true	KNOW	THMBS UP		KNOW = School-related words; The answer is TRUE (THUMBS UP).
try	TRIANGLE	VERB		TRY sounds like TRIANGLE.
trying	TRIANGLE	VERB+ING		TRY sounds like TRIANGLE.
Tuesday	MORNING	SCALES		MORNING = Time of day-related words; Day three(SCALES) of the week is TUESDAY; Sounds-like: Two SCALES for TUESDAY (twosday) or you chew meat (SCALES) for TUESDAY (chewsday).
turkey	SCALES	EAR		SCALES = Meats; The TURKEY is a noisy (EAR) bird.
turn	RETURN	VERB		The arrows (RETURN) are TURNing.
turned	RETURN	VERB+ED		The arrows (RETURN) are TURNing.
turning	RETURN	VERB+ING		The arrows (RETURN) are TURNing.
turns	RETURN	VERB+S		The arrows (RETURN) are TURNing.
turtle	DOG	HOUSE		DOG = Pets; The TURTLE carries his HOUSE on his back.
TV	*TV*	*NOUN*		*Icon name.*
TV guide	BOOK	TV		BOOK = Reading-related words; You find TV programs in a TV GUIDE.
TVs	*TV*	*NOUN PL*		*Plural of icon name.*
twelfth	PHONE	NUMBER		The NUMBER "12th" (TWELFTH) falls one row below the "2" icon (PHONE).

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Message	Icon 1	Icon 2	Icon 3	Rationale
twelve	NUMBER	PHONE		NUMBER = Cardinal numbers; The number "12" (TWELVE) falls one row below the "2" icon (PHONE).
twentieth	QUEENBEE	NUMBER		The NUMBER "20th" (TWENTIETH) falls two rows below the "0" icon (QUEENBEE).
twenty	NUMBER	QUEENBEE		NUMBER = Cardinal numbers; The number "20" (TWENTY) falls two rows below the "0" icon (QUEENBEE).
twenty-eight	NUMBER	OPEN		NUMBER = Cardinal numbers; The number "28" (TWENTY-EIGHT) falls two rows below the "8" icon (OPEN).
twenty-eighth	OPEN	NUMBER		The NUMBER "28th" (TWENTY-EIGHTH) falls two rows below the "8" icon (OPEN).
twenty-fifth	YORK	NUMBER		The NUMBER "25th" (TWENTY-FIFTH) falls two rows below the "5" icon (YORK).
twenty-first	WANTED	NUMBER		The NUMBER "21st" (TWENTY-FIRST) falls two rows below the "1" icon (WANTED).
twenty-five	NUMBER	YORK		NUMBER = Cardinal numbers; The number "25" (TWENTY-FIVE) falls two rows below the "5" icon (YORK).
twenty-four	NUMBER	TIME		NUMBER = Cardinal numbers; The number "24" (TWENTY-FOUR) falls two rows below the "4" icon (TIME).
twenty-fourth	TIME	NUMBER		The NUMBER "24th" (TWENTY-FOURTH) falls two rows below the "4" icon (TIME).
twenty-nine	NUMBER	PEOPLE		NUMBER = Cardinal numbers; The number "29" (TWENTY-NINE) falls two rows below the "9" icon (PEOPLE).
twenty-ninth	PEOPLE	NUMBER		The NUMBER "29th" (TWENTY-NINTH) falls two rows below the "9" icon (PEOPLE).
twenty-one	NUMBER	WANTED		NUMBER = Cardinal numbers; The number "21" (TWENTY-ONE) falls two rows below the "1" icon (WANTED).
twenty-second	EAR	NUMBER		The NUMBER "22nd" (TWENTY-SECOND) falls two rows below the "2" icon (EAR).
twenty-seven	NUMBER	ISLAND		NUMBER = Cardinal numbers; The number "27" (TWENTY-SEVEN) falls two rows below the "7" icon (ISLAND).
twenty-seventh	ISLAND	NUMBER		The NUMBER "27th" (TWENTY-SEVENTH) falls two rows below the "7" icon (ISLAND).
twenty-six	NUMBER	UMBRELLA		NUMBER = Cardinal numbers; The number "26" (TWENTY-SIX) falls two rows below the "6" icon (UMBRELLA).
twenty-sixth	UMBRELLA	NUMBER		The NUMBER "26th" (TWENTY-SIXTH) falls two rows below the "6" icon (UMBRELLA).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
twenty-third	REMEMBER	NUMBER		The NUMBER "23rd" (TWENTY-THIRD) falls two rows below the "3" icon (REMEMBER).
twenty-three	NUMBER	REMEMBER		NUMBER = Cardinal numbers; The number "23" (TWENTY- THREE) falls two rows below the "3" icon (REMEMBER).
twenty-two	NUMBER	EAR		NUMBER = Cardinal numbers; The number "22" (TWENTY-TWO) falls two rows below the "2" icon (EAR).
two	NUMBER	HAMMER		NUMBER = Cardinal numbers; The number "2" (TWO) is on the HAMMER icon.
uglier	X-RAY	ADJ+ER		The skull (X-RAY) looks UGLY!
ugliest	X-RAY	ADJ+EST		The skull (X-RAY) looks UGLY!
ugly	X-RAY	ADJ		The skull (X-RAY) looks UGLY!
umbrella	SUIT	UMBRELLA		SUIT = Clothing-related words; Icon name.
under	PREP	UMBRELLA		You stand UNDER the UMBRELLA.
under	*UMBRELLA*	*PREP*		*You stand UNDER the UMBRELLA.*
underneath	*BED*	*PREP*		*You can put your slippers UNDERNEATH the BED.*
underneath	PREP	BED		You can put your slippers UNDERNEATH the BED.
undershirt(US)/ vest(UK)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the UNDERSHIRT/VEST are thin like the rope (KNOT).
understand	*THINK*	*SECOND*	*VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understanding	*THINK*	*SECOND*	*VERB+ING*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understands	*THINK*	*SECOND*	*VERB+S*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understood	*THINK*	*SECOND*	*VERB+ED*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
underwear	SUIT	APPLE		SUIT = Clothing-related words; ®Fruit (APPLE) of the Loom is a common brand name of UNDERWEAR.
Unity	CHAIR	NAME		CHAIR = Assistive technology-related words; The NAME of this Minspeak Application Program is UNITY.
university	ISLAND	KNOW		ISLAND = Place-related words; You graduate (KNOW) from a UNIVERSITY.
unless	*BOY*	*CONJ*		*Don't go in the pool (BOY) UNLESS you can swim.*
unless	CONJ	BOY		Don't go in the pool (BOY) UNLESS you can swim.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
until	CONJ	POLICE		Don't cross the street UNTIL the POLICEman tells you to.
until	*POLICE*	*CONJ*		*Don't cross the street UNTIL the POLICEman tells you to.*
up	*PREP*	*THMBS UP*		*The thumb (THMBS UP) points UP.*
up	*THMBS UP*	*PREP*		*The thumb (THMBS UP) points UP.*
upside down	PREP	RETURN		Turn (RETURN) something over and it will be UPSIDE DOWN.
upside down	*RETURN*	*PREP*		*Turn (RETURN) something over and it will be UPSIDE DOWN.*
us	WE	OBJ		Objective Pronoun (US) follows sequence: Pronoun (WE) + OBJ.
use	*HAMMER*	*SECOND*	*VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
used	*HAMMER*	*SECOND*	*VERB+ED*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
used to	PREVERB	TIME		Father TIME USED TO be young.
uses	*HAMMER*	*SECOND*	*VERB+S*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
using	*HAMMER*	*SECOND*	*VERB+ING*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
usual	RETURN	ADJ		When things happen repeatedly (RETURN), it may become USUAL.
usually	RETURN	ADVERB		When things happen repeatedly (RETURN), it may become USUAL.
usually	*RETURN*	*YES*		*When things happen repeatedly (RETURN), it may become USUAL; YES = Adverbs.*
vacuum cleaner	VOLT	ELEPHANT		VOLT = Large appliances; A VACUUM CLEANER vacuums (ELEPHANT) up dirt.
vagina	BOY	LOVE		BOY = Body-related words; The mother (LOVE) has a VAGINA.
Valentine's Day	GOD	APPLE		GOD = Holiday-related words; The APPLE is heart-shaped like a valentine; Hence VALENTINE'S DAY.
van	TRUCK	OPEN		TRUCK = Transportation-related words; VANs are box-like (OPEN) in appearance.
VCR(US)/video(UK)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
vegetable	FLOWERS	NOUN		VEGETABLEs are FLOWERing plants.
vegetables	FLOWERS	NOUN PL		VEGETABLEs are FLOWERing plants.
vehicle	TRUCK	NOUN		A TRUCK is a VEHICLE.
vehicles	TRUCK	NOUN PL		A TRUCK is a VEHICLE.
very	ADVERB	MUSIC		The MUSIC is VERY loud.
very	*MUSIC*	*ADVERB*		*The MUSIC is VERY loud.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
vest(UK)/undershirt(US)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the VEST/UNDERSHIRT are thin like the rope (KNOT).
veterinarian	POLICE	ZEBRA		POLICE = Occupations; VETERINARIANs are doctors for animals (ZEBRA).
video(UK)/VCR(US)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
visitor	PEOPLE	YORK		PEOPLE = People-related words; Many VISITORs are found in a city (YORK).
wait	*STOP*	*SECOND*	*VERB*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waited	*STOP*	*SECOND*	*VERB+ED*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waiting	*STOP*	*SECOND*	*VERB+ING*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waits	*STOP*	*SECOND*	*VERB+S*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
walk	SHOE	VERB		You wear SHOEs to WALK.
walked	SHOE	VERB+ED		You wear SHOEs to WALK.
walker	CHAIR	SHOE		CHAIR = Assistive technology-related words; Some people need a WALKER to walk (SHOE).
walking	SHOE	VERB+ING		You wear SHOEs to WALK.
walks	SHOE	VERB+S		You wear SHOEs to WALK.
want	PREVERB	WANTED		The WANTED icon shows a WANTed man.
want	WANTED	VERB		The WANTED icon shows a WANTed criminal.
wanted	WANTED	VERB+ED		The WANTED icon shows a WANTed criminal.
wanting	WANTED	VERB+ING		The WANTED icon shows a WANTed criminal.
wants	PREVRB+S	WANTED		The WANTED icon shows a WANTed man.
wants	WANTED	VERB+S		The WANTED icon shows a WANTed criminal.
warm	*KITCHEN*	*SECOND*	*ADJ*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
warmer	*KITCHEN*	*SECOND*	*ADJ+ER*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
warmest	*KITCHEN*	*SECOND*	*ADJ+EST*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
warmly	*KITCHEN*	*SECOND*	*YES*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
was	PREVRB+S	WATCH		WAS the WATCH correct?
was	QUEENBEE	VERB+ED		A BEe is pictured in the QUEENBEE icon.
was	VERB+ED			Quick access to the frequently used verb WAS; WAS is past tense like the icon label "ed."
was he	WATCH	HE		Was that WATCH correct?; HE = He; Hence WAS HE.
was I	WATCH	I		Was that WATCH correct?; I = I; Hence WAS I.
was it	WATCH	IT		Was that WATCH correct?; IT = It; Hence WAS IT.
was she	WATCH	SHE		Was that WATCH correct?; SHE = She; Hence WAS SHE.
wash	BATH	VERB		Take a BATH to WASH yourself.
washed	BATH	VERB+ED		Take a BATH to WASH yourself.
washer	VOLT	SUIT		VOLT = Large appliances; A WASHER washes our clothing (SUIT).
washes	BATH	VERB+S		Take a BATH to WASH yourself.
washing	BATH	VERB+ING		Take a BATH to WASH yourself.
wasn't	PREVRB+S	KNOT	WATCH	KNOT = Negation; Was the WATCH correct?; Hence WASN'T.
wasn't he	WATCH	KNOT	HE	Was that WATCH correct?; KNOT = Negation; HE = He; Hence WASN'T HE.
wasn't I	WATCH	KNOT	I	Was that WATCH correct?; KNOT = Negation; I = I; Hence WASN'T I.
wasn't it	WATCH	KNOT	IT	Was that WATCH correct?; KNOT = Negation; IT = It; Hence WASN'T IT.
wasn't she	WATCH	KNOT	SHE	Was that WATCH correct?; KNOT = Negation; SHE = She; Hence WASN'T SHE.
watch	SUIT	WATCH		SUIT = Clothing-related words; Icon name.
watch	*TV*	*VERB*		*Many people WATCH TV.*
watched	*TV*	*VERB+ED*		*Many people WATCH TV.*
watches	*TV*	*VERB+S*		*Many people WATCH TV.*
watching	*TV*	*VERB+ING*		*Many people WATCH TV.*
water	JUICE	ISLAND		JUICE = Drinking-related words; The ISLAND is surrounded by WATER.
way	EXIT	NOUN		The EXIT sign shows the WAY.
ways	EXIT	NOUN PL		The EXIT sign shows the WAY.
we	WE	WE		Subject Pronoun (WE) follows sequence: Pronoun (WE) + Pronoun (WE).
we are	WE	QUEENBEE		WE = We; QUEENBEEs are busy; Hence WE ARE.
we are going	WE	FROG		WE = We; The FROGs are going to jump; Hence WE ARE GOING.

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Message	Icon 1	Icon 2	Icon 3	Rationale
we aren't	WE	KNOT	QUEENBEE	WE = We; KNOT = Negation; QUEENBEEs are busy; Hence WE AREN'T.
we aren't going	WE	KNOT	FROG	WE = We; KNOT = Negation; The FROGs are going to jump; Hence WE AREN'T GOING.
we can	WE	JUICE		WE = We; You drink a can of JUICE; Hence WE CAN.
we can't	WE	KNOT	JUICE	WE = We; KNOT = Negation; You drink a can of JUICE; Hence WE CAN'T.
we could	WE	TRUCK		WE = We; The TRUCK has a little engine that could; Hence WE COULD.
we couldn't	WE	KNOT	TRUCK	WE = We; KNOT = Negation; The TRUCK has a little engine that could; Hence WE COULDN'T.
we did	WE	FAMILY		WE = We; The FAMILY did dress up for their picture; Hence WE DID.
we didn't	WE	KNOT	FAMILY	WE = We; KNOT = Negation; The FAMILY did dress up for their picture; Hence WE DIDN'T.
we didn't used to	WE	KNOT	TIME	WE = We; KNOT = Negation; Father TIME used to be young; Hence WE DIDN'T USED TO.
we do	WE	REMEMBER		WE = We; You say "I do" (REMEMBER) when you are being married; Hence WE DO.
we don't	WE	KNOT	REMEMBER	WE = We; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence, WE DON'T.
we don't feel	*WE*	*KNOT*	*MASKS*	*WE = WE; KNOT = Negation The MASKS express emotion or how you feel; Hence WE DON'T FEEL.*
we don't have to	WE	KNOT	VOLT	WE = We; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence WE DON'T HAVE TO.
we don't know	WE	KNOT	KNOW	WE = We; KNOT = Negation; Icon name; Hence WE DON'T KNOW.
we don't like	WE	KNOT	SUN	WE = We; KNOT = Negation; The SUN is happy and lik(e)able; Hence WE DON'T LIKE.
we don't love	*WE*	*KNOT*	*LOVE*	*WE = WE; KNOT = Negation; LOVE is the icon name; Hence WE DON'T LOVE.*
we don't need	WE	KNOT	UMBRELLA	WE = We; KNOT = Negation; An UMBRELLA is needed when it rains; Hence WE DON'T NEED.
we don't think	WE	KNOT	THINK	WE = We; KNOT = Negation; Icon name; Hence WE DON'T THINK.
we don't want	WE	KNOT	WANTED	WE = We; KNOT = Negation; The WANTED icon shows a wanted man; Hence WE DON'T WANT.
we feel	*WE*	*MASKS*		*WE = WE; The MASKS express emotion or how you feel; Hence WE FEEL.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
we had	WE	YORK		WE = We; Everyone had a good time in the city (YORK); Hence WE HAD.
we hadn't	WE	KNOT	YORK	WE = We; KNOT = Negation; Everyone had a good time in the city (YORK); Hence WE HADN'T.
we have	WE	MONEY		WE = We; It's always good to have MONEY; Hence WE HAVE.
we have to	WE	VOLT		WE = We; You HAVE TO come in when it's lightning (VOLT) during a storm; Hence WE HAVE TO.
we haven't	WE	KNOT	MONEY	WE = We; KNOT = Negation; It's always good to have MONEY; Hence WE HAVEN'T.
we know	WE	KNOW		WE = We; Icon name; Hence WE KNOW.
we like	WE	SUN		WE = We; The SUN is happy and lik(e)able; Hence WE LIKE.
we love	*WE*	*LOVE*		*WE = WE; LOVE is the icon name; Hence WE LOVE.*
we may	WE	FLOWERS		WE = We; May FLOWERS; Hence WE MAY.
we may not	WE	KNOT	FLOWERS	WE = We; KNOT = Negation; May FLOWERS; Hence WE MAY NOT.
we might	WE	ELEPHANT		WE = We; The ELEPHANTs are mighty; Hence WE MIGHT.
we might not	WE	KNOT	ELEPHANT	WE = We; KNOT = Negation; The ELEPHANTs are mighty; Hence WE MIGHT NOT.
we must	WE	HAMMER		WE = We; We must go to work (HAMMER); Hence WE MUST.
we mustn't	WE	KNOT	HAMMER	WE = We; KNOT = Negation; We must go to work (HAMMER); Hence WE MUSTN'T.
we need	WE	UMBRELLA		WE = We; An UMBRELLA is needed when it rains; Hence WE NEED.
we shall	WE	SNAIL		WE = We; Most SNAILs live in shallow waters; Hence WE SHALL.
we shall not	WE	KNOT	SNAIL	WE = We; KNOT = Negation; Most SNAILs live in shallow waters; Hence WE SHALL NOT.
we should	WE	POLICE		WE = We; You should obey the POLICE officer; Hence WE SHOULD.
we shouldn't	WE	KNOT	POLICE	WE = We; KNOT = Negation; You should obey the POLICE officer; Hence WE SHOULDN'T.
we think	WE	THINK		WE = We; Icon name; Hence WE THINK.
we used to	WE	TIME		WE = We; Father TIME used to be young; Hence WE USED TO.
we want	WE	WANTED		WE = We; The WANTED icon shows a wanted criminal; Hence WE WANT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
we were	WE	WATCH		WE = We; The WATCHes were telling the correct time; Hence WE WERE.
we weren't	WE	KNOT	WATCH	WE = We; KNOT = Negation; The WATCHes were telling the correct time; Hence WE WEREN'T.
we will	WE	BOOK		WE = We; Will you read me a book?; Hence WE WILL.
we won't	WE	KNOT	BOOK	WE = We; KNOT = Negation; Will you read me a BOOK?; Hence WE WON'T.
we would	WE	HOUSE		WE = We; You build HOUSEs with wood (sounds like would); Hence WE WOULD.
we wouldn't	WE	KNOT	HOUSE	WE = We; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WE WOULDN'T.
we'd	WE	VERB+ED		WE = We; VERB+ED is used because of the "d" in "+ED"; Hence WE'D.
we'll	WE	VERB+ING		WE = We; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence WE'LL.
we're	WE	VERB		WE = We; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence WE'RE.
we've	WE	VERB+S		WE = We; VERB+S is used for the contracted "has" form because of the "+S"; Hence WE'VE.
wealthier	*OPEN*	*SECOND*	*ADJ+ER*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
wealthiest	*OPEN*	*SECOND*	*ADJ+EST*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
wealthy	*OPEN*	*SECOND*	*ADJ*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
wear	*SUIT*	*SECOND*	*VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wearing	*SUIT*	*SECOND*	*VERB+ING*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wears	*SUIT*	*SECOND*	*VERB+S*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
weather	UMBRELLA	NOUN		You may need an UMBRELLA if the WEATHER is rainy.
weathers	UMBRELLA	NOUN PL		You may need an UMBRELLA if the WEATHER is rainy.
Wednesday	MORNING	SUIT		MORNING = Time of day-related words; Day four (SUIT) of the week is WEDNESDAY; You may choose to wear a SUIT on WEDNESDAY.

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Message	Icon 1	Icon 2	Icon 3	Rationale
week	TIME	TV		TIME = Calendar-related time words; A TV guide tells you what is on TV each WEEK.
weekend	TIME	HOUSE		TIME = Calendar-related time words; Many people rest at home (HOUSE) on the WEEKEND.
weigh	SCALES	VERB		You may WEIGH the sausage on the SCALES.
weighed	SCALES	VERB+ED		You may WEIGH the sausage on the SCALES.
weighing	SCALES	VERB+ING		You may WEIGH the sausage on the SCALES.
weighs	SCALES	VERB+S		You may WEIGH the sausage on the SCALES.
welcome	YORK	VERB		WELCOME to YORK city.
welcomed	YORK	VERB+ED		WELCOME to YORK city.
welcomes	YORK	VERB+S		WELCOME to YORK city.
welcoming	YORK	VERB+ING		WELCOME to YORK city.
well	INTERJ	INTERJ		Quick access to the frequently used INTERJection, WELL.
went	FROG	VERB+ED		Look at that FROG GO!
were	PREVERB	WATCH		The WATCHes WERE telling the correct time.
were	VERB+ING			Quick access to the frequently used verb WERE.
were they	WATCH	THEY		The WATCHes were telling the correct time; THEY = They; Hence WERE THEY.
were we	WATCH	WE		The WATCHes were telling the correct time; WE = We; Hence WERE WE.
were you	WATCH	YOU		The WATCHes were telling the correct time; YOU = You; Hence WERE YOU.
weren't	PREVERB	KNOT	WATCH	KNOT = Negation; The WATCHes were telling the correct time; Hence WEREN'T.
weren't they	WATCH	KNOT	THEY	The WATCHes were telling the correct time; KNOT = Negation; THEY = They; Hence WEREN'T THEY.
weren't we	WATCH	KNOT	WE	The WATCHes were telling the correct time; KNOT = Negation; WE = We; Hence WEREN'T WE.
weren't you	WATCH	KNOT	YOU	The WATCHes were telling the correct time; KNOT = Negation; YOU = You; Hence WEREN'T YOU.
west	EXIT	UMBRELLA		EXIT = Direction-related words; The UMBRELLA icon is WEST of the island.
wet	BOY	ADJ		You get WET in the pool (BOY).
wetly	BOY	ADVERB		You get WET in the pool (BOY).
wetly	*BOY*	*YES*		*You get WET in the pool (BOY); YES = Adverbs.*
wetter	BOY	ADJ+ER		You get WET in the pool (BOY).

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Message	Icon 1	Icon 2	Icon 3	Rationale
wettest	BOY	ADJ+EST		You get WET in the pool (BOY).
what	*? WORD*	*QUESTION*		*We often relate the QUESTION mark to WHAT.*
what	? WORD	TV		We often relate the question mark (TV) to WHAT.
what	*QUESTION*	*? WORD*		*We often relate the QUESTION mark to WHAT.*
whatever	*? WORD*	*? WORD*	*QUESTION*	*? WORD + ? WORD = Indefinite Pronouns; I will try to answer WHATEVER QUESTIONs you may have.*
wheelchair	CHAIR	CHAIR		CHAIR = Assistive technology-related words; The CHAIR icon shows a WHEELCHAIR.
when	? WORD	WATCH		WHEN (WATCH) do you plan to come?
when	*WATCH*	*? WORD*		*WHEN (WATCH) do you plan to come?*
whenever	*? WORD*	*? WORD*	*WATCH*	*? WORD + ? WORD = Indefinite Pronouns; WHENEVER (WATCH) you decide, please let me know.*
where	? WORD	ISLAND		You use a map (ISLAND) to find WHERE you are.
where	*ISLAND*	*? WORD*		*You use a map (ISLAND) to find WHERE you are.*
wherever	*? WORD*	*? WORD*	*ISLAND*	*? WORD + ? WORD = Indefinite Pronouns; WHEREVER you go, consult a map (ISLAND) first.*
whether	CONJ	UMBRELLA		The UMBRELLA represents weather (sounds like WHETHER).
whether	*UMBRELLA*	*CONJ*		*The UMBRELLA represents weather (sounds like WHETHER).*
which	? WORD	REMEMBER		WHICH one do (REMEMBER) you want?
which	*REMEMBER*	*? WORD*		*WHICH one do (REMEMBER) you want?*
whichever	*? WORD*	*? WORD*	*REMEMBER*	*? WORD + ? WORD = Indefinite Pronouns; Point (REMEMBER) to WHICHEVER one you would like.*
while	CONJ	PHONE		WHILE you were out, someone PHONEd.
while	*PHONE*	*CONJ*		*WHILE you were out, someone PHONEd.*
white	RAINBOW	X-RAY		RAINBOW = Color-related words; The skull (X-RAY) is WHITE.
who	? WORD	WANTED		WHO is the man in the WANTED icon.
who	*WANTED*	*? WORD*		*WHO is the man in the WANTED icon.*
whoa	INTERJ	ZEBRA		You can say "WHOA" to a horse (ZEBRA).
whoa	*ZEBRA*	*INTERJ*		*You can say "WHOA" to a horse (ZEBRA).*
whoever	*? WORD*	*? WORD*	*WANTED*	*? WORD + ? WORD = Indefinite Pronouns; WHOEVER that man is in the WANTED icon, beware, because he is a criminal.*
whom	? WORD	PHONE		To WHOM am I speaking (PHONE)?
whom	*PHONE*	*? WORD*		*To WHOM am I speaking (PHONE)?*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
whomever	*? WORD*	*? WORD*	*PHONE*	*? WORD + ? WORD = Indefinite Pronouns; To WHOM am I speaking (PHONE)?*
whose	? WORD	OPEN		WHOSE toys are in this box (OPEN)?
whose	*OPEN*	*? WORD*		*WHOSE toys are in this box (OPEN)?*
why	? WORD	THINK		To ask WHY is to THINK.
why	*THINK*	*? WORD*		*To ask WHY is to THINK.*
wide	*BOY*	*SECOND*	*ADJ*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
widely	*BOY*	*SECOND*	*YES*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
wider	*BOY*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
widest	*BOY*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
will	PREVERB	BOOK		WILL you read me a BOOK?
will he	BOOK	HE		Will you read me a BOOK?; HE = He; Hence WILL HE.
will I	BOOK	I		Will you read me a BOOK?; I = I; Hence WILL I.
will it	BOOK	IT		Will you read me a BOOK?; IT = It; Hence WILL IT.
will she	BOOK	SHE		Will you read me a BOOK?; SHE = She; Hence WILL SHE.
will they	BOOK	THEY		Will you read me a BOOK?; THEY = They; Hence WILL THEY.
will we	BOOK	WE		Will you read me a BOOK?; WE = We; Hence WILL WE.
will you	BOOK	YOU		Will you read me a BOOK?; YOU = You; Hence WILL YOU.
win	DICE	THMBS UP		DICE = Game-related words; You may signal THUMBS UP if you WIN a game.
wind	UMBRELLA	ISLAND		UMBRELLA = Weather-related words; The four WINDs blow ships across the sea (ISLAND).
window	YORK	EYE		YORK = Building-related words; You look (EYE) through a WINDOW.
wine	JUICE	NIGHT		JUICE = Drinking-related words; You have a glass of WINE at dinner (NIGHT).
wish	NIGHT	VERB		Some people WISH upon a star (NIGHT).
wished	NIGHT	VERB+ED		Some people WISH upon a star (NIGHT).
wishes	NIGHT	VERB+S		Some people WISH upon a star (NIGHT).
wishing	NIGHT	VERB+ING		Some people WISH upon a star (NIGHT).
with	*LOVE*	*PREP*		*The LOVE icon shows the mother WITH the baby.*
with	PREP	LOVE		The LOVE icon shows the mother WITH the baby.

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Message	Icon 1	Icon 2	Icon 3	Rationale
within	PREP	YORK		You can live WITHIN the city (YORK) boundaries.
within	*YORK*	*PREP*		*You can live WITHIN the city (YORK) boundaries.*
without	*APPLE*	*PREP*		*You can't live WITHOUT food (APPLE).*
without	PREP	APPLE		You can't live WITHOUT food (APPLE).
woman	PEOPLE	THINK		PEOPLE = People-related words; A WOMAN is shown on the THINK icon.
won't	PREVERB	KNOT	BOOK	KNOT = Negation; Will you read me a BOOK?; Hence WON'T.
won't he	BOOK	KNOT	HE	Will you read me a BOOK?; KNOT = Negation; HE = He; Hence WON'T HE.
won't I	BOOK	KNOT	I	Will you read me a BOOK?; KNOT = Negation; I = I; Hence WON'T I.
won't it	BOOK	KNOT	IT	Will you read me a BOOK?; KNOT = Negation; IT = It; Hence WON'T IT.
won't she	BOOK	KNOT	SHE	Will you read me a BOOK?; KNOT = Negation; SHE = She; Hence WON'T SHE.
won't they	BOOK	KNOT	THEY	Will you read me a BOOK; KNOT = Negation; THEY = They; Hence WON'T THEY.
won't we	BOOK	KNOT	WE	Will you read me a BOOK? KNOT = Negation; WE = We; Hence WON'T WE.
won't you	BOOK	KNOT	YOU	Will you read me a BOOK?; KNOT = Negation; YOU = You; Hence WON'T YOU.
word	BOOK	TRIANGLE		BOOK = Reading-related words; WORDs make up a big part (TRIANGLE) of books.
wore	*SUIT*	*SECOND*	*VERB+ED*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
work	HAMMER	VERB		Building with a HAMMER is WORK.
worked	HAMMER	VERB+ED		Building with a HAMMER is WORK.
working	HAMMER	VERB+ING		Building with a HAMMER is WORK.
works	HAMMER	VERB+S		Building with a HAMMER is WORK.
worn	*SUIT*	*SECOND*	*VERB+EN*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
worried	MASKS	LOVE		MASKS = Feeling-related words; Mothers (LOVE) may get WORRIED.
worse	THMBS DN	ADJ+ER		You may signal THUMBS DOWN if things are BAD.
worst	THMBS DN	ADJ+EST		You may signal THUMBS DOWN if things are BAD.
would	PREVERB	HOUSE		You build HOUSEs with wood (sounds like WOULD).
would he	HOUSE	HE		You build HOUSEs with wood (sounds like WOULD); HE = He; Hence WOULD HE.
would I	HOUSE	I		You build HOUSEs with wood (sounds like would); I = I; Hence WOULD I.

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Message	Icon 1	Icon 2	Icon 3	Rationale
would it	HOUSE	IT		You build HOUSEs with wood (sounds like would); IT = It; Hence WOULD IT.
would she	HOUSE	SHE		You build HOUSEs with wood (sounds like would); SHE = She; Hence WOULD SHE.
would they	HOUSE	THEY		You build HOUSEs with wood (sounds like would); THEY = They; Hence WOULD THEY.
would we	HOUSE	WE		You build HOUSEs with wood (sounds like would); WE = We; Hence WOULD WE.
would you	HOUSE	YOU		You build HOUSEs with wood (sounds like would); YOU = You; Hence WOULD YOU.
wouldn’t	PREVERB	KNOT	HOUSE	KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WOULDN’T.
wouldn't he	HOUSE	KNOT	HE	You build HOUSEs with wood (sounds like would); KNOT = Negation; HE = He; Hence WOULDN’T HE.
wouldn't I	HOUSE	KNOT	I	You build HOUSEs with wood (sounds like would); KNOT = Negation; I = I; Hence WOULDN’T I.
wouldn't it	HOUSE	KNOT	IT	You build HOUSEs with wood (sounds like would); KNOT = Negation; IT = It; Hence WOULDN’T IT.
wouldn't she	HOUSE	KNOT	SHE	You build HOUSEs with wood (sounds like would); KNOT = Negation; SHE = She; Hence WOULDN’T SHE.
wouldn't they	HOUSE	KNOT	THEY	You build HOUSEs with wood (sounds like would); KNOT = Negation; THEY = They; Hence WOULDN’T THEY.
wouldn't we	HOUSE	KNOT	WE	You build HOUSEs with wood (sounds like would); KNOT = Negation; WE = We; Hence WOULDN’T WE.
wouldn't you	HOUSE	KNOT	YOU	You build HOUSEs with wood (sounds like would); KNOT = Negation; YOU = You; Hence WOULDN’T YOU.
wrestling	SHOE	ELEPHANT		SHOE = Sports-related words; The opponents in WRESTLING are very big (ELEPHANT) and strong.
wrist	BOY	RETURN		BOY = External body parts; You wear a bracelet (RETURN) on your WRIST.
write	NAME	VERB		You WRITE your NAME.
writes	NAME	VERB+S		You WRITE your NAME.
writing	NAME	VERB+ING		You WRITE your NAME.
written	NAME	VERB+EN		You WRITE your NAME.
wrong	WRONG	ADJ		Icon name.
wrongly	WRONG	ADVERB		Icon name.
wrongly	*WRONG*	*YES*		*Icon name; YES = Adverbs.*
wrote	NAME	VERB+ED		You WRITE your NAME.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
yardstick	GIRL	FROG		GIRL = Art supplies; You use a YARDSTICK to measure jumps (FROG).
yeah	INTERJ	SHOE		Yell "YEAH" for the winner of the race (SHOE).
yeah	*SHOE*	*INTERJ*		*Yell "YEAH" for the winner of the race (SHOE).*
year	TIME	LOVE		TIME = Calendar-related time words; The baby (LOVE) has a birthday each YEAR.
yellow	RAINBOW	SUN		RAINBOW = Color-related words; The SUN is YELLOW.
yes	YES			Quick access to the frequently used word YES; Icon name.
yesterday	ADVERB	WRONG		Mark YESTERDAY off your calendar with an "X" (WRONG).
yesterday	*WRONG*	*ADVERB*		*Mark YESTERDAY off your calendar with an "X" (WRONG).*
yet	ADVERB	BED		Many kids say, "I don't want to go to BED YET!"
yet	*BED*	*ADVERB*		*Many kids say, "I don't want to go to BED YET!"*
yikes	INTERJ	KITCHEN		YIKES, it's hot (KITCHEN).
yikes	*KITCHEN*	*INTERJ*		*YIKES, it's hot (KITCHEN).*
yo-yo	OPEN	RETURN		OPEN = Chest-related words; A YO-YO leaves your hand and then RETURNs.
you	YOU	OBJ		Objective Pronoun (YOU) follows sequence: Pronoun (YOU) + OBJ.
you	YOU	YOU		Subject Pronoun (YOU) follows sequence: Pronoun (YOU) + Pronoun (YOU).
you are	YOU	QUEENBEE		YOU = You; QUEENBEEs are busy; Hence YOU ARE.
you are going	YOU	FROG		YOU = You; The FROGs are going to jump; Hence YOU ARE GOING.
you aren't	YOU	KNOT	QUEENBEE	YOU = You; KNOT = Negation; QUEENBEEs are busy; Hence YOU AREN'T.
you aren't going	YOU	KNOT	FROG	YOU = You; KNOT = Negation; The FROGs are going to jump; Hence YOU AREN'T GOING.
you can	YOU	JUICE		YOU = You; You drink a can of JUICE; Hence YOU CAN.
you can't	YOU	KNOT	JUICE	YOU = You; KNOT = Negation; You drink a can of JUICE; Hence YOU CAN'T.
you could	YOU	TRUCK		YOU = You; The TRUCK has a little engine that could; Hence YOU COULD.
you couldn't	YOU	KNOT	TRUCK	YOU = You; KNOT = Negation; The TRUCK has a little engine that could; Hence YOU COULDN'T.
you did	YOU	FAMILY		YOU = You; The FAMILY did dress up for their picture; Hence YOU DID.

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Message	Icon 1	Icon 2	Icon 3	Rationale
you didn't	YOU	KNOT	FAMILY	YOU = You; KNOT = Negation; The FAMILY did dress up for their picture; Hence YOU DIDN'T.
you didn't used to	YOU	KNOT	TIME	YOU = You; KNOT = Negation; Father TIME used to be young; Hence YOU DIDN'T USED TO.
you do	YOU	REMEMBER		YOU = You; You say "I do" (REMEMBER) when you are being married; Hence YOU DO.
you don't	YOU	KNOT	REMEMBER	YOU = You; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence YOU DON'T.
you don't feel	*YOU*	*KNOT*	*MASKS*	*YOU = YOU; KNOT = Negation The MASKS express emotion or how you feel; Hence YOU DON'T FEEL.*
you don't have to	YOU	KNOT	VOLT	YOU = You; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence YOU DON'T HAVE TO.
you don't know	YOU	KNOT	KNOW	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T KNOW.
you don't like	YOU	KNOT	SUN	YOU = You; KNOT = Negation; The SUN is happy and lik(e)able; Hence YOU DON'T LIKE.
you don't love	*YOU*	*KNOT*	*LOVE*	*YOU = YOU; KNOT = Negation; LOVE is the icon name; Hence YOU DON'T LOVE.*
you don't need	YOU	KNOT	UMBRELLA	YOU = You; KNOT = Negation; An UMBRELLA is needed when it rains; Hence YOU DON'T NEED.
you don't think	YOU	KNOT	THINK	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T THINK.
you don't want	YOU	KNOT	WANTED	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T WANT.
you feel	*YOU*	*MASKS*		*YOU = YOU; The MASKS express emotion or how you feel; Hence YOU FEEL.*
you had	YOU	YORK		YOU = You; Everyone had a good time in the city (YORK); Hence YOU HAD.
you hadn't	YOU	KNOT	YORK	YOU = You; KNOT = Negation; Everyone had a good time in the city (YORK); Hence YOU HADN'T.
you have	YOU	MONEY		YOU = You; It's always good to have MONEY; Hence YOU HAVE.
you have to	YOU	VOLT		YOU = You; You have to come in when it's lightning (VOLT) during a storm; Hence YOU HAVE TO.
you haven't	YOU	KNOT	MONEY	YOU = You; KNOT = Negation; It's always good to have MONEY; Hence YOU HAVEN'T.
you know	YOU	KNOW		YOU = You; Icon name; Hence YOU KNOW.

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Message	Icon 1	Icon 2	Icon 3	Rationale
you like	YOU	SUN		YOU = You; The SUN is happy and lik(e)able; Hence YOU LIKE.
you love	*YOU*	*LOVE*		*YOU = YOU; LOVE is the icon name; Hence YOU LOVE.*
you may	YOU	FLOWERS		YOU = You; May FLOWERS; Hence YOU MAY.
you may not	YOU	KNOT	FLOWERS	YOU = You; KNOT = Negation; May FLOWERS; Hence YOU MAY NOT.
you might	YOU	ELEPHANT		YOU = You; The ELEPHANTs are mighty; Hence YOU MIGHT.
you might not	YOU	KNOT	ELEPHANT	YOU = You; KNOT = Negation; The ELEPHANTs are mighty; Hence YOU MIGHT NOT.
you must	YOU	HAMMER		YOU = You; We must go to work (HAMMER); Hence YOU MUST.
you mustn't	YOU	KNOT	HAMMER	YOU = You; KNOT = Negation; We must go to work (HAMMER); Hence YOU MUSTN'T.
you need	YOU	UMBRELLA		YOU = You; An UMBRELLA is needed when it rains; Hence YOU NEED.
you shall	YOU	SNAIL		YOU = You; Most SNAILs live in shallow waters; Hence YOU SHALL.
you shall not	YOU	KNOT	SNAIL	YOU = You; KNOT = Negation; Most SNAILs live in shallow waters; Hence YOU SHALL NOT.
you should	YOU	POLICE		YOU = You; You should obey the POLICE officer; Hence YOU SHOULD.
you shouldn't	YOU	KNOT	POLICE	YOU = You; KNOT = Negation; You should obey the POLICE officer; Hence YOU SHOULDN'T.
you think	YOU	THINK		YOU = You; Icon name; Hence YOU THINK.
you used to	YOU	TIME		YOU = You; Father TIME used to be young; Hence YOU USED TO.
you want	YOU	WANTED		YOU = You; The WANTED icon shows a wanted man; Hence YOU WANT.
you were	YOU	WATCH		YOU = You; The WATCHes were telling the correct time; Hence YOU WERE.
you weren't	YOU	KNOT	WATCH	YOU = You; KNOT = Negation; The WATCHes were telling the correct time; Hence YOU WEREN'T.
you will	YOU	BOOK		YOU = You; Will you read me a book?; Hence YOU WILL.
you won't	YOU	KNOT	BOOK	YOU = You; KNOT = Negation; Will you read me a BOOK!; Hence YOU WON'T.
you would	YOU	HOUSE		YOU = You; You build HOUSEs with wood (sounds like would); Hence YOU WOULD.

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Message	Icon 1	Icon 2	Icon 3	Rationale
you wouldn't	YOU	KNOT	HOUSE	YOU = You; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence YOU WOULDN'T.
you'd	YOU	VERB+ED		YOU = You; VERB+ED is used because of the "d" in "+ED"; Hence YOU'D.
you'll	YOU	VERB+ING		YOU = You; VERB+ING is progressing into the future; The "I" resembles the "ll"; Hence YOU'LL.
you're	YOU	VERB		YOU = You; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence YOU'RE.
you're welcome	INTERJ	YORK		When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."
you're welcome	*YORK*	*INTERJ*		*When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."*
you've	YOU	VERB+S		YOU = You; VERB+S is used for the contracted "has" form because of the "+S"; Hence YOU'VE.
young	*LOVE*	*SECOND*	*ADJ*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
younger	*LOVE*	*SECOND*	*ADJ+ER*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
youngest	*LOVE*	*SECOND*	*ADJ+EST*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
your	YOU	POSS		Possessive Adjective (YOUR) follows sequence: Pronoun (YOU) + POSS.
yours	POSS	YOU		Possessive Pronoun (YOURS) follows sequence: POSS + Pronoun (YOU).
yourself	OBJ	YOU		Reflexive Pronoun (YOURSELF) follows sequence: OBJect + Pronoun (YOU).
yuk	INTERJ	THMBS DN		When you do not like something (THUMBS DOWN), you may say ,"YUK!"
yuk	*THMBS DN*	*INTERJ*		*When you do not like something (THUMBS DOWN), you may say ,"YUK!"*
yum	*APPLE*	*INTERJ*		*Some foods (APPLE) are YUMmy.*
yum	INTERJ	APPLE		Some foods (APPLE) are YUMmy.
zebra	ZEBRA	ZEBRA		ZEBRA = Animal-related words; Icon name.
zero	NUMBER	KNOW		NUMBER = Cardinal numbers; The number "0" (ZERO) is on the KNOW icon.
zoo	ISLAND	ZEBRA		ISLAND = Place-related words; You would see a ZEBRA in a ZOO.

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Message	Icon 1	Icon 2	Icon 3	Rationale

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Message	Icon 1	Icon 2	Icon 3	Rationale
however	*? WORD*	*? WORD*	*HAMMER*	*? WORD + ? WORD = Indefinite Pronouns; HOWEVER, you say more than OW! (sounds like HOW) if you hit yourself with a HAMMER.*
wherever	*? WORD*	*? WORD*	*ISLAND*	*? WORD + ? WORD = Indefinite Pronouns; WHEREVER you go, consult a map (ISLAND) first.*
whomever	*? WORD*	*? WORD*	*PHONE*	*? WORD + ? WORD = Indefinite Pronouns; To WHOM am I speaking (PHONE)?*
whatever	*? WORD*	*? WORD*	*QUESTION*	*? WORD + ? WORD = Indefinite Pronouns; I will try to answer WHATEVER QUESTIONs you may have.*
whichever	*? WORD*	*? WORD*	*REMEMBER*	*? WORD + ? WORD = Indefinite Pronouns; Point (REMEMBER) to WHICHEVER one you would like.*
whoever	*? WORD*	*? WORD*	*WANTED*	*? WORD + ? WORD = Indefinite Pronouns; WHOEVER that man is in the WANTED icon, beware, because he is a criminal.*
whenever	*? WORD*	*? WORD*	*WATCH*	*? WORD + ? WORD = Indefinite Pronouns; WHENEVER (WATCH) you decide, please let me know.*
how	? WORD	HAMMER		You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.
where	? WORD	ISLAND		You use a map (ISLAND) to find WHERE you are.
how much	? WORD	MONEY		HOW MUCH MONEY do you need?
how many	? WORD	NIGHT		HOW MANY stars (NIGHT) do you see?
whose	? WORD	OPEN		WHOSE toys are in this box (OPEN)?
whom	? WORD	PHONE		To WHOM am I speaking (PHONE)?
what	*? WORD*	*QUESTION*		*We often relate the QUESTION mark to WHAT.*
which	? WORD	REMEMBER		WHICH one do (REMEMBER) you want?
why	? WORD	THINK		To ask WHY is to THINK.
how old	? WORD	TIME		HOW OLD is the man in the TIME icon?
what	? WORD	TV		We often relate the question mark (TV) to WHAT.
who	? WORD	WANTED		WHO is the man in the WANTED icon.
when	? WORD	WATCH		WHEN (WATCH) do you plan to come?
<space>? WORD	ADJ	? WORD		Icon label name.
<space>ADJECTIVE	ADJ	ADJ		Icon label name.
<space>ADJECTIVE+ER	ADJ	ADJ+ER		Icon label name.
<space>ADJECTIVE+EST	ADJ	ADJ+EST		Icon label name.
<space>ADVERB	ADJ	ADVERB		Icon label name.
<space>APPLE	ADJ	APPLE		Icon label name.
<space>BATH	ADJ	BATH		Icon label name.
<space>BED	ADJ	BED		Icon label name.
<space>BOOK	ADJ	BOOK		Icon label name.

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Message	Icon 1	Icon 2	Icon 3	Rationale
<space>BOY	ADJ	BOY		Icon label name.
<space>CACTUS	ADJ	CACTUS		Icon label name.
<space>CHAIR	ADJ	CHAIR		Icon label name.
<space>COMPUTER	ADJ	COMPUTER		Icon label name.
<space>CONJUNCTION	ADJ	CONJ		Icon label name.
<space>DETERMINER	ADJ	DET		Icon label name.
<space>DICE	ADJ	DICE		Icon label name.
<space>DOG	ADJ	DOG		Icon label name.
<space>EAR	ADJ	EAR		Icon label name.
<space>ELEPHANT	ADJ	ELEPHANT		Icon label name.
<space>EXIT	ADJ	EXIT		Icon label name.
<space>EYE	ADJ	EYE		Icon label name.
<space>FAMILY	ADJ	FAMILY		Icon label name.
<space>FLOWERS	ADJ	FLOWERS		Icon label name.
<space>FOOD	*ADJ*	*FOOD*		*Icon label name.*
<space>FROG	ADJ	FROG		Icon label name.
<space>GIRL	ADJ	GIRL		Icon label name.
<space>GOD	ADJ	GOD		Icon label name.
<space>HAMMER	ADJ	HAMMER		Icon label name.
<space>HE	ADJ	HE		Icon label name.
<space>HOUSE	ADJ	HOUSE		Icon label name.
<space>I	ADJ	I		Icon label name.
<space>INTERJECTION	ADJ	INTERJ		Icon label name.
<space>ISLAND	ADJ	ISLAND		Icon label name.
<space>IT	ADJ	IT		Icon label name.
<space>JUICE	ADJ	JUICE		Icon label name.
<space>KITCHEN	ADJ	KITCHEN		Icon label name.
<space>KNOT	ADJ	KNOT		Icon label name.
<space>KNOW	ADJ	KNOW		Icon label name.
<space>LOVE	ADJ	LOVE		Icon label name.
<space>MASKS	ADJ	MASKS		Icon label name.
<space>MEDICAL	ADJ	MEDICAL		Icon label name.
<space>MONEY	ADJ	MONEY		Icon label name.
<space>MORNING	ADJ	MORNING		Icon label name.
<space>MOUNTAIN	ADJ	MOUNTAIN		Icon label name.
<space>MUSIC	ADJ	MUSIC		Icon label name.
<space>NAME	ADJ	NAME		Icon label name.
<space>NIGHT	ADJ	NIGHT		Icon label name.
<space>NO	ADJ	NO		Icon label name.
<space>NOTEBOOK	ADJ	NOTEBOOK		Icon label name. **LIBERATOR ONLY!**
<space>NOUN	ADJ	NOUN		Icon label name.
<space>NOUN PLURAL	ADJ	NOUN PL		Icon label name.
<space>NUMBER	ADJ	NUMBER		Icon label name.
<space>OBJECT	ADJ	OBJ		Icon label name.

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Message	Icon 1	Icon 2	Icon 3	Rationale
<space>OPEN	ADJ	OPEN		Icon label name.
<space>PEOPLE	ADJ	PEOPLE		Icon label name.
<space>PHONE	ADJ	PHONE		Icon label name.
<space>POLICE	ADJ	POLICE		Icon label name.
<space>POSSESSIVE	ADJ	POSS		Icon label name.
<space>PREPOSITION	ADJ	PREP		Icon label name.
<space>PREVERB	ADJ	PREVERB		Icon label name.
<space>PREVERB+S	ADJ	PREVRB+S		Icon label name.
<space>QUEENBEE	ADJ	QUEENBEE		Icon label name.
<space>QUESTION	*ADJ*	*QUESTION*		*Icon label name.*
<space>RAINBOW	ADJ	RAINBOW		Icon label name.
<space>REMEMBER	ADJ	REMEMBER		Icon label name.
<space>RETURN	ADJ	RETURN		Icon label name.
<space>SCALES	ADJ	SCALES		Icon label name.
<space>SECOND	*ADJ*	*SECOND*		*Icon label name.*
<space>SENTENCE	ADJ	SENTENCE		Icon label name.
<space>SHE	ADJ	SHE		Icon label name.
<space>SHOE	ADJ	SHOE		Icon label name.
<space>SNAIL	ADJ	SNAIL		Icon label name.
<space>SPACE	ADJ	SPACE		Icon label name.
<space>STOP	ADJ	STOP		Icon label name.
<space>STORY	ADJ	STORY		Icon label name. **DELTATALKER ONLY!**
<space>SUIT	ADJ	SUIT		Icon label name.
<space>SUN	ADJ	SUN		Icon label name.
<space>THEY	ADJ	THEY		Icon label name.
<space>THINK	ADJ	THINK		Icon label name.
<space>THUMBS DOWN	ADJ	THMBS DN		Icon label name.
<space>THUMBS UP	ADJ	THMBS UP		Icon label name.
<space>TIME	ADJ	TIME		Icon label name.
<space>TO+VERB	ADJ	TO+VERB		Icon label name.
<space>TOOLS	*ADJ*	*TOOLS*		*Icon label name.*
<space>TRIANGLE	ADJ	TRIANGLE		Icon label name.
<space>TRUCK	ADJ	TRUCK		Icon label name.
<space>TV	ADJ	TV		Icon label name.
<space>UMBRELLA	ADJ	UMBRELLA		Icon label name.
<space>VERB	ADJ	VERB		Icon label name.
<space>VERB+ED	ADJ	VERB+ED		Icon label name.
<space>VERB+EN	ADJ	VERB+EN		Icon label name.
<space>VERB+ING	ADJ	VERB+ING		Icon label name.
<space>VERB+ S	ADJ	VERB+S		Icon label name.
<space>VOLT	ADJ	VOLT		Icon label name
<space>WANTED	ADJ	WANTED		Icon label name.
<space>WATCH	ADJ	WATCH		Icon label name
<space>WE	ADJ	WE		Icon label name.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<space>WRONG	ADJ	WRONG		Icon label name.
<space>X-RAY	ADJ	X-RAY		Icon label name.
<space>YES	ADJ	YES		Icon label name.
<space>YORK	ADJ	YORK		Icon label name.
<space>YOU	ADJ	YOU		Icon label name.
<space>ZEBRA	ADJ	ZEBRA		Icon label name.
an	ADJ+ER			Quick access to the frequently used word AN; It takes two letters to spell an "ER."
the	ADJ+EST			Quick access to the frequently used word THE; It takes three letters to spell "THE bEST."
there	ADVERB	ADVERB		Quick access to the frequently used adverb "THERE."
yet	ADVERB	BED		Many kids say, "I don't want to go to BED YET!"
once	ADVERB	BOOK		Some stories (BOOK) start with ONCE upon a time.
now	ADVERB	BOY		The BOY is stepping into the pool NOW.
there	ADVERB	EXIT		The EXIT points over THERE.
always	ADVERB	EYE		ALWAYS look (EYE) at what you are doing.
together	ADVERB	FAMILY		The FAMILY is standing TOGETHER.
forward	ADVERB	FROG		The FROG is jumping FORWARD.
still	ADVERB	GIRL		The GIRL is sitting STILL while her picture is taken.
indoors	ADVERB	HOUSE		When the weather is bad, you must stay INDOORS (HOUSE).
away	ADVERB	ISLAND		Everyone likes to go AWAY to visit new places (ISLAND).
almost	ADVERB	JUICE		The glass (JUICE) is ALMOST full.
already	ADVERB	KITCHEN		The water is ALREADY boiling (KITCHEN).
maybe	ADVERB	MASKS		MAYBE you're happy, maybe you're sad (MASKS).
much	ADVERB	MONEY		There is MUCH money in the MONEY icon.
tomorrow	ADVERB	MORNING		The sun will rise (MORNING) TOMORROW.
outdoors	ADVERB	MOUNTAIN		When the weather is good, we can play in the OUTDOORS (MOUNTAIN).
very	ADVERB	MUSIC		The MUSIC is VERY loud.
tonight	ADVERB	NIGHT		The moon (NIGHT) may shine TONIGHT.
then	ADVERB	PEOPLE		There is one person (PEOPLE) THEN another and then another.
often	ADVERB	PHONE		Some people talk on the PHONE OFTEN.
never	ADVERB	POLICE		NEVER cross the street until the POLICEman stops the traffic.
too	ADVERB	QUEENBEE		The QUEENBEE looks TOO real!
here	ADVERB	REMEMBER		The finger (REMEMBER) points HERE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
again	ADVERB	RETURN		If you RETURN, you do something AGAIN.
even	ADVERB	SCALES		You balance the SCALES until they are EVEN.
just	ADVERB	SHOE		There's JUST one SHOE.
so	ADVERB	SUIT		You look SO good when you dress (SUIT) up.
today	ADVERB	SUN		The SUN may be shining TODAY.
all right	ADVERB	THMBS UP		You put your THUMBS UP if things are ALL RIGHT.
backwards	ADVERB	TRUCK		Sometimes a TRUCK moves BACKWARDS.
else	ADVERB	TV		What ELSE is there to watch on TV?
though	ADVERB	UMBRELLA		It looks as THOUGH it might rain (UMBRELLA).
ready	ADVERB	WATCH		READY, set, go, and the WATCH was activated.
yesterday	ADVERB	WRONG		Mark YESTERDAY off your calendar with an "X" (WRONG).
quite	ADVERB	YORK		YORK is QUITE an "old English city."
also	ADVERB	ZEBRA		The ZEBRA looks like a horse ALSO.
hungry	APPLE	ADJ		You can eat an APPLE when you are HUNGRY.
hungrier	APPLE	ADJ+ER		You can eat an APPLE when you are HUNGRY.
hungriest	APPLE	ADJ+EST		You can eat an APPLE when you are HUNGRY.
hungrily	APPLE	ADVERB		You can eat an APPLE when you are HUNGRY.
apple	APPLE	APPLE		APPLE = Food-related words; Icon name.
anybody	APPLE	BOY		APPLE = Any (A for APPLE/Any); The BOY icon represents body parts; Hence ANYBODY.
any	*APPLE*	*DET*		*ANY fruit (APPLE) is good for a snack.*
pear	APPLE	DICE		APPLE = Food-related words; A pair (sounds like PEAR) of DICE.
kiwi	APPLE	DOG		APPLE = Fruits; A KIWI has a tan (DOG) peel.
anyway	APPLE	EXIT		APPLE = Any (A for APPLE/ Any); The EXIT sign points the way; Hence ANYWAY.
lime	APPLE	FROG		APPLE = Fruits; A LIME is green like a FROG.
anyhow	APPLE	HAMMER		APPLE = Any (A for APPLE/ Any); You may say "Ow!" if you hit yourself with a HAMMER (Ow sounds like how); Hence ANYHOW.
yum	*APPLE*	*INTERJ*		*Some foods (APPLE) are YUMmy.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
anywhere	APPLE	ISLAND		APPLE = Any (A for APPLE/ Any); You use a map (ISLAND) to find out where you are and where you are going; Hence ANYWHERE.
strawberry	APPLE	JUICE		APPLE = Fruits; The drink (JUICE) has a straw in it, like the beginning of STRAWBERRY.
peach	APPLE	LOVE		APPLE = Food-related words; The blanket (LOVE) is fuzzy like a PEACH.
anymore	APPLE	MUSIC		APPLE = Any (A for APPLE/ Any); Do you want to hear more MUSIC?; Hence ANYMORE.
banana	APPLE	NIGHT		APPLE = Food-related words; The moon on the NIGHT icon looks like a BANANA.
fruit	APPLE	NOUN		The APPLE icon shows a FRUIT.
fruits	APPLE	NOUN PL		The APPLE icon shows a FRUIT.
thirtieth	APPLE	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "30th" (THIRTIETH) falls three rows below the "0" icon (APPLE).
berry	APPLE	OPEN		APPLE = Fruits; BERR(Y)ies can come in containers (OPEN).
grape	APPLE	PEOPLE		APPLE = Food-related words; You can get a bunch (PEOPLE) of GRAPEs.
without	*APPLE*	*PREP*		*You can't live WITHOUT food (APPLE).*
delicious	*APPLE*	*SECOND*	*ADJ*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
more delicious	*APPLE*	*SECOND*	*ADJ+ER*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
most delicious	*APPLE*	*SECOND*	*ADJ+EST*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
to grow	*APPLE*	*SECOND*	*TO+VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grow	*APPLE*	*SECOND*	*VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grew	*APPLE*	*SECOND*	*VERB+ED*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
grown	*APPLE*	*SECOND*	*VERB+EN*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
growing	*APPLE*	*SECOND*	*VERB+ING*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
grows	*APPLE*	*SECOND*	*VERB+S*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
deliciously	*APPLE*	*SECOND*	*YES*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
orange	APPLE	SPACE		APPLE = Food-related words; One of the planets in the SPACE icon looks like an ORANGE.
tomato	APPLE	STOP		APPLE = Food-related words; The STOP sign looks like a TOMATO.
anyone	APPLE	SUN		APPLE = Any (A for APPLE/ Any); Only one SUN is seen on the icon; Hence ANYONE.
sour	APPLE	THMBS DN		APPLE = Food-related words; Some foods are SOUR (THUMBS DOWN).
sweet	APPLE	THMBS UP		APPLE = Food-related words; Some foods are SWEET (THUMBS UP).
to eat	APPLE	TO+VERB		You may EAT an APPLE.
anything	APPLE	TRUCK		APPLE = Any (A for APPLE/Any); You can haul almost ANYTHING in a TRUCK.
cherry	APPLE	UMBRELLA		APPLE = Food-related words; A CHERRY has a stem like the UMBRELLA handle.
eat	APPLE	VERB		You may EAT an APPLE.
ate	APPLE	VERB+ED		You may EAT an APPLE.
eaten	APPLE	VERB+EN		You may EAT an APPLE.
eating	APPLE	VERB+ING		You may EAT an APPLE.
eats	APPLE	VERB+S		You may EAT an APPLE.
any time	APPLE	WATCH		APPLE = Any (A for APPLE/ Any); A WATCH tells us the time; Hence ANY TIME.
pumpkin	APPLE	X-RAY		APPLE = Fruits; You draw a face (X-RAY) on a Halloween PUMPKIN.
hungrily	*APPLE*	*YES*		*You can eat an APPLE when you are HUNGRY; YES = Adverbs.*
clean	BATH	ADJ		You take a BATH to get CLEAN.
cleaner	BATH	ADJ+ER		You take a BATH to get CLEAN.
cleanest	BATH	ADJ+EST		You take a BATH to get CLEAN.
cleanly	BATH	ADVERB		You take a BATH to get CLEAN.
toilet	BATH	BATH		BATH = Toiletries; Every BATHroom has a TOILET.
comb	BATH	BOY		BATH = Cleaning-related words; The BOY uses a COMB.
toothbrush	BATH	DOG		BATH = Toiletries; You brush your teeth (DOG) with a TOOTHBRUSH.
eye shadow	BATH	EYE		BATH = Toiletries; You put EYE SHADOW on your EYElids.
perfume	BATH	FLOWERS		BATH = Toiletries; The FLOWERS smell like PERFUME.

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Message	Icon 1	Icon 2	Icon 3	Rationale
brush	BATH	GIRL		BATH = Cleaning-related words; The GIRL uses a BRUSH.
sponge	BATH	JUICE		BATH = Toiletries; You can mop up spilled JUICE with a SPONGE.
sanitary napkin(US)/ sanitary towel(UK)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY NAPKINs/TOWELs.
sanitary towel(UK)/ sanitary napkin(US)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY TOWELs/NAPKINs.
mascara	BATH	MASKS		BATH = Toiletries; People in the theater (MASKS) use MASCARA.
toilet paper	BATH	MONEY		BATH = Toiletries; The dollar bill in the MONEY icon is shaped like TOILET PAPER.
toiletry	BATH	NOUN		TOILETR(Y)ies are found in BATHrooms.
toiletries	BATH	NOUN PL		TOILETRIES are found in BATHrooms.
soap	BATH	OPEN		BATH = Toiletries; The chest (OPEN) looks like a SOAP dish.
shaving cream	BATH	RAINBOW		BATH = Toiletries; The base of the RAINBOW looks like SHAVING CREAM.
powder	BATH	REMEMBER		BATH = Toiletries; You shake out POWDER with your hand (REMEMBER).
to shower	*BATH*	*SECOND*	*TO+VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
shower	*BATH*	*SECOND*	*VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showered	*BATH*	*SECOND*	*VERB+ED*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showering	*BATH*	*SECOND*	*VERB+ING*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
showers	*BATH*	*SECOND*	*VERB+S*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
lipstick	BATH	SPACE		BATH = Toiletries; The rocket (SPACE) looks like an open tube of LIPSTICK.
blush(US)/blusher(UK)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSH/BLUSHER.
blusher(UK)/blush(US)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSHER/BLUSH.
deodorant	BATH	SUIT		BATH = Cleaning-related words; You put on DEODORANT before getting dressed (SUIT).
sunscreen	BATH	SUN		BATH = Toiletries; You use SUNSCREEN to protect yourself from the SUN's rays.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shampoo	BATH	THINK		BATH = Toiletries; The woman is pointing to the head (THINK) of hair she is about to SHAMPOO.
razor	BATH	TIME		BATH = Toiletries; Father TIME has a beard and a scythe (RAZOR) for cutting.
to wash	BATH	TO+VERB		Take a BATH TO WASH yourself.
wash	BATH	VERB		Take a BATH to WASH yourself.
washed	BATH	VERB+ED		Take a BATH to WASH yourself.
washing	BATH	VERB+ING		Take a BATH to WASH yourself.
washes	BATH	VERB+S		Take a BATH to WASH yourself.
toothpaste	BATH	VOLT		BATH = Toiletries; TOOTHPASTE comes out of the tube in the shape of the VOLT.
cleanly	*BATH*	*YES*		*You take a BATH to get CLEAN; YES = Adverbs.*
tired	BED	ADJ		You go to BED when you're TIRED.
more tired	BED	ADJ+ER		You go to BED when you're TIRED.
most tired	BED	ADJ+EST		You go to BED when you're TIRED.
yet	*BED*	*ADVERB*		*Many kids say, "I don't want to go to BED YET!"*
bed	BED	BED		BED = Furniture; Icon name.
bookcase	BED	BOOK		BED = Furniture; You put BOOKs in the BOOKCASE.
chair	BED	CHAIR		BED = Furniture; Icon name.
but	*BED*	*CONJ*		*It's time for BED BUT I'm not sleepy.*
couch	BED	FAMILY		BED = Furniture; The FAMILY is sitting on a COUCH.
mirror	BED	ISLAND		BED = Furniture; You see your reflection (MIRROR) in the water (ISLAND).
table	BED	JUICE		BED = Furniture; You put the drinks (JUICE) on the TABLE.
desk	BED	KNOW		BED = Furniture; You work at a DESK at school (KNOW).
crib	BED	LOVE		BED = Furniture; A CRIB is a baby's (LOVE) bed.
furniture	BED	NOUN		A BED is a piece of FURNITURE.
furniture	BED	NOUN PL		A BED is a piece of FURNITURE.
bench	BED	PEOPLE		BED = Furniture; Many PEOPLE can sit on a BENCH.
underneath	*BED*	*PREP*		*You can put your slippers UNDERNEATH the BED.*
sleepy	*BED*	*SECOND*	*ADJ*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
sleepier	*BED*	*SECOND*	*ADJ+ER*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
sleepiest	*BED*	*SECOND*	*ADJ+EST*	*You go to BED when you are SLEEPY; SECOND = Second level words.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
to rest	*BED*	*SECOND*	*TO+VERB*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
rest	*BED*	*SECOND*	*VERB*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
rested	*BED*	*SECOND*	*VERB+ED*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
resting	*BED*	*SECOND*	*VERB+ING*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
rests	*BED*	*SECOND*	*VERB+S*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
sleepily	*BED*	*SECOND*	*YES*	*You go to BED when you are SLEEPY; SECOND = Second level words; YES = Adverbs.*
dresser	BED	SUIT		BED = Furniture; A DRESSER is a place for clothing (SUIT).
lamp	BED	THINK		BED = Furniture; A light bulb (THINK) goes in a LAMP.
asleep	BED	THMBS DN		You lay down (THMBS DN) when you are ASLEEP.
awake	BED	THMBS UP		You get up (THMBS UP) when you are AWAKE.
to sleep	BED	TO+VERB		A BED is to SLEEP in.
sleep	BED	VERB		A BED is to SLEEP in.
slept	BED	VERB+ED		A BED is to SLEEP in.
sleeping	BED	VERB+ING		A BED is to SLEEP in.
sleeps	BED	VERB+S		A BED is to SLEEP in.
favorite	BOOK	ADJ		This is my FAVORITE BOOK.
more favorite	BOOK	ADJ+ER		This is my FAVORITE BOOK.
most favorite	BOOK	ADJ+EST		This is my FAVORITE BOOK.
once	*BOOK*	*ADVERB*		*Some stories (BOOK) start with ONCE upon a time.*
menu	BOOK	APPLE		BOOK = Reading-related words; A MENU lists the foods (APPLE) you can eat.
newspaper	BOOK	DOG		BOOK = Reading-related words; The DOG is carrying a NEWSPAPER.
Bible	BOOK	GOD		BOOK = Reading-related words; The BIBLE is a religious (GOD) book.
manual	BOOK	HAMMER		BOOK = Reading-related words; A MANUAL tells you how to use (HAMMER) something.
will he	BOOK	HE		Will you read me a BOOK?; HE = He; Hence WILL HE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
will I	BOOK	I		Will you read me a BOOK?; I = I; Hence WILL I.
map	BOOK	ISLAND		BOOK = Reading-related words; The ISLAND icon shows a MAP.
will it	BOOK	IT		Will you read me a BOOK?; IT = It; Hence WILL IT.
won't he	BOOK	KNOT	HE	Will you read me a BOOK?; KNOT = Negation; HE = He; Hence WON'T HE.
won't I	BOOK	KNOT	I	Will you read me a BOOK?; KNOT = Negation; I = I; Hence WON'T I.
won't it	BOOK	KNOT	IT	Will you read me a BOOK?; KNOT = Negation; IT = It; Hence WON'T IT.
won't she	BOOK	KNOT	SHE	Will you read me a BOOK?; KNOT = Negation; SHE = She; Hence WON'T SHE.
won't they	BOOK	KNOT	THEY	Will you read me a BOOK; KNOT = Negation; THEY = They; Hence WON'T THEY.
won't we	BOOK	KNOT	WE	Will you read me a BOOK? KNOT = Negation; WE = We; Hence WON'T WE.
won't you	BOOK	KNOT	YOU	Will you read me a BOOK?; KNOT = Negation; YOU = You; Hence WON'T YOU.
novel	BOOK	LOVE		BOOK = General types of books; You read romantic (LOVE) NOVELs.
atlas	BOOK	MOUNTAIN		BOOK = Reading-related words; An ATLAS shows MOUNTAINs, plains, rivers, etc.
notebook	BOOK	MUSIC		BOOK = Reading-related words; The MUSIC icon shows a note which is in the word "NOTEBOOK."
journal	BOOK	NAME		BOOK = General types of books; A JOURNAL contains the writer's NAME.
book	BOOK	NOUN		Icon name.
books	BOOK	NOUN PL		Plural of icon name.
ninth	BOOK	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "9th" (NINTH) is shown on the BOOK icon.
telephone book	BOOK	PHONE		BOOK = General types of books; You find PHONE numbers in the TELEPHONE BOOK.
about	*BOOK*	*PREP*		*You read a BOOK ABOUT things.*
to study	*BOOK*	*SECOND*	*TO+VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
study	*BOOK*	*SECOND*	*VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
studied	*BOOK*	*SECOND*	*VERB+ED*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
studying	*BOOK*	*SECOND*	*VERB+ING*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
studies	*BOOK*	*SECOND*	*VERB+S*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*

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will she	BOOK	SHE		Will you read me a BOOK?; SHE = She; Hence WILL SHE.
encyclopedia	BOOK	SPACE		BOOK = General types of books; You can find out about many topics like SPACE in an ENCYCLOPEDIA.
dictionary	BOOK	STOP		BOOK = General types of books; You look up the definition of a word (STOP) in the DICTIONARY.
catalog	BOOK	SUIT		BOOK = General types of books; You can buy clothes (SUIT) from a CATALOG.
comic	BOOK	SUN		BOOK = General types of books; A COMIC book can make you laugh (SUN).
will they	BOOK	THEY		Will you read me a BOOK?; THEY = They; Hence WILL THEY.
to read	BOOK	TO+VERB		You READ BOOKs.
word	BOOK	TRIANGLE		BOOK = Reading-related words; WORDs make up a big part (TRIANGLE) of books.
TV guide	BOOK	TV		BOOK = Reading-related words; You find TV programs in a TV GUIDE.
read	BOOK	VERB		You READ BOOKs.
read	BOOK	VERB+ED		You READ BOOKs.
reading	BOOK	VERB+ING		You READ BOOKs.
reads	BOOK	VERB+S		You READ BOOKs.
magazine	BOOK	WANTED		BOOK = General types of books; The WANTED picture looks like a MAGAZINE cover.
will we	BOOK	WE		Will you read me a BOOK?; WE = We; Hence WILL WE.
story	BOOK	YORK		BOOK = General types of books; You can tell a STORY about a castle (YORK).
will you	BOOK	YOU		Will you read me a BOOK?; YOU = You; Hence WILL YOU.
wet	BOY	ADJ		You get WET in the pool (BOY).
wetter	BOY	ADJ+ER		You get WET in the pool (BOY).
wettest	BOY	ADJ+EST		You get WET in the pool (BOY).
now	*BOY*	*ADVERB*		*The BOY is stepping into the pool NOW.*
wetly	BOY	ADVERB		You get WET in the pool (BOY).
heart	BOY	APPLE		BOY = Body-related words; The shape of the APPLE resembles a HEART.
elbow	BOY	BATH		BOY = External body parts; The shower head (BATH) is bent like an ELBOW joint.
mustache	BOY	BOOK		BOY = External body parts; Shakespeare (BOOK) has a MUSTACHE.
stomach	BOY	BOY		BOY = Body-related words; You can see the BOY's STOMACH.
hip	BOY	CHAIR		BOY = External body parts; You sit with your HIPs back in the CHAIR.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
unless	*BOY*	*CONJ*		*Don't go in the pool (BOY) UNLESS you can swim.*
the	*BOY*	*DET*		*THE BOY is shown on the icon.*
teeth	BOY	DOG		BOY = Body-related words; The DOG is showing his TEETH.
ear	BOY	EAR		BOY = Body-related words; Icon name.
nose	BOY	ELEPHANT		BOY = Body-related words; The ELEPHANT has a long NOSE.
eye	BOY	EYE		BOY = Body-related words; Icon name.
penis	BOY	FAMILY		BOY = Body-related words; The father (FAMILY) has a PENIS.
throat	BOY	FLOWERS		BOY = Body-related words; A lei of FLOWERS goes around your neck (THROAT).
leg	BOY	FROG		BOY = Body-related words; The FROG has two LEGs.
hair	BOY	GIRL		BOY = Body-related words; The GIRL has long HAIR.
knee	BOY	GOD		BOY = Body-related words; People go down on their KNEEs in church (GOD).
toe	BOY	HAMMER		BOY = Body-related words; You would be in pain if you dropped a HAMMER on your TOE!
lip	BOY	JUICE		BOY = External body parts; You place the cup to your LIPs when you take a drink (JUICE).
vagina	BOY	LOVE		BOY = Body-related words; The mother (LOVE) has a VAGINA.
chin	BOY	MASKS		BOY = External body parts; See the CHINs on the MASKS.
tooth	BOY	MONEY		BOY = Body-related words; The TOOTH fairy exchanges MONEY for a tooth.
breast	BOY	MORNING		BOY = Body-related words; You can see a rooster stick out his BREAST in the MORNING.
body	BOY	NOUN		The BOY's BODY is shown on the icon.
bodies	BOY	NOUN PL		The BOY's BODY is shown on the icon.
eighth	BOY	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "8th" (EIGHTH) is on the BOY icon.
feet	BOY	PEOPLE		BOY = Body-related words; The PEOPLE walk with their FEET.
arm	BOY	POLICE		BOY = Body-related words; The POLICEman is raising an ARM.
bottom	*BOY*	*PREP*		*You dive to the BOTTOM of the pool (BOY).*
nail	BOY	RAINBOW		BOY = External body parts; You can paint (RAINBOW) your NAILs.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
finger	BOY	REMEMBER		BOY = Body-related words; The REMEMBER icon shows a FINGER .
wrist	BOY	RETURN		BOY = External body parts; You wear a bracelet (RETURN) on your WRIST.
wide	*BOY*	*SECOND*	*ADJ*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
wider	*BOY*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
widest	*BOY*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
widely	*BOY*	*SECOND*	*YES*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
foot	BOY	SHOE		BOY = Body-related words; You wear a SHOE on your FOOT.
back	BOY	SNAIL		BOY = External body parts; The SNAIL has a shell on his BACK.
blood	BOY	STOP		BOY = Body-related words; You must try to STOP the bleeding (BLOOD).
chest	BOY	SUIT		BOY = External body parts; You can see someone's CHEST on the SUIT icon.
mouth	BOY	SUN		BOY = Body-related words; The SUN icon has a laughing MOUTH.
head	BOY	THINK		BOY = Body-related words; The woman (THINK) is pointing to her HEAD.
hand	BOY	THMBS DN		BOY = Body-related words; The THUMBS DOWN icon shows a HAND.
thumb	BOY	THMBS UP		BOY = Body-related words; The THUMBS UP icon shows a THUMB.
beard	BOY	TIME		BOY = External body parts; Father TIME has a BEARD.
to swim	BOY	TO+VERB		The BOY is about to go SWIMming.
ankle	BOY	TRIANGLE		BOY = External body parts; Your ANKLE can hold your foot at a right angle like the TRIANGLE.
swim	BOY	VERB		The BOY is about to go SWIMming.
swam	BOY	VERB+ED		The BOY is about to go SWIMming.
swum	BOY	VERB+EN		The BOY is about to go SWIMming.
swimming	BOY	VERB+ING		The BOY is about to go SWIMming.
swims	BOY	VERB+S		The BOY is about to go SWIMming.
face	BOY	WANTED		BOY = Body-related words; The WANTED poster shows a picture of a FACE.
skeleton	BOY	X-RAY		BOY = Body-related words; The X-RAY is a SKELETON.
wetly	*BOY*	*YES*		*You get WET in the pool (BOY); YES = Adverbs.*
dry	CACTUS	ADJ		The desert (CACTUS) is DRY.
drier	CACTUS	ADJ+ER		The desert (CACTUS) is DRY.
driest	CACTUS	ADJ+EST		The desert (CACTUS) is DRY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
dryly	CACTUS	ADVERB		The desert (CACTUS) is DRY; YES = Adverbs.
tenth	CACTUS	NUMBER		The NUMBER "10th" (TENTH) falls one row below the "0" icon (CACTUS).
to dry	CACTUS	TO+VERB		The desert (CACTUS) is DRY.
dry	CACTUS	VERB		The desert (CACTUS) is DRY.
dried	CACTUS	VERB+ED		The desert (CACTUS) is DRY.
drying	CACTUS	VERB+ING		The desert (CACTUS) is DRY.
dries	CACTUS	VERB+S		The desert (CACTUS) is DRY.
dryly	*CACTUS*	*YES*		*The desert (CACTUS) is DRY.*
disabled	CHAIR	ADJ		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
more disabled	CHAIR	ADJ+ER		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
most disabled	CHAIR	ADJ+EST		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
AlphaTalker	CHAIR	APPLE		CHAIR = Assistive technology-related words; ALPHATALKER begins with "A" like APPLE.
wheelchair	CHAIR	CHAIR		CHAIR = Assistive technology-related words; The CHAIR icon shows a WHEELCHAIR.
Liberator	CHAIR	COMPUTER		CHAIR = Assistive technology-related words; The LIBERATOR has COMPUTER capabilities.
hearing aid	CHAIR	EAR		CHAIR = Assistive technology-related words; You wear HEARING AIDs on your EARs.
glasses	CHAIR	EYE		CHAIR = Assistive technology-related words; You wear GLASSES to help you see (EYE).
environmental control unit (ECU)	CHAIR	HOUSE		CHAIR = Assistive technology-related words; ECU' s help you to become independent in everyday activities within a home (HOUSE) or work setting.
joystick	CHAIR	ISLAND		CHAIR = Assistive technology-related words; The JOYSTICK is used to help you move in all directions (ISLAND).
headstick	CHAIR	KITCHEN		CHAIR = Assistive technology-related words; The thermometer (KITCHEN) is long and pointed like a HEADSTICK.
laptray	CHAIR	LOVE		CHAIR = Assistive technology-related words; The baby (LOVE) is sitting on mother's lap; Hence LAPTRAY.
brace	CHAIR	MEDICAL		CHAIR = Assistive technology-related words; A doctor (MEDICAL) will help you get BRACEs.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
cast	CHAIR	MUSIC		CHAIR = General types of assistive technology; The MUSICal note looks like a leg CAST.
Unity	CHAIR	NAME		CHAIR = Assistive technology-related words; The NAME of this Minspeak Application Program is UNITY.
assistive technology	CHAIR	NOUN		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGies.
assistive technologies	CHAIR	NOUN PL		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGIES.
DeltaTalker	CHAIR	PHONE		CHAIR = Assistive technology-related words; Use the DELTATALKER to speak on the PHONE.
stander	CHAIR	POLICE		CHAIR = Assistive technology-related words; The POLICEman is STANDing.
on	*CHAIR*	*PREP*		*Your pet may sit ON your CHAIR.*
crutch	*CHAIR*	*QUESTION*		*CHAIR = Assistive technology-related words; A QUESTION mark looks like a CRUTCH.*
Braille	CHAIR	REMEMBER		CHAIR = General types of assistive technology; You read BRAILLE with your fingers (REMEMBER).
accessible	*CHAIR*	*SECOND*	*ADJ*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
more accessible	*CHAIR*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
most accessible	*CHAIR*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
to access	*CHAIR*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
access	*CHAIR*	*SECOND*	*VERB*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accessed	*CHAIR*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accessing	*CHAIR*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accesses	*CHAIR*	*SECOND*	*VERB+S*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
accessibly	*CHAIR*	*SECOND*	*YES*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings; YES = Adverbs.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
walker	CHAIR	SHOE		CHAIR = Assistive technology-related words; Some people need a WALKER to walk (SHOE).
to sit	CHAIR	TO+VERB		A CHAIR is to SIT on.
crutch	CHAIR	TV		CHAIR = Assistive technology-related words; A question mark (TV) looks like a CRUTCH.
sit	CHAIR	VERB		A CHAIR is to SIT on.
sat	CHAIR	VERB+ED		A CHAIR is to SIT on.
sitting	CHAIR	VERB+ING		A CHAIR is to SIT on.
sits	CHAIR	VERB+S		A CHAIR is to SIT on.
computer	COMPUTER	NOUN		Icon name.
computers	COMPUTER	NOUN PL		Plural of icon name.
from	*COMPUTER*	*PREP*		*You get information FROM a COMPUTER.*
to buy	*COMPUTER*	*SECOND*	*TO+VERB*	*SECOND = Second level words; We want to BUY a COMPUTER.*
buy	*COMPUTER*	*SECOND*	*VERB*	*SECOND = Second level words; We want to BUY a COMPUTER.*
bought	*COMPUTER*	*SECOND*	*VERB+ED*	*SECOND = Second level words; We want to BUY a COMPUTER.*
buying	*COMPUTER*	*SECOND*	*VERB+ING*	*SECOND = Second level words; We want to BUY a COMPUTER.*
buys	*COMPUTER*	*SECOND*	*VERB+S*	*SECOND = Second level words; We want to BUY a COMPUTER.*
to store	COMPUTER	TO+VERB		You can STORE information in a COMPUTER.
store	COMPUTER	VERB		You can STORE information in a COMPUTER.
stored	COMPUTER	VERB+ED		You can STORE information in a COMPUTER.
storing	COMPUTER	VERB+ING		You can STORE information in a COMPUTER.
stores	COMPUTER	VERB+S		You can STORE information in a COMPUTER.
but	CONJ	BED		It's time for BED BUT I'm not sleepy.
unless	CONJ	BOY		Don't go in the pool (BOY) UNLESS you can swim.
and	CONJ	CONJ		Quick access to the most frequently used CONJunction, AND.
both	CONJ	DICE		You can roll BOTH of the DICE.
as	CONJ	ELEPHANT		AS big as an ELEPHANT.
although	CONJ	FAMILY		"All in the FAMILY" is a phrase with ALl in it; Hence ALTHOUGH.
because	CONJ	LOVE		The mother (LOVE) is holding the baby BECAUSE it's crying.
either	CONJ	MASKS		The MASKS are EITHER happy or sad.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
billionth	CONJ	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "1,000,000,000th" (BILLIONTH) is associated with the CONJ icon.
or	CONJ	OPEN		You can put toys OR money in a chest (OPEN).
while	CONJ	PHONE		WHILE you were out, someone PHONEd.
until	CONJ	POLICE		Don't cross the street UNTIL the POLICEman tells you to.
if	*CONJ*	*QUESTION*		*IF you do your homework, then you can watch TV (QUESTION).*
than	CONJ	SCALES		This weighs (SCALES) more THAN that.
since	CONJ	TIME		It's been a long TIME SINCE that happened.
if	CONJ	TV		IF you do your homework, then you can watch TV.
whether	CONJ	UMBRELLA		The UMBRELLA represents weather (sounds like WHETHER).
therefore	CONJ	WRONG		The answer is WRONG, THEREFORE try it again.
any	DET	APPLE		ANY fruit (APPLE) is good for a snack.
the	DET	BOY		THE BOY is shown on the icon.
that	DET	DET		Quick access to the frequently used DETerminer, THAT.
these	DET	DICE		THESE DICE are made for rolling.
every	DET	EAR		EVERYone needs to listen (EAR) carefully.
that	DET	EXIT		You may point someone THAT way to the EXIT.
an	DET	EYE		AN EYE is shown on the icon.
all	DET	FAMILY		Note the common phrase, "ALL in the FAMILY."
those	DET	MOUNTAIN		THOSE MOUNTAINs are far away.
millionth	DET	NUMBER		The NUMBER "1,000,000th" (MILLIONTH) is associated with the DET icon.
each	DET	PEOPLE		EACH person (PEOPLE) is different.
this	DET	REMEMBER		The finger (REMEMBER) points to THIS.
some	DET	SNAIL		SOME people are as slow as a SNAIL.
a	DET	STOP		A STOP sign is shown on the icon.
thing	DET	TRUCK		Put THINGs in a TRUCK.
none	DET	WRONG		NONE of the problems (WRONG) are correct.
little	DICE	ADJ		The DICE are LITTLE.
littler	DICE	ADJ+ER		The DICE are LITTLE.
littlest	DICE	ADJ+EST		The DICE are LITTLE.
both	*DICE*	*CONJ*		*You can roll BOTH of the DICE.*
these	*DICE*	*DET*		*THESE DICE are made for rolling.*
game	DICE	NOUN		You play GAMEs with DICE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
games	DICE	NOUN PL		You play GAMES with DICE.
eleventh	DICE	NUMBER		The NUMBER "11th" (ELEVENTH) is associated with the DICE icon.
small	*DICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
smaller	*DICE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
smallest	*DICE*	*SECOND*	*AJD+EST*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
to match	*DICE*	*SECOND*	*TO+VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
match	*DICE*	*SECOND*	*VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matched	*DICE*	*SECOND*	*VERB+ED*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matching	*DICE*	*SECOND*	*VERB+ING*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
matches	*DICE*	*SECOND*	*VERB+S*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
lose	DICE	THMBS DN		DICE = Game-related words; You may signal THUMBS DOWN if you LOSE a game.
win	DICE	THMBS UP		DICE = Game-related words; You may signal THUMBS UP if you WIN a game.
to play	DICE	TO+VERB		You may PLAY a game (DICE).
play	DICE	VERB		You may PLAY a game (DICE).
played	DICE	VERB+ED		You may PLAY a game (DICE).
playing	DICE	VERB+ING		You may PLAY a game (DICE).
plays	DICE	VERB+S		You may PLAY a game (DICE).
soft	DOG	ADJ		The DOG's fur feels SOFT.
softer	DOG	ADJ+ER		The DOG's fur feels SOFT.
softest	DOG	ADJ+EST		The DOG's fur feels SOFT.
softly	DOG	ADVERB		The DOG's fur feels SOFT; YES = Adverbs.
cat	DOG	BED		DOG = Pets; The CAT sleeps on the BED.
gerbil	DOG	CACTUS		DOG = Pets; GERBILs live in the desert (CACTUS).
mouse	DOG	COMPUTER		DOG = Pets; You can operate a COMPUTER using a MOUSE.
dog	DOG	DOG		DOG = Pets; Icon name.
turtle	DOG	HOUSE		DOG = Pets; The TURTLE carries his HOUSE on his back.
Bingo	*DOG*	*INTERJ*		*The DOG's name is BINGO.*
pet	DOG	NOUN		DOGs are common PETs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
pets	DOG	NOUN PL		DOGs are common PETs.
guinea pig	DOG	PHONE		DOG = Pets; The GUINEA PIG can be like a very noisy PHONE.
to	*DOG*	*PREP*		*The DOG should come TO you when you call.*
hamster	DOG	RETURN		DOG = Pets; HAMSTERs spin (RETURN) a wheel inside their cage.
to speak	*DOG*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speak	*DOG*	*SECOND*	*VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
spoke	*DOG*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
spoken	*DOG*	*SECOND*	*VERB+EN*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speaking	*DOG*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speaks	*DOG*	*SECOND*	*VERB+S*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
to come	DOG	TO+VERB		The DOG COMEs to you at your command.
come	DOG	VERB		The DOG COMEs to you at your command.
came	DOG	VERB+ED		The DOG COMEs to you at your command.
coming	DOG	VERB+ING		The DOG COMEs to you at your command.
comes	DOG	VERB+S		The DOG COMEs to you at your command.
softly	*DOG*	*YES*		*The DOG's fur feels SOFT.*
easy	EAR	ADJ		It's EASY to hear (EAR) loud noises.
easier	EAR	ADJ+ER		It's EASY to hear (EAR) loud noises.
easiest	EAR	ADJ+EST		It's EASY to hear (EAR) loud noises.
easily	EAR	ADVERB		It's EASY to hear (EAR) loud noises.
everybody	EAR	BOY		EAR = Every (E for EAR/Every); The BOY icon represents body parts; Hence EVERYBODY.
every	*EAR*	*DET*		*EVERYone needs to listen (EAR) carefully.*
every way	EAR	EXIT		EAR = Every (E for EAR/Every); The EXIT points the way; Hence EVERY WAY.
everywhere	EAR	ISLAND		EAR = Every (E for EAR/Every); You use a map (ISLAND) to find out where you are and where you are going; Hence EVERYWHERE.
twenty-second	EAR	NUMBER		The NUMBER "22nd" (TWENTY-SECOND) falls two rows below the "2" icon (EAR).

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Message	Icon 1	Icon 2	Icon 3	Rationale
noisy	*EAR*	*SECOND*	*ADJ*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
noisier	*EAR*	*SECOND*	*ADJ+ER*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
noisiest	*EAR*	*SECOND*	*ADJ+EST*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
to listen	*EAR*	*SECOND*	*TO+VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listen	*EAR*	*SECOND*	*VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listened	*EAR*	*SECOND*	*VERB+ED*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listening	*EAR*	*SECOND*	*VERB+ING*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
listens	*EAR*	*SECOND*	*VERB+S*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
noisily	*EAR*	*SECOND*	*YES*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears; YES = Adverbs.*
everyone	EAR	SUN		EAR = Every (E for EAR/Every); Only one SUN is seen on the icon; Hence EVERYONE.
quiet	EAR	THMBS DN		EAR = Hearing-related words; You lower (THUMBS DOWN) the volume to make it QUIET.
loud	EAR	THMBS UP		EAR = Hearing-related words; You raise (THUMBS UP) the volume to make it LOUD.
to hear	EAR	TO+VERB		You HEAR with your EARs.
everything	EAR	TRUCK		EAR = Every (E for EAR/Every); You can haul almost everything in a TRUCK; Hence EVERYTHING.
hear	EAR	VERB		You HEAR with your EARs.
heard	EAR	VERB+ED		You HEAR with your EARs.
hearing	EAR	VERB+ING		You HEAR with your EARs.
hears	EAR	VERB+S		You HEAR with your EARs.
every time	EAR	WATCH		EAR = Every (E for EAR/Every); A WATCH tells us the time; Hence EVERY TIME.
easily	*EAR*	*YES*		*It's EASY to hear (EAR) loud noises; YES = Adverbs.*
big	ELEPHANT	ADJ		The ELEPHANTs are BIG.
bigger	ELEPHANT	ADJ+ER		The ELEPHANTs are BIG.
biggest	ELEPHANT	ADJ+EST		The ELEPHANTs are BIG.
as	*ELEPHANT*	*CONJ*		*AS big as an ELEPHANT.*

Italicized words are available in the extended vocabulary.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
might he	ELEPHANT	HE		The ELEPHANTs are mighty; HE = He; Hence MIGHT HE.
might I	ELEPHANT	I		The ELEPHANTs are mighty; I = I; Hence MIGHT I.
might it	ELEPHANT	IT		The ELEPHANTs are mighty; IT = It; Hence MIGHT IT.
might not he	ELEPHANT	KNOT	HE	The ELEPHANTs are mighty; KNOT = Negation; HE = He; Hence MIGHT NOT HE.
might not I	ELEPHANT	KNOT	I	The ELEPHANTs are mighty; KNOT = Negation; I = I; Hence MIGHT NOT I.
might not it	ELEPHANT	KNOT	IT	The ELEPHANTs are mighty; KNOT = Negation; IT = It; Hence MIGHT NOT IT.
might not she	ELEPHANT	KNOT	SHE	The ELEPHANTs are mighty; KNOT = Negation; SHE = She; Hence MIGHT NOT SHE.
might not they	ELEPHANT	KNOT	THEY	The ELEPHANTs are mighty; KNOT = Negation; THEY = They; Hence MIGHT NOT THEY.
might not we	ELEPHANT	KNOT	WE	The ELEPHANTs are mighty; KNOT = Negation; WE = We; Hence MIGHT NOT WE.
might not you	ELEPHANT	KNOT	YOU	The ELEPHANTs are mighty; KNOT = Negation; YOU = You; Hence MIGHT NOT YOU.
meeting	ELEPHANT	NOUN		The MEETING of the ELEPHANTs' trunk and tail.
meetings	ELEPHANT	NOUN PL		The MEETING of the ELEPHANTs' trunk and tail.
one hundredth	ELEPHANT	NUMBER		The NUMBER "100th" (ONE HUNDREDTH) is associated with the ELEPHANT icon.
behind	*ELEPHANT*	*PREP*		*One ELEPHANT is BEHIND the other.*
large	*ELEPHANT*	*SECOND*	*ADJ*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
larger	*ELEPHANT*	*SECOND*	*ADJ+ER*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
largest	*ELEPHANT*	*SECOND*	*ADJ+EST*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
to pull	*ELEPHANT*	*SECOND*	*TO+VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pull	*ELEPHANT*	*SECOND*	*VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pulled	*ELEPHANT*	*SECOND*	*VERB+ED*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pulling	*ELEPHANT*	*SECOND*	*VERB+ING*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
pulls	*ELEPHANT*	*SECOND*	*VERB+S*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
largely	*ELEPHANT*	*SECOND*	*YES*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big." YES = Adverbs.*
might she	ELEPHANT	SHE		The ELEPHANTs are mighty; SHE = She; Hence MIGHT SHE.
might they	ELEPHANT	THEY		The ELEPHANTs are mighty; THEY = They; Hence MIGHT THEY.
drop	ELEPHANT	THMBS DN		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to lift or DROP (THMBS DN) things.
lift	ELEPHANT	THMBS UP		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to LIFT (THMBS UP) or drop things.
to meet	ELEPHANT	TO+VERB		The ELEPHANTs' trunk and tail MEET.
meet	ELEPHANT	VERB		The ELEPHANTs' trunk and tail MEET.
met	ELEPHANT	VERB+ED		The ELEPHANTs' trunk and tail MEET.
meeting	ELEPHANT	VERB+ING		The ELEPHANTs' trunk and tail MEET.
meets	ELEPHANT	VERB+S		The ELEPHANTs' trunk and tail MEET.
might we	ELEPHANT	WE		The ELEPHANTs are mighty; WE = We; Hence MIGHT WE.
might you	ELEPHANT	YOU		The ELEPHANTs are mighty; YOU = You; Hence MIGHT YOU.
right	EXIT	ADJ		The EXIT points you in the RIGHT direction.
righter	EXIT	ADJ+ER		The EXIT points you in the RIGHT direction.
rightest	EXIT	ADJ+EST		The EXIT points you in the RIGHT direction.
rightly	EXIT	ADVERB		The EXIT points you in the RIGHT direction.
there	*EXIT*	*ADVERB*		*The EXIT points over THERE.*
that	*EXIT*	*DET*		*You may point someone THAT way to the EXIT.*
right	EXIT	DOG		EXIT = Direction-related words; The DOG is looking to the RIGHT.
north	EXIT	FROG		EXIT = Direction-related words; The FROG is NORTH of the island.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
front	EXIT	HOUSE		EXIT = Direction-related words; The truck drives in FRONT of the HOUSE.
excuse me	*EXIT*	*INTERJ*		*You would say EXCUSE ME if you needed to leave (EXIT).*
south	EXIT	KITCHEN		EXIT = Direction-related words; The KITCHEN icon is SOUTH of the island.
way	EXIT	NOUN		The EXIT sign shows the WAY.
ways	EXIT	NOUN PL		The EXIT sign shows the WAY.
sixth	EXIT	NUMBER		The NUMBER "6th" (SIXTH) is shown on the EXIT icon.
east	EXIT	OPEN		EXIT = Direction-related words; The OPEN icon is EAST of the island.
out	*EXIT*	*PREP*		*EXIT shows a way OUT of a building.*
to stay	*EXIT*	*SECOND*	*TO+VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stay	*EXIT*	*SECOND*	*VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stayed	*EXIT*	*SECOND*	*VERB+ED*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
staying	*EXIT*	*SECOND*	*VERB+ING*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stays	*EXIT*	*SECOND*	*VERB+S*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
left	EXIT	SNAIL		EXIT = Direction-related words; The SNAIL is looking to the LEFT.
to leave	EXIT	TO+VERB		To LEAVE is to EXIT.
side	EXIT	TRIANGLE		EXIT = Direction-related words; A TRIANGLE has three SIDEs.
back	EXIT	TRUCK		EXIT = Direction-related words; You put things in BACK of a TRUCK.
west	EXIT	UMBRELLA		EXIT = Direction-related words; The UMBRELLA icon is WEST of the island.
leave	EXIT	VERB		To LEAVE is to EXIT.
left	EXIT	VERB+ED		To LEAVE is to EXIT.
leaving	EXIT	VERB+ING		To LEAVE is to EXIT.
leaves	EXIT	VERB+S		To LEAVE is to EXIT.
rightly	*EXIT*	*YES*		*The EXIT points you in the RIGHT direction; YES = Adverbs.*
same	EYE	ADJ		The EYEs look the SAME.
always	*EYE*	*ADVERB*		*ALWAYS look (EYE) at what you are doing.*
an	*EYE*	*DET*		*AN EYE is shown on the icon.*
alike	*EYE*	*SECOND*	*ADJ*	*SECOND = Second level words; The EYEs look ALIKE.*
more alike	*EYE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The EYEs look ALIKE.*
most alike	*EYE*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The EYEs look ALIKE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to see	*EYE*	*SECOND*	*TO+VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
see	*EYE*	*SECOND*	*VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
saw	*EYE*	*SECOND*	*VERB+ED*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
seen	*EYE*	*SECOND*	*VERB+EN*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
seeing	*EYE*	*SECOND*	*VERB+ING*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
sees	*EYE*	*SECOND*	*VERB+S*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
to look	EYE	TO+VERB		We LOOK at things with our EYEs.
look	EYE	VERB		We LOOK at things with our EYEs.
looked	EYE	VERB+ED		We LOOK at things with our EYEs.
looking	EYE	VERB+ING		We LOOK at things with our EYEs.
looks	EYE	VERB+S		We LOOK at things with our EYEs.
together	*FAMILY*	*ADVERB*		*The FAMILY is standing TOGETHER.*
brother	FAMILY	BOY		FAMILY = Family-related words; Your BROTHER is a BOY.
although	*FAMILY*	*CONJ*		*“All in the FAMILY” is a phrase with ALl in it; Hence ALTHOUGH.*
all	*FAMILY*	*DET*		*Note the common phrase, “ALL in the FAMILY.”*
father	FAMILY	FAMILY		FAMILY = Family-related words; The FATHER is part of the FAMILY icon.
sister	FAMILY	GIRL		FAMILY = Family-related words; Your SISTER is a GIRL.
did he	FAMILY	HE		The FAMILY did dress up for their picture; HE = He; Hence DID HE.
did I	FAMILY	I		The FAMILY did dress up for their picture; I = I; Hence DID I.
did it	FAMILY	IT		The FAMILY did dress up for their picture; IT = It; Hence DID IT.
didn't he	FAMILY	KNOT	HE	The FAMILY did dress up for their picture; KNOT = Negation; HE = He; Hence DIDN’T HE.
didn’t I	FAMILY	KNOT	I	The FAMILY did dress up for their picture; KNOT = Negation; I = I; Hence DIDN’T I.
didn't it	FAMILY	KNOT	IT	The FAMILY did dress up for their picture; KNOT = Negation; IT = It; Hence DIDN’T IT.
didn't she	FAMILY	KNOT	SHE	The FAMILY did dress up for their picture; KNOT = Negation; SHE = She; Hence DIDN’T SHE.
didn't they	FAMILY	KNOT	THEY	The FAMILY did dress up for their picture; KNOT = Negation; THEY = They; Hence DIDN’T THEY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
didn't we	FAMILY	KNOT	WE	The FAMILY did dress up for their picture; KNOT = Negation; WE = We; Hence DIDN'T WE.
didn't you	FAMILY	KNOT	YOU	The FAMILY did dress for their picture; KNOT = Negation; YOU = You; Hence DIDN'T YOU.
mother	FAMILY	LOVE		FAMILY = Family-related words; The LOVE icon shows a MOTHER.
family	FAMILY	NOUN		Icon name.
families	FAMILY	NOUN PL		Plural of icon name.
cousin	FAMILY	PEOPLE		FAMILY = Family-related words; The PEOPLE are COUSINs.
between	*FAMILY*	*PREP*		*The child is BETWEEN the adults (FAMILY).*
to communicate	*FAMILY*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicate	*FAMILY*	*SECOND*	*VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicated	*FAMILY*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicating	*FAMILY*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicates	*FAMILY*	*SECOND*	*VERB+S*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
did she	FAMILY	SHE		The FAMILY did dress up for their picture; SHE = She; Hence DID SHE.
did they	FAMILY	THEY		The FAMILY did dress up for their picture; THEY = They; Hence DID THEY.
grandmother	FAMILY	THINK		FAMILY = Family-related words; THINK of your GRANDMOTHER as an older woman.
grandfather	FAMILY	TIME		FAMILY = Family-related words; GRANDFATHER is the older father (TIME) in our FAMILY.
to join	FAMILY	TO+VERB		A FAMILY is a group JOINed together.
join	FAMILY	VERB		A FAMILY is a group JOINed together.
joined	FAMILY	VERB+ED		A FAMILY is a group JOINed together.
joining	FAMILY	VERB+ING		A FAMILY is a group JOINed together.
joins	FAMILY	VERB+S		A FAMILY is a group JOINed together.
did we	FAMILY	WE		The FAMILY did dress up for their picture; WE = We; Hence DID WE.
did you	FAMILY	YOU		The FAMILY did dress up for their picture; YOU = You; Hence DID YOU.
nice	FLOWERS	ADJ		It's NICE to receive FLOWERS from a friend.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
nicer	FLOWERS	ADJ+ER		It's NICE to receive FLOWERS from a friend.
nicest	FLOWERS	ADJ+EST		It's NICE to receive FLOWERS from a friend.
nicely	FLOWERS	ADVERB		It's NICE to receive FLOWERS from a friend.
cucumber	FLOWERS	CACTUS		FLOWERS = Vegetables; The CACTUS looks a little like a CUCUMBER.
pea	FLOWERS	DICE		FLOWERS = Vegetables; PEAs are small like DICE.
onion	FLOWERS	DOG		FLOWERS = Vegetables; The ONION peels like paper (DOG).
corn	FLOWERS	EAR		FLOWERS = Vegetables; A favorite summer vegetable is an EAR of CORN.
spinach	FLOWERS	ELEPHANT		FLOWERS = Vegetables; SPINACH is supposed to make you strong (ELEPHANT).
carrot	FLOWERS	EYE		FLOWERS = Vegetables; Eating CARROTs is supposed to help you see (EYE) better.
cauliflower	FLOWERS	FLOWERS		FLOWERS = Vegetables; The word CAULIFLOWER has FLOWER in it.
salad	FLOWERS	FROG		FLOWERS = Vegetables; The grass (FROG) resembles SALAD.
potato	FLOWERS	HAMMER		FLOWERS = Vegetables; You can mash (HAMMER) your POTATO.
may he	FLOWERS	HE		May FLOWERS; HE = He; Hence MAY HE.
broccoli	FLOWERS	HOUSE		FLOWERS = Vegetables; The tree by the HOUSE looks like BROCCOLI.
may I	FLOWERS	I		May FLOWERS; I = I; Hence MAY I.
thank you	*FLOWERS*	*INTERJ*		*You say, "THANK YOU" when given FLOWERS.*
may it	FLOWERS	IT		May FLOWERS; IT = It; Hence MAY IT.
chip(UK)/french fry(US)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.
french fry(US)/ chip(UK)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.
may he not	FLOWERS	KNOT	HE	May FLOWERS; KNOT = Negation; HE = HE; Hence MAY HE NOT.
may I not	FLOWERS	KNOT	I	May FLOWERS; KNOT = Negation; I = I; Hence MAY I NOT.
may it not	FLOWERS	KNOT	IT	May FLOWERS; KNOT = Negation; IT = It; Hence MAY IT NOT.
may she not	FLOWERS	KNOT	SHE	May FLOWERS; KNOT = Negation; SHE = She; Hence MAY SHE NOT.
may they not	FLOWERS	KNOT	THEY	May FLOWERS; KNOT = Negation; THEY = They; Hence MAY THEY NOT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
may we not	FLOWERS	KNOT	WE	May FLOWERS; KNOT = Negation; WE = We; Hence MAY WE NOT.
may you not	FLOWERS	KNOT	YOU	May FLOWERS; KNOT = Negation; YOU = You; Hence MAY YOU NOT.
lettuce	FLOWERS	MONEY		FLOWERS = Vegetables; The MONEY looks like a LETTUCE leaf.
beet	FLOWERS	MUSIC		FLOWERS = Vegetables; The beat (sounds like BEET) of the MUSIC is fast.
vegetable	FLOWERS	NOUN		VEGETABLEs are FLOWERing plants.
vegetables	FLOWERS	NOUN PL		VEGETABLEs are FLOWERing plants.
fifth	FLOWERS	NUMBER		The NUMBER "5th" (FIFTH) is shown on the FLOWERS icon.
bean	FLOWERS	OPEN		FLOWERS = Vegetables; A bag (OPEN) of BEANs.
kind	*FLOWERS*	*SECOND*	*ADJ*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
kinder	*FLOWERS*	*SECOND*	*ADJ+ER*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
kindest	*FLOWERS*	*SECOND*	*ADJ+EST*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
to thank	*FLOWERS*	*SECOND*	*TO+VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thank	*FLOWERS*	*SECOND*	*VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thanked	*FLOWERS*	*SECOND*	*VERB+ED*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thanking	*FLOWERS*	*SECOND*	*VERB+ING*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
thanks	*FLOWERS*	*SECOND*	*VERB+S*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
kindly	*FLOWERS*	*SECOND*	*YES*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers; YES = Adverbs.*
may she	FLOWERS	SHE		May FLOWERS; SHE = She; Hence MAY SHE.
brussels sprout	FLOWERS	SNAIL		FLOWERS = Vegetables; The SNAIL looks like a BRUSSELS SPROUT.
may they	FLOWERS	THEY		May FLOWERS; THEY = They; Hence MAY THEY.
to give	FLOWERS	TO+VERB		Everyone likes TO GIVE FLOWERS.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
mushroom	FLOWERS	UMBRELLA		FLOWERS = Vegetables; The UMBRELLA looks like a MUSHROOM.
give	FLOWERS	VERB		Everyone likes to GIVE FLOWERS.
gave	FLOWERS	VERB+ED		Everyone likes to GIVE FLOWERS.
given	FLOWERS	VERB+EN		Everyone likes to GIVE FLOWERS.
giving	FLOWERS	VERB+ING		Everyone likes to GIVE FLOWERS.
gives	FLOWERS	VERB+S		Everyone likes to GIVE FLOWERS.
celery	FLOWERS	WANTED		FLOWERS = Vegetables; The bars of the cell (WANTED) are like CELERY sticks.
cabbage	FLOWERS	WATCH		FLOWERS = Vegetables; The CABBAGE is round like a WATCH.
may we	FLOWERS	WE		May FLOWERS; WE = We; Hence MAY WE.
nicely	*FLOWERS*	*YES*		*It's NICE to receive FLOWERS from a friend; YES = Adverbs.*
may you	FLOWERS	YOU		May FLOWERS; YOU = You; Hence MAY YOU.
food	*FOOD*	*NOUN*		*Icon name.*
long	FROG	ADJ		The FROG is making a LONG leap into the air.
longer	FROG	ADJ+ER		The FROG is making a LONG leap into the air.
longest	FROG	ADJ+EST		The FROG is making a LONG leap into the air.
forward	*FROG*	*ADVERB*		*The FROG is jumping FORWARD.*
is he going	FROG	HE		The FROG is going to jump; HE = He; Hence IS HE GOING.
am I going	FROG	I		The FROGs are going to jump; I = I; Hence AM I GOING.
is it going	FROG	IT		The FROG is going to jump; IT = It; Hence IS IT GOING.
isn't he going	FROG	KNOT	HE	The FROG is going to jump; KNOT = Negation; HE = He; Hence ISN'T HE GOING.
aren't I going	FROG	KNOT	I	The FROGs are going to jump; KNOT = Negation; I = I; Hence AREN'T I GOING.
isn't it going	FROG	KNOT	IT	The FROG is going to jump; KNOT = Negation; IT = It; Hence ISN'T IT GOING.
isn't she going	FROG	KNOT	SHE	The FROG is going to jump; KNOT = Negation; SHE = She; Hence ISN'T SHE GOING.
aren't they going	FROG	KNOT	THEY	The FROGs are going to jump; KNOT = Negation; THEY = They; Hence AREN'T THEY GOING.
aren't we going	FROG	KNOT	WE	The FROGs are going to jump; KNOT = Negation; WE = We; Hence AREN'T WE GOING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
aren't you going	FROG	KNOT	YOU	The FROGs are going to jump; KNOT = Negation; YOU = You; Hence AREN'T YOU GOING.
seventeenth	FROG	NUMBER		The NUMBER "17th" (SEVENTEENTH) falls one row below the "7" icon (FROG).
to hurry	*FROG*	*SECOND*	*TO+VERB*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurry	*FROG*	*SECOND*	*VERB*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurried	*FROG*	*SECOND*	*VERB+ED*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurrying	*FROG*	*SECOND*	*VERB+ING*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurries	*FROG*	*SECOND*	*VERB+S*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
is she going	FROG	SHE		The FROG is going to jump; SHE = She; Hence IS SHE GOING.
are they going	FROG	THEY		The FROGs are going to jump; THEY = They; Hence ARE THEY GOING.
to go	FROG	TO+VERB		Look at that FROG GO!
go	FROG	VERB		Look at that FROG GO!
went	FROG	VERB+ED		Look at that FROG GO!
gone	FROG	VERB+EN		Look at that FROG GO!
going	FROG	VERB+ING		Look at that FROG GO!
goes	FROG	VERB+S		Look at that FROG GO!
are we going	FROG	WE		The FROGs ARE GOING to jump; WE = We; Hence ARE WE GOING.
are you going	FROG	YOU		The FROGs ARE GOING to jump; YOU = You; Hence ARE YOU GOING.
healthy	GIRL	ADJ		The GIRL looks HEALTHY.
healthier	GIRL	ADJ+ER		The GIRL looks HEALTHY.
healthiest	GIRL	ADJ+EST		The GIRL looks HEALTHY.
healthily	GIRL	ADVERB		The GIRL looks HEALTHY.
still	*GIRL*	*ADVERB*		*The GIRL is sitting STILL while her picture is taken.*
marker	GIRL	BOOK		GIRL = Art-related words; You can highlight color in BOOKs with MARKERs.
paper	GIRL	DOG		GIRL = Art-related words; The DOG is carrying a PAPER.
yardstick	GIRL	FROG		GIRL = Art supplies; You use a YARDSTICK to measure jumps (FROG).
paintbrush	GIRL	GIRL		GIRL = Art-related words; The GIRL uses a brush; Hence PAINTBRUSH.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
stapler	GIRL	HAMMER		GIRL = Art-related words; A STAPLER knocks (HAMMER) staples into paper.
chalk	GIRL	HOUSE		GIRL = Art-related words; You draw with CHALK on the pavement next to the HOUSE.
paper clip	GIRL	MEDICAL		GIRL = Art-related words; The MEDICAL icon looks like a PAPER CLIP.
envelope	GIRL	MONEY		GIRL = Art-related words; MONEY is placed in an ENVELOPE at a bank.
pen	GIRL	NAME		GIRL = Art-related words; The NAME icon shows a PEN.
art supply	GIRL	NOUN		The GIRL icon is associated with ART SUPPL(Y)ies.
art supplies	GIRL	NOUN PL		The GIRL icon is associated with ART SUPPL(Y)IES.
fourteenth	GIRL	NUMBER		The NUMBER "14th" (FOURTEENTH) falls one row below the "4" icon (GIRL).
top	*GIRL*	*PREP*		*The GIRL has a hat on TOP of her head.*
crayon	GIRL	RAINBOW		GIRL = Art-related words; CRAYONs come in many colors (RAINBOW).
to draw	*GIRL*	*SECOND*	*TO+VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
draw	*GIRL*	*SECOND*	*VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
drew	*GIRL*	*SECOND*	*VERB+ED*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
drawn	*GIRL*	*SECOND*	*VERB+EN*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
drawing	*GIRL*	*SECOND*	*VERB+ING*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
draws	*GIRL*	*SECOND*	*VERB+S*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
tape	GIRL	SNAIL		GIRL = Art supplies; The SNAIL looks like a roll of TAPE.
pencil	GIRL	STOP		GIRL = Art-related words; You use your PENCIL to print letters (STOP).
sticker	GIRL	THMBS UP		GIRL = Art-related words; You get a STICKER for doing a good (THUMBS UP) job.
scissors	GIRL	TIME		GIRL = Art-related words; You cut (TIME) with SCISSORS.
to bring	GIRL	TO+VERB		BRING me my hat (GIRL).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ruler	GIRL	TRIANGLE		GIRL = Art-related words; You use a RULER to measure (TRIANGLE).
bring	GIRL	VERB		BRING me my hat (GIRL).
brought	GIRL	VERB+ED		BRING me my hat (GIRL).
bringing	GIRL	VERB+ING		BRING me my hat (GIRL).
brings	GIRL	VERB+S		BRING me my hat (GIRL).
picture	GIRL	WANTED		GIRL = Art-related words; The WANTED icon shows a PICTURE of a criminal.
eraser	GIRL	WRONG		GIRL = Art-related words; You erase the math (WRONG) problem with an ERASER.
healthily	*GIRL*	*YES*		*The GIRL looks HEALTHY; YES = Adverbs.*
Valentine's Day	GOD	APPLE		GOD = Holiday-related words; The APPLE is heart-shaped like a valentine; Hence VALENTINE'S DAY.
Hanukah	GOD	CACTUS		GOD = Holiday-related words; A menorah, which looks like a CACTUS is lit at HANUKAH.
Father's Day	GOD	FAMILY		GOD = Holiday-related words; We celebrate fathers (FAMILY) on FATHER'S DAY.
Thanksgiving	GOD	FLOWERS		GOD = Holiday-related words; FLOWERS may decorate your table for THANKSGIVING.
Labor Day(US)/ May Day(UK)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on LABOR DAY/MAY DAY.
May Day(UK)/ Labor Day(US)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on MAY DAY /LABOR DAY.
Passover	GOD	HOUSE		GOD = Holiday-related words; HOUSEs were marked with blood to tell the angel of death to PASSOVER.
Mother's Day	GOD	LOVE		GOD = Holiday-related words; We celebrate mothers (LOVE) on MOTHER'S DAY.
Easter	GOD	MORNING		GOD = Holiday-related words; Many celebrate EASTER with a MORNING Mass/service.
holiday	GOD	NOUN		Many HOLIDAYs are religious (GOD) holidays.
holidays	GOD	NOUN PL		Many HOLIDAYS are religious (GOD) holidays.
fortieth	GOD	NUMBER		The NUMBER "40th" (FORTIETH) falls three rows below the "4" icon (GOD).
Martin Luther King Day	GOD	PEOPLE		GOD = General types of holidays; "I have a dream for PEOPLE to walk hand-in-hand..." (MARTIN LUTHER KING DAY.)
Memorial Day	GOD	POLICE		GOD = General types of holidays; People wear uniforms (POLICE) and march in parades on MEMORIAL DAY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
St. Patrick's Day	GOD	RAINBOW		GOD = Holiday-related words; The RAINBOW and a crock of gold are associated with ST. PATRICK'S DAY.
to believe	*GOD*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believe	*GOD*	*SECOND*	*VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believed	*GOD*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believing	*GOD*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believes	*GOD*	*SECOND*	*VERB+S*	*SECOND = Second level words; Many people BELIEVE in GOD.*
Bonfire Night(UK)/ Fourth of July(US)	GOD	SPACE		GOD = Holiday-related words; BONFIRE NIGHT/ FOURTH OF JULY is celebrated with fireworks (SPACE).
Fourth of July(US)/ Bonfire Night(UK)	GOD	SPACE		GOD = Holiday-related words; FOURTH OF JULY/BONFIRE NIGHT is celebrated with fireworks (SPACE).
Christmas	GOD	THINK		GOD = Holiday-related words; Some people decorate their home with lights (THINK) at CHRISTMAS.
New Year's Day	GOD	TIME		GOD = General types of holidays; You ring out the old (TIME) and ring in the new on NEW YEAR'S DAY.
to make	GOD	TO+VERB		You can MAKE a shape (GOD) on your paper.
make	GOD	VERB		You can MAKE a shape (GOD) on your paper.
made	GOD	VERB+ED		You can MAKE a shape (GOD) on your paper.
making	GOD	VERB+ING		You can MAKE a shape (GOD) on your paper.
makes	GOD	VERB+S		You can MAKE a shape (GOD) on your paper.
birthday	GOD	WANTED		GOD = Holiday-related words; I got everything I WANTED for my BIRTHDAY.
Halloween	GOD	X-RAY		GOD = Holiday-related words; The X-RAY is like a HALLOWEEN skeleton.
how	*HAMMER*	*? WORD*		*You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.*
hard	HAMMER	ADJ		The HAMMER feels HARD.
harder	HAMMER	ADJ+ER		The HAMMER feels HARD.
hardest	HAMMER	ADJ+EST		The HAMMER feels HARD.
hardly	HAMMER	ADVERB		The HAMMER feels HARD.
must he	HAMMER	HE		Many people must go to work (HAMMER); HE = He; Hence MUST HE.
must I	HAMMER	I		Many people must go to work (HAMMER); I = I; Hence MUST I.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ouch	*HAMMER*	*INTERJ*		*If you hit yourself with a HAMMER, you may say, "OUCH."*
must it	HAMMER	IT		Many people must go to work (HAMMER); IT = It; Hence MUST IT.
mustn't he	HAMMER	KNOT	HE	Many people must go to work (HAMMER); KNOT = Negation; HE = He; Hence MUSTN'T HE.
mustn't I	HAMMER	KNOT	I	Many people must go to work (HAMMER); KNOT = Negation; I = I; Hence MUSTN'T I.
mustn't it	HAMMER	KNOT	IT	Many people must go to work (HAMMER); KNOT = Negation; IT = It; Hence MUSTN'T IT.
mustn't she	HAMMER	KNOT	SHE	Many people must go to work (HAMMER); KNOT = Negation; SHE = She; Hence MUSTN'T SHE.
mustn't they	HAMMER	KNOT	THEY	Many people must go to work (HAMMER); KNOT = Negation; THEY = They; Hence MUSTN'T THEY.
mustn't we	HAMMER	KNOT	WE	Many people must go to work (HAMMER); KNOT = Negation; WE = We; Hence MUSTN'T WE.
mustn't you	HAMMER	KNOT	YOU	Many people must go to work (HAMMER); KNOT = Negation; YOU = You; Hence MUSTN'T YOU.
job	HAMMER	NOUN		The JOB requires tools (HAMMER).
jobs	HAMMER	NOUN PL		The JOB requires tools (HAMMER).
second	HAMMER	NUMBER		The NUMBER "2" (SECOND) is shown on the HAMMER icon.
into	*HAMMER*	*PREP*		*You drive a nail INTO wood with a HAMMER.*
to use	*HAMMER*	*SECOND*	*TO+VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
use	*HAMMER*	*SECOND*	*VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
used	*HAMMER*	*SECOND*	*VERB+ED*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
using	*HAMMER*	*SECOND*	*VERB+ING*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
uses	*HAMMER*	*SECOND*	*VERB+S*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
must she	HAMMER	SHE		Many people must go to work (HAMMER); SHE = She; Hence MUST SHE.
must they	HAMMER	THEY		Many people must go to work (HAMMER); THEY = They; Hence MUST THEY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to work	HAMMER	TO+VERB		Building with a HAMMER is WORK.
work	HAMMER	VERB		Building with a HAMMER is WORK.
worked	HAMMER	VERB+ED		Building with a HAMMER is WORK.
working	HAMMER	VERB+ING		Building with a HAMMER is WORK.
works	HAMMER	VERB+S		Building with a HAMMER is WORK.
must we	HAMMER	WE		Many people must go to work (HAMMER); WE = We; Hence MUST WE.
hardly	*HAMMER*	*YES*		*The HAMMER feels HARD; YES = Adverbs.*
must you	HAMMER	YOU		Many people must go to work (HAMMER); YOU = You; Hence MUST YOU.
he will	HE	BOOK		HE = He; Will you read me a BOOK?; Hence HE WILL.
he might	HE	ELEPHANT		HE = He; The ELEPHANTs are mighty; Hence HE MIGHT.
he did	HE	FAMILY		HE = He; The FAMILY did dress up for the picture; Hence HE DID.
he may	HE	FLOWERS		HE = He; May FLOWERS; Hence HE MAY.
he is going	HE	FROG		HE = He; The FROG is going to jump; Hence HE IS GOING.
he must	HE	HAMMER		HE = He; Many people must go to work (HAMMER); Hence HE MUST.
he	HE	HE		Subject Pronoun (HE) follows sequence: Pronoun (HE) + Pronoun (HE).
he would	HE	HOUSE		HE = He; You build HOUSEs with wood (sounds like would); Hence HE WOULD.
he can	HE	JUICE		HE = He; You drink a can of JUICE; Hence HE CAN.
he won't	HE	KNOT	BOOK	HE = He; KNOT = Negation; Will you read me a BOOK?; Hence HE WON'T.
he might not	HE	KNOT	ELEPHANT	HE = He; KNOT = Negation; The ELEPHANTs are mighty; Hence HE MIGHT NOT.
he didn't	HE	KNOT	FAMILY	HE = He; KNOT = Negation; The FAMILY did dress up for their picture; Hence HE DIDN'T.
he may not	HE	KNOT	FLOWERS	HE = He; KNOT = Negation; May FLOWERS; Hence HE MAY NOT.
he isn't going	HE	KNOT	FROG	HE = He; KNOT = Negation; The FROG is going to jump; Hence HE ISN'T GOING.
he mustn't	HE	KNOT	HAMMER	HE = He; KNOT = Negation; Many people must go to work (HAMMER); Hence HE MUSTN'T.
he wouldn't	HE	KNOT	HOUSE	HE = He; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence HE WOULDN'T.
he can't	HE	KNOT	JUICE	HE = He; KNOT = Negation; You drink a can of JUICE; Hence HE CAN'T.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he doesn't know	HE	KNOT	KNOW	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T KNOW.
he doesn't love	*HE*	*KNOT*	*LOVE*	*HE = He; KNOT = Negation; LOVE is the icon name; Hence HE DOESN'T LOVE.*
he doesn't feel	*HE*	*KNOT*	*MASKS*	*HE = He; KNOT = Negation; The MASKS express emotion or how you FEEL; Hence HE DOESN'T FEEL.*
he hasn't	HE	KNOT	MONEY	HE = He; KNOT = Negation; The icon has MONEY on it; Hence HE HASN'T.
he shouldn't	HE	KNOT	POLICE	HE = He; KNOT = Negation; You should obey the POLICE officer; Hence HE SHOULDN'T.
he isn't	HE	KNOT	QUEENBEE	HE = He; KNOT = Negation; The QUEENBEE is busy; Hence HE ISN'T.
he doesn't	HE	KNOT	REMEMBER	HE = He; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence HE DOESN'T.
he shall not	HE	KNOT	SNAIL	HE = He; KNOT = Negation; Most SNAILs live in shallow waters; Hence HE SHALL NOT.
he doesn't like	HE	KNOT	SUN	HE = He; KNOT = Negation; The SUN is happy and lik(e)able; Hence HE DOESN'T LIKE.
he doesn't think	HE	KNOT	THINK	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T THINK.
he didn't used to	HE	KNOT	TIME	HE = He; KNOT = Negation; Father TIME used to be young; Hence HE DIDN'T USED TO.
he couldn't	HE	KNOT	TRUCK	HE = He; KNOT = Negation; The TRUCK has a little engine that could; Hence HE COULDN'T.
he doesn't need	HE	KNOT	UMBRELLA	HE = He; KNOT = Negation; An UMBRELLA is needed when it rains; Hence HE DOESN'T NEED.
he doesn't have to	HE	KNOT	VOLT	HE = He; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence HE DOESN'T HAVE TO.
he doesn't want	HE	KNOT	WANTED	HE = He; KNOT = Negation; The WANTED icon shows a wanted man; Hence HE DOESN'T WANT.
he wasn't	HE	KNOT	WATCH	HE = He; KNOT = Negation; Was that WATCH correct?; Hence HE WASN'T.
he hadn't	HE	KNOT	YORK	HE = He; KNOT = Negation; Everyone had a good time in the city (YORK); Hence HE HADN'T.
he knows	HE	KNOW		HE = He; Icon name; Hence HE KNOWS.
he loves	*HE*	*LOVE*		*HE = He; ; LOVE is the icon name; Hence HE LOVES.*
he feels	*HE*	*MASKS*		*HE = He; The MASKS express emotion or how you feel; Hence HE FEELS.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he has	HE	MONEY		HE = He; The icon has MONEY on it; Hence HE HAS.
him	HE	OBJ		Objective Pronoun (HIM) follows sequence: Pronoun (HE) + OBJ.
he should	HE	POLICE		HE = He; You should obey the POLICE officer; Hence HE SHOULD.
his	HE	POSS		POSSessive Adjective (HIS) follows sequence: Pronoun (HE) + POSS.
he is	HE	QUEENBEE		HE = He; The QUEENBEE is busy; Hence HE IS.
he does	HE	REMEMBER		HE = He; You say "I do" (REMEMBER) when you are being married; Hence HE DOES.
he shall	HE	SNAIL		HE = He; Most SNAILs live in shallow waters; Hence HE SHALL.
he likes	HE	SUN		HE = He; The SUN is happy and lik(e)able; Hence HE LIKES.
he thinks	HE	THINK		HE = He; Icon name; Hence HE THINKS.
he used to	HE	TIME		HE = He; Father TIME used to be young; Hence HE USED TO.
he could	HE	TRUCK		HE = He; The TRUCK has a little engine that could; Hence HE COULD.
he needs	HE	UMBRELLA		HE = He; An UMBRELLA is needed when it rains; Hence HE NEEDS.
he's	HE	VERB		HE = He; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence HE'S.
he'd	HE	VERB+ED		HE = He; VERB+ED is used because of the "d" in "+ED"; Hence HE'D.
he'll	HE	VERB+ING		HE = He; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence HE'LL.
he's	HE	VERB+S		HE = He; VERB+S is used for the contracted "has" form because of the "+S"; Hence HE'S.
he has to	HE	VOLT		HE = He; The storm (VOLT) has to pass; Hence HE HAS TO.
he wants	HE	WANTED		HE = He; The WANTED icon shows the wanted man; Hence HE WANTS.
he was	HE	WATCH		HE = He; Was that WATCH correct?; Hence HE WAS.
he had	HE	YORK		HE = He; Everyone had a good time in the city (YORK); Hence HE HAD.
dirty	HOUSE	ADJ		You can get DIRTY working in the yard (HOUSE).
dirtier	HOUSE	ADJ+ER		You can get DIRTY working in the yard (HOUSE).
dirtiest	HOUSE	ADJ+EST		You can get DIRTY working in the yard (HOUSE).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
dirtily	HOUSE	ADVERB		You can get DIRTY working in the yard (HOUSE).
indoors	*HOUSE*	*ADVERB*		*When the weather is bad, you must stay INDOORS (HOUSE).*
cafeteria	HOUSE	APPLE		HOUSE = Home-related words; You eat food (APPLE) in the CAFETERIA.
bathroom	HOUSE	BATH		HOUSE = Home-related words; The BATHtub is in the BATHROOM.
bedroom	HOUSE	BED		HOUSE = Rooms; The BED is in the BEDROOM.
study	HOUSE	BOOK		HOUSE = Rooms; You keep a BOOK in the STUDY.
game room	HOUSE	DICE		HOUSE = Rooms; You play games (DICE) in the GAME ROOM.
family room(US)/ lounge(UK)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the FAMILY ROOM/LOUNGE.
lounge(UK)/ family room(US)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the LOUNGE/FAMILY ROOM.
would he	HOUSE	HE		You build HOUSEs with wood (sounds like WOULD); HE = He; Hence WOULD HE.
would I	HOUSE	I		You build HOUSEs with wood (sounds like would); I = I; Hence WOULD I.
would it	HOUSE	IT		You build HOUSEs with wood (sounds like would); IT = It; Hence WOULD IT.
dining room	HOUSE	JUICE		HOUSE = Rooms; You eat and drink (JUICE) in the DINING ROOM.
kitchen	HOUSE	KITCHEN		HOUSE = Home-related words; Icon name.
wouldn't he	HOUSE	KNOT	HE	You build HOUSEs with wood (sounds like would); KNOT = Negation; HE = He; Hence WOULDN'T HE.
wouldn't I	HOUSE	KNOT	I	You build HOUSEs with wood (sounds like would); KNOT = Negation; I = I; Hence WOULDN'T I.
wouldn't it	HOUSE	KNOT	IT	You build HOUSEs with wood (sounds like would); KNOT = Negation; IT = It; Hence WOULDN'T IT.
wouldn't she	HOUSE	KNOT	SHE	You build HOUSEs with wood (sounds like would); KNOT = Negation; SHE = She; Hence WOULDN'T SHE.
wouldn't they	HOUSE	KNOT	THEY	You build HOUSEs with wood (sounds like would); KNOT = Negation; THEY = They; Hence WOULDN'T THEY.
wouldn't we	HOUSE	KNOT	WE	You build HOUSEs with wood (sounds like would); KNOT = Negation; WE = We; Hence WOULDN'T WE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
wouldn't you	HOUSE	KNOT	YOU	You build HOUSEs with wood (sounds like would); KNOT = Negation; YOU = You; Hence WOULDN'T YOU.
classroom	HOUSE	KNOW		HOUSE = Home-related words; The CLASSROOM is where you learn and gain knowledge (KNOW).
nursery	HOUSE	LOVE		HOUSE = Rooms; The baby (LOVE) sleeps in the NURSERY.
music room	HOUSE	MUSIC		HOUSE = Rooms; You play MUSIC in the MUSIC ROOM.
home	HOUSE	NOUN		The HOUSE represents HOME.
homes	HOUSE	NOUN PL		The HOUSE represents HOME.
fiftieth	HOUSE	NUMBER		The NUMBER "50th" (FIFTIETH) falls three rows below the "5" icon (HOUSE).
living room	HOUSE	PEOPLE		HOUSE = Rooms; You entertain your guests (PEOPLE) in the LIVING ROOM.
in front of	*HOUSE*	*PREP*		*The yard is IN FRONT OF the HOUSE.*
art room	HOUSE	RAINBOW		HOUSE = Rooms; RAINBOW represents colors found in an ART ROOM.
comfortable	*HOUSE*	*SECOND*	*ADJ*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
more comfortable	*HOUSE*	*SECOND*	*ADJ+ER*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
most comfortable	*HOUSE*	*SECOND*	*ADJ+EST*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
to own	*HOUSE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
own	*HOUSE*	*SECOND*	*VERB*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owned	*HOUSE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owning	*HOUSE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
owns	*HOUSE*	*SECOND*	*VERB+S*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
comfortably	*HOUSE*	*SECOND*	*YES*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live; YES = Adverbs.*
would she	HOUSE	SHE		You build HOUSEs with wood (sounds like would); SHE = She; Hence WOULD SHE.
gym	HOUSE	SHOE		HOUSE = Rooms; You play sports (SHOE) in the GYM.
laundry room	HOUSE	SUIT		HOUSE = Rooms; We wash our clothes (SUIT) in the LAUNDRY ROOM.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
would they	HOUSE	THEY		You build HOUSEs with wood (sounds like would); THEY = They; Hence WOULD THEY.
office	HOUSE	THINK		HOUSE = Rooms; You work and THINK in the OFFICE.
to live	HOUSE	TO+VERB		Home (HOUSE) is where you LIVE.
room	HOUSE	TRIANGLE		HOUSE = Home-related words; ROOMs are considered part (TRIANGLE) of a HOUSE.
live	HOUSE	VERB		Home (HOUSE) is where you LIVE.
lived	HOUSE	VERB+ED		Home (HOUSE) is where you LIVE.
living	HOUSE	VERB+ING		Home (HOUSE) is where you LIVE.
lives	HOUSE	VERB+S		Home (HOUSE) is where you LIVE.
would we	HOUSE	WE		You build HOUSEs with wood (sounds like would); WE = We; Hence WOULD WE.
dirtily	*HOUSE*	*YES*		*You can get DIRTY working in the yard (HOUSE); YES = Adverbs.*
would you	HOUSE	YOU		You build HOUSEs with wood (sounds like would); YOU = You; Hence WOULD YOU.
I will	I	BOOK		I = I; Will you read me a BOOK?; Hence I WILL.
I might	I	ELEPHANT		I = I; The ELEPHANTs are mighty; Hence I MIGHT.
I did	I	FAMILY		I = I; The FAMILY did dress up for the picture; Hence I DID.
I may	I	FLOWERS		I = I; May FLOWERS; Hence I MAY.
I am going	I	FROG		I = I; The FROG is going to jump; Hence I AM GOING.
I must	I	HAMMER		I = I; Many people must go to work (HAMMER); Hence I MUST.
I would	I	HOUSE		I = I; You build HOUSEs with wood (sounds like would); Hence I WOULD.
I	I	I		Subject Pronoun (I) follows sequence: Pronoun (I) + Pronoun (I).
I can	I	JUICE		I = I; You drink a can of JUICE; Hence I CAN.
I won't	I	KNOT	BOOK	I = I; KNOT = Negation; Will you read me a BOOK?; Hence I WON'T.
I might not	I	KNOT	ELEPHANT	I = I; KNOT = Negation; The ELEPHANTs are mighty; Hence I MIGHT NOT.
I didn't	I	KNOT	FAMILY	I = I; KNOT = Negation; The FAMILY did dress up for the picture; Hence I DIDN'T.
I may not	I	KNOT	FLOWERS	I = I; KNOT = Negation; May FLOWERS; Hence I MAY NOT.
I'm not going	I	KNOT	FROG	I = I; KNOT = Negation; The FROGs are going to jump; Hence I'M NOT GOING.
I mustn't	I	KNOT	HAMMER	I = I; KNOT = Negation; Many people must go to work (HAMMER); Hence I MUSTN'T.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I wouldn't	I	KNOT	HOUSE	I = I; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence I WOULDN'T.
I can't	I	KNOT	JUICE	I = I; KNOT = Negation; You drink a can of JUICE; Hence I CAN'T.
I don't know	I	KNOT	KNOW	I = I; KNOT = Negation; Icon name; Hence I DON'T KNOW.
I don't love	*I*	*KNOT*	*LOVE*	*I = I; KNOT = Negation; LOVE is the icon name; Hence I DON'T LOVE.*
I don't feel	*I*	*KNOT*	*MASKS*	*I = I; KNOT = Negation; The MASKS express emotion or how you feel; Hence I DON'T FEEL.*
I haven't	I	KNOT	MONEY	I = I; KNOT = Negation; It's always good to have MONEY; Hence I HAVEN'T.
I shouldn't	I	KNOT	POLICE	I = I; KNOT = Negation; You should obey the POLICE officer; Hence I SHOULDN'T.
I'm not	I	KNOT	QUEENBEE	I = I; KNOT = Negation; QUEENBEEs are busy; Hence I'M NOT.
I don't	I	KNOT	REMEMBER	I = I; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence I DON'T.
I shall not	I	KNOT	SNAIL	I = I; KNOT = Negation; Most SNAILs live in shallow waters; Hence I SHALL NOT.
I don't like	I	KNOT	SUN	I = I; KNOT = Negation; The SUN is happy and lik(e)able; Hence I DON'T LIKE.
I don't think	I	KNOT	THINK	I = I; KNOT = Negation; Icon name; Hence I DON'T THINK.
I didn't used to	I	KNOT	TIME	I = I; KNOT = Negation; Father TIME used to be young; Hence I DIDN'T USED TO.
I couldn't	I	KNOT	TRUCK	I = I; KNOT = Negation; The TRUCK has a little engine that could; Hence I COULDN'T.
I don't need	I	KNOT	UMBRELLA	I = I; KNOT = Negation; An UMBRELLA is needed when it rains; Hence I DON'T NEED.
I don't have to	I	KNOT	VOLT	I = I; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence I DON'T HAVE TO.
I don't want	I	KNOT	WANTED	I = I; KNOT = Negation; The WANTED icon shows a wanted man; Hence I DON'T WANT.
I wasn't	I	KNOT	WATCH	I = I; KNOT = Negation; Was that WATCH correct?; Hence I WASN'T.
I hadn't	I	KNOT	YORK	I = I; KNOT = Negation; Everyone had a good time in the city (YORK); Hence I HADN'T.
I know	I	KNOW		I = I; Icon name; Hence I KNOW.
I love	*I*	*LOVE*		*I = I; Icon name; Hence I LOVE.*
I feel	*I*	*MASKS*		*I = I; The MASKS express emotion or how you feel; Hence I FEEL.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I have	I	MONEY		I = I; It's always good to have MONEY; Hence I HAVE.
me	I	OBJ		Objective Pronoun (ME) follows sequence: Pronoun (I) + OBJ.
I should	I	POLICE		I = I; You should obey the POLICE officer; Hence I SHOULD.
my	I	POSS		Possessive Adjective (MY) follows sequence: Pronoun (I) + POSS.
I am	I	QUEENBEE		I = I; The QUEENBEE is busy; Hence I AM.
I do	I	REMEMBER		I = I; You say "I do" (REMEMBER) when you are being married; Hence I DO.
I shall	I	SNAIL		I = I; Most SNAILs live in shallow waters; Hence I SHALL.
I like	I	SUN		I = I; The SUN is happy and lik(e)able; Hence I LIKE.
I think	I	THINK		I = I; Icon name; Hence I THINK.
I used to	I	TIME		I = I; Father TIME used to be young; Hence I USED TO.
I could	I	TRUCK		I = I; The TRUCK has a little engine that could; Hence I COULD.
I need	I	UMBRELLA		I = I; An UMBRELLA is needed when it rains; Hence I NEED.
I'm	I	VERB		I = I; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence I'M.
I'd	I	VERB+ED		I = I; VERB+ED is used because of the "d" in "+ED"; Hence I'D.
I'll	I	VERB+ING		I = I; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence I'LL.
I've	I	VERB+S		I = I; VERB+S is used for the contracted "has" form because of the "+S"; Hence I'VE.
I have to	I	VOLT		I = I; You have to come in when it's lightning (VOLT) during a storm; Hence I HAVE TO.
I want	I	WANTED		I = I; The WANTED icon shows a wanted man; Hence I WANT.
I was	I	WATCH		I = I; Was that WATCH correct?; Hence I WAS.
I had	I	YORK		I = I; Everyone had a good time in the city (YORK); Hence I HAD.
yum	INTERJ	APPLE		Some foods (APPLE) are YUMmy.
Bingo	INTERJ	DOG		The family's DOG is named BINGO.
excuse me	INTERJ	EXIT		You would say EXCUSE ME if you needed to leave (EXIT).
thank you	INTERJ	FLOWERS		You say, "THANK YOU" when given FLOWERS.
ouch	INTERJ	HAMMER		If you hit yourself with a HAMMER, you may say, "OUCH."

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
well	INTERJ	INTERJ		Quick access to the frequently used INTERJection, WELL.
of course	INTERJ	ISLAND		OF COURSE I want to go sailing (ISLAND).
cool	*INTERJ*	*JUICE*		*A COOL glass of JUICE.*
yikes	INTERJ	KITCHEN		YIKES, it's hot (KITCHEN).
congratulations	INTERJ	KNOW		People say, "CONGRATULATIONS" when you graduate from school (KNOW).
sorry	INTERJ	MASKS		You may say you are SORRY if you made someone sad (MASKS).
ah	INTERJ	MEDICAL		Often you say "AH" at the doctor's (MEDICAL) office.
fine	INTERJ	MORNING		"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.
chill out	INTERJ	MOUNTAIN		The MOUNTAINs are cold and chilly; Hence CHILL OUT.
thousandth	INTERJ	NUMBER		The NUMBER "1,000th" (THOUSANDTH) is associated with the INTERJ icon.
oh	INTERJ	OPEN		"OH" sounds like the long "o" in OPEN.
hi	INTERJ	PEOPLE		You would say HI to lots of PEOPLE.
hello	INTERJ	PHONE		You say HELLO when answering the PHONE.
let's	INTERJ	POLICE		LET'S play cops (POLICE) and robbers.
eek	INTERJ	QUEENBEE		Insects (QUEENBEE) can cause some to say "EEK."
surprise	INTERJ	RAINBOW		Seeing a RAINBOW can be a wonderful SURPRISE.
yeah	INTERJ	SHOE		Yell "YEAH" for the winner of the race (SHOE).
awesome	INTERJ	SPACE		Outer SPACE is AWESOME.
ha ha ha	INTERJ	SUN		The SUN looks like it's laughing "HA HA HA!"
yuk	INTERJ	THMBS DN		When you do not like something (THUMBS DOWN), you may say ,"YUK!"
okay	INTERJ	THMBS UP		You put your THUMBS UP to indicate everything is OKAY.
good-bye	INTERJ	TRUCK		You wave GOOD-BYE if you leave in a car or TRUCK.
please	INTERJ	WANTED		I WANT(ED) it PLEASE.
oops	INTERJ	WRONG		You say " OOPS" if you get the WRONG answer.
boo	INTERJ	X-RAY		On Halloween (X-RAY), you may hear someone say "BOO!"
you're welcome	INTERJ	YORK		When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."
whoa	INTERJ	ZEBRA		You can say "WHOA" to a horse (ZEBRA).
where	*ISLAND*	*? WORD*		*You use a map (ISLAND) to find WHERE you are.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
other	ISLAND	ADJ		The map (ISLAND) shows you OTHER countries.
away	*ISLAND*	*ADVERB*		*Everyone likes to go AWAY to visit new places (ISLAND).*
farm	ISLAND	APPLE		ISLAND = Place-related words; You grow fruit (APPLE) on the FARM.
lake	ISLAND	BATH		ISLAND = Place-related words; A LAKE is a large area of water like a BATHtub filled with water.
pool	ISLAND	BOY		ISLAND = Place-related words; The icon shows a BOY getting into the POOL.
playground	ISLAND	DICE		ISLAND = Place-related words; You play (DICE) at a PLAYGROUND.
circus	ISLAND	ELEPHANT		ISLAND = Place-related words; You can see ELEPHANTs at a CIRCUS.
sea	ISLAND	EYE		ISLAND = Place-related words; You see (sounds like the SEA) with your EYEs.
park	ISLAND	FLOWERS		ISLAND = Place-related words; You can see FLOWERS in the PARK.
town	ISLAND	HOUSE		ISLAND = Place-related words; A TOWN has many HOUSEs.
of course	*ISLAND*	*INTERJ*		*OF COURSE I want to go sailing (ISLAND).*
ocean	ISLAND	ISLAND		ISLAND = Water; The OCEAN is a huge area of water like the water around an ISLAND.
pond	ISLAND	JUICE		ISLAND = Place-related words; A POND is a small area of water like the small cup of water (JUICE).
university	ISLAND	KNOW		ISLAND = Place-related words; You graduate (KNOW) from a UNIVERSITY.
river	ISLAND	MEDICAL		ISLAND = Place-related words; The RIVER winds like a snake (MEDICAL).
place	ISLAND	NOUN		A map (ISLAND) shows many PLACEs.
places	ISLAND	NOUN PL		A map (ISLAND) shows many PLACES.
twenty-seventh	ISLAND	NUMBER		The NUMBER "27th" (TWENTY-SEVENTH) falls two rows below the "7" icon (ISLAND).
beside	*ISLAND*	*PREP*		*The boat is BESIDE the ISLAND.*
fair	ISLAND	RETURN		ISLAND = Place-related words; FAIR rides can turn (RETURN) you in circles.
market	ISLAND	SCALES		ISLAND = Place-related words; You need to weigh (SCALES) produce at the MARKET.
another	*ISLAND*	*SECOND*	*ADJ*	*ISLAND = Place-related words; SECOND = Second level words; You use a map to get to ANOTHER place.*
to find	*ISLAND*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
find	*ISLAND*	*SECOND*	*VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
found	*ISLAND*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
finding	*ISLAND*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
finds	*ISLAND*	*SECOND*	*VERB+S*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
airport	ISLAND	SPACE		ISLAND = Place-related words; The airplane flies in the air (SPACE) to the AIRPORT.
mall(US)/ shopping centre(UK)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a MALL/SHOPPING CENTRE.
shopping centre(UK)/ mall(US)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a SHOPPING CENTRE/MALL.
beach	ISLAND	SUN		ISLAND = Place-related words; You play in the SUN on the BEACH.
far	ISLAND	THMBS DN		ISLAND = Place-related words; It is harder (THUMBS DOWN) to travel to FAR places.
near	ISLAND	THMBS UP		ISLAND = Place-related words; It is easier (THUMBS UP) to travel to NEAR places.
to end	ISLAND	TO+VERB		We have reached the END of our trip (ISLAND).
hill	ISLAND	TRIANGLE		ISLAND = Place-related words; The TRIANGLE slopes like a HILL.
end	ISLAND	VERB		We have reached the END of our trip (ISLAND).
ended	ISLAND	VERB+ED		We have reached the END of our trip (ISLAND).
ending	ISLAND	VERB+ING		We have reached the END of our trip (ISLAND).
ends	ISLAND	VERB+S		We have reached the END of our trip (ISLAND).
city	ISLAND	YORK		ISLAND = Place-related words; The YORK icon shows a CITY.
zoo	ISLAND	ZEBRA		ISLAND = Place-related words; You would see a ZEBRA in a ZOO.
it will	IT	BOOK		IT = It; Will you read me a BOOK?; Hence IT WILL.
it might	IT	ELEPHANT		IT = It; The ELEPHANTs are mighty; Hence IT MIGHT.
it did	IT	FAMILY		IT = It; The FAMILY did dress up for the picture; Hence IT DID.
it may	IT	FLOWERS		IT = It; May FLOWERS; Hence IT MAY.
it is going	IT	FROG		IT = It; The FROG is going to jump; Hence IT IS GOING.
it must	IT	HAMMER		IT = It; Many people must go to work (HAMMER); Hence IT MUST.
it would	IT	HOUSE		IT = It; You build HOUSEs with wood (sounds like would); Hence IT WOULD.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it	IT	IT		Subject Pronoun (IT) follows sequence: Pronoun (IT) + Pronoun (IT).
it can	IT	JUICE		IT = It; You drink a can of JUICE; Hence IT CAN.
it won't	IT	KNOT	BOOK	IT = It; KNOT = Negation; Will you read me a BOOK?; Hence IT WON'T.
it might not	IT	KNOT	ELEPHANT	IT = It; KNOT = Negation; The ELEPHANTs are mighty; Hence IT MIGHT NOT.
it didn't	IT	KNOT	FAMILY	IT = It; KNOT = Negation; The FAMILY did dress up for the picture; Hence IT DIDN'T.
it may not	IT	KNOT	FLOWERS	IT = It; KNOT = Negation; May FLOWERS; Hence IT MAY NOT.
it isn't going	IT	KNOT	FROG	IT = It; KNOT = Negation; The FROG is going to jump; Hence IT ISN'T GOING.
it mustn't	IT	KNOT	HAMMER	IT = It; KNOT = Negation; Many people must go to work (HAMMER); Hence IT MUSTN'T.
it wouldn't	IT	KNOT	HOUSE	IT = It; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence IT WOULDN'T.
it can't	IT	KNOT	JUICE	IT = It; KNOT = Negation; You drink a can of JUICE; Hence IT CAN'T.
it doesn't know	IT	KNOT	KNOW	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T KNOW.
it doesn't love	*IT*	*KNOT*	*LOVE*	*IT = IT; KNOT = Negation; LOVE is the icon name; Hence IT DOESN'T LOVE.*
it doesn't feel	*IT*	*KNOT*	*MASKS*	*IT = IT; KNOT = Negation; The MASKS express emotion or how you feel; Hence IT DOESN'T FEEL.*
it hasn't	IT	KNOT	MONEY	IT = It; KNOT = Negation; The icon has MONEY on it; Hence IT HASN'T.
it shouldn't	IT	KNOT	POLICE	IT = It; KNOT = Negation; You should obey the POLICE officer; Hence IT SHOULDN'T.
it isn't	IT	KNOT	QUEENBEE	IT = It; KNOT = Negation; The QUEENBEE is busy; Hence IT ISN'T.
it doesn't	IT	KNOT	REMEMBER	IT = It; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence IT DOESN'T.
it shall not	IT	KNOT	SNAIL	IT = It; KNOT = Negation; Most SNAILs live in shallow waters; Hence IT SHALL NOT.
it doesn't like	IT	KNOT	SUN	IT = It; KNOT = Negation; The SUN is happy and lik(e)able; Hence IT DOESN'T LIKE.
it doesn't think	IT	KNOT	THINK	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T THINK.
it didn't used to	IT	KNOT	TIME	IT = It; KNOT = Negation; Father TIME used to be young; Hence IT DIDN'T USED TO.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it couldn't	IT	KNOT	TRUCK	IT = It; KNOT = Negation; The TRUCK has a little engine that could; Hence IT COULDN'T.
it doesn't need	IT	KNOT	UMBRELLA	IT = It; KNOT = Negation; An UMBRELLA is needed when it rains; Hence IT DOESN'T NEED.
it doesn't have to	IT	KNOT	VOLT	IT = It; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence IT DOESN'T HAVE TO.
it doesn't want	IT	KNOT	WANTED	IT = It; KNOT = Negation; The WANTED icon shows a wanted man; Hence IT DOESN'T WANT.
it wasn't	IT	KNOT	WATCH	IT = It; KNOT = Negation; Was that WATCH correct?; Hence IT WASN'T.
it hadn't	IT	KNOT	YORK	IT = It; KNOT = Negation; Everyone had a good time in the city (YORK); Hence IT HADN'T.
it knows	IT	KNOW		IT = It; Icon name; Hence IT KNOWS.
it loves	*IT*	*LOVE*		*IT = IT; LOVE is the icon name; Hence IT LOVES.*
it feels	*IT*	*MASKS*		*IT = IT; The MASKS express emotion or how you feel; Hence IT FEELS.*
it has	IT	MONEY		IT = It; The icon has MONEY on it; Hence IT HAS.
it	IT	OBJ		Objective Pronoun (IT) follows sequence: Pronoun (IT) + OBJ.
it should	IT	POLICE		IT = It; You should obey the POLICE officer; Hence IT SHOULD.
its	IT	POSS		Possessive Adjective (ITS) follows sequence: Pronoun (IT) + POSS.
it is	IT	QUEENBEE		IT = It; The QUEENBEE is busy; Hence IT IS.
it does	IT	REMEMBER		IT = It; You say "I do" (REMEMBER) when you are being married; Hence IT DOES.
it shall	IT	SNAIL		IT = It; Most SNAILs live in shallow waters; Hence IT SHALL.
it likes	IT	SUN		IT = It; The SUN is happy and lik(e)able; Hence IT LIKES.
it thinks	IT	THINK		IT = It; Icon name; Hence IT THINKS.
it used to	IT	TIME		IT = It; Father TIME used to be young; Hence IT USED TO.
it could	IT	TRUCK		IT = It; The TRUCK has a little engine that could; Hence IT COULD.
it needs	IT	UMBRELLA		IT = It; An UMBRELLA is needed when it rains; Hence IT NEEDS.
it's	IT	VERB		IT = It; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence IT'S.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it'd	IT	VERB+ED		IT = It; VERB+ED is used because of the "d" in "+ED"; Hence IT'D.
it'll	IT	VERB+ING		IT = It; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence IT'LL.
it's	IT	VERB+S		IT = It; VERB+S is used for the contracted "has" form because of the "+S"; Hence IT'S.
it has to	IT	VOLT		IT = It; The storm (VOLT) HAS TO pass; Hence IT HAS TO.
it wants	IT	WANTED		IT = It; The WANTED icon shows a wanted man; Hence IT WANTS.
it was	IT	WATCH		IT = It; Was that WATCH correct?; Hence IT WAS.
it had	IT	YORK		IT = It; Everyone had a good time in the city (YORK); Hence IT HAD.
thirsty	JUICE	ADJ		You need a drink (JUICE) when you are THIRSTY.
thirstier	JUICE	ADJ+ER		You need a drink (JUICE) when you are THIRSTY.
thirstiest	JUICE	ADJ+EST		You need a drink (JUICE) when you are THIRSTY.
almost	*JUICE*	*ADVERB*		*The glass (JUICE) is ALMOST full.*
thirstily	JUICE	ADVERB		You need a drink (JUICE) when you are THIRSTY.
cider	JUICE	APPLE		JUICE = Drinking-related words; CIDER is made from APPLEs.
iced tea	JUICE	DICE		JUICE = Drinking-related words; The icon DICE sounds like ice (ICED TEA) and looks like ice cubes.
can he	JUICE	HE		You may drink from a can of JUICE; HE = He; Hence CAN HE.
root beer	JUICE	HOUSE		JUICE = Drinking-related words; The tree by the HOUSE has roots; Hence ROOT BEER.
can I	JUICE	I		You may drink from a can of JUICE; I = I; Hence CAN I.
cool	*JUICE*	*INTERJ*		*A COOL glass of JUICE.*
water	JUICE	ISLAND		JUICE = Drinking-related words; The ISLAND is surrounded by WATER.
can it	JUICE	IT		You may drink from a can of JUICE; IT = It; Hence CAN IT.
juice	JUICE	JUICE		JUICE = Drinking-related words; Icon name.
soda	JUICE	KITCHEN		JUICE = Drinking-related words; SODA is bubbly like the boiling water (KITCHEN).
can't he	JUICE	KNOT	HE	You may drink from a can of JUICE; KNOT = Negation; HE = He; Hence CAN'T HE.
can't I	JUICE	KNOT	I	You may drink from a can of JUICE; KNOT = Negation; I = I; Hence CAN'T I.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
can't it	JUICE	KNOT	IT	You may drink from a can of JUICE; KNOT = Negation; IT = It; Hence CAN'T IT.
can't she	JUICE	KNOT	SHE	You may drink from a can of JUICE; KNOT = Negation; SHE = She; Hence CAN'T SHE.
can't they	JUICE	KNOT	THEY	You may drink from a can of JUICE; KNOT = Negation; THEY = They; Hence CAN'T THEY.
can't we	JUICE	KNOT	WE	You may drink from a can of JUICE; KNOT = Negation; WE = We; Hence CAN'T WE.
can't you	JUICE	KNOT	YOU	You may drink from a can of JUICE; KNOT = Negation; YOU = You; Hence CAN'T YOU.
milk	JUICE	LOVE		JUICE = Drinking-related words; Babies LOVE to drink MILK.
ginger ale(US)/ginger beer(UK)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER ALE/GINGER BEER is often given when you are sick (MEDICAL) to your stomach.
ginger beer(UK)/ginger ale(US)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER BEER/GINGER ALE is often given when you are sick (MEDICAL) to your stomach.
coffee	JUICE	MORNING		JUICE = Drinking-related words; You drink COFFEE in the MORNING.
wine	JUICE	NIGHT		JUICE = Drinking-related words; You have a glass of WINE at dinner (NIGHT).
beverage	JUICE	NOUN		JUICE is a BEVERAGE.
beverages	JUICE	NOUN PL		JUICE is a BEVERAGE.
sixtieth	JUICE	NUMBER		The NUMBER "60th" (SIXTIETH) falls three rows below the "6" icon (JUICE).
of	*JUICE*	*PREP*		*A drink OF JUICE.*
thin	*JUICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thinner	*JUICE*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thinnest	*JUICE*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
to swallow	*JUICE*	*SECOND*	*TO+VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallow	*JUICE*	*SECOND*	*VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallowed	*JUICE*	*SECOND*	*VERB+ED*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swallowing	*JUICE*	*SECOND*	*VERB+ING*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
swallows	*JUICE*	*SECOND*	*VERB+S*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
can she	JUICE	SHE		You may drink from a can of JUICE; SHE = She; Hence CAN SHE.
lemonade	JUICE	SUN		JUICE = Drinking-related words; LEMONADE is drunk in the summer (SUN).
can they	JUICE	THEY		You may drink from a can of JUICE; THEY = They; Hence CAN THEY.
empty	JUICE	THMBS DN		JUICE = Drinking-related words; The glass of juice is EMPTY (THUMBS DOWN).
full	JUICE	THMBS UP		JUICE = Drinking-related words; The glass of juice is FULL (THUMBS UP).
beer	JUICE	TIME		JUICE = Drinking-related words; Father TIME has a beard (sounds like BEER).
to drink	JUICE	TO+VERB		You DRINK JUICE.
drink	JUICE	VERB		You DRINK JUICE.
drank	JUICE	VERB+ED		You DRINK JUICE.
drunk	JUICE	VERB+EN		You DRINK JUICE.
drinking	JUICE	VERB+ING		You DRINK JUICE.
drinks	JUICE	VERB+S		You DRINK JUICE.
tea	JUICE	WATCH		JUICE = Drinking-related words; It's time (WATCH) for TEA.
can we	JUICE	WE		You may drink from a can of JUICE; WE = We; Hence CAN WE.
thirstily	*JUICE*	*YES*		*You need a drink (JUICE) when you are THIRSTY; YES = Adverbs.*
can you	JUICE	YOU		You may drink from a can of JUICE; YOU = You; Hence CAN YOU.
hot	KITCHEN	ADJ		The water in the pot (KITCHEN) is boiling HOT.
hotter	KITCHEN	ADJ+ER		The water in the pot (KITCHEN) is boiling HOT.
hottest	KITCHEN	ADJ+EST		The water in the pot (KITCHEN) is boiling HOT.
already	*KITCHEN*	*ADVERB*		*The water is ALREADY boiling (KITCHEN).*
hotly	KITCHEN	ADVERB		The water in the pot (KITCHEN) is boiling HOT.
dishes	KITCHEN	BATH		KITCHEN = Kitchen items; You wash (BATH) the DISHES.
fork	KITCHEN	CACTUS		KITCHEN = Kitchen items; The CACTUS plant has three prongs like a FORK.
glass	KITCHEN	HOUSE		KITCHEN = Kitchen items; The windows in the HOUSE are made of GLASS.
yikes	*KITCHEN*	*INTERJ*		*YIKES, it's hot (KITCHEN).*
straw	KITCHEN	JUICE		KITCHEN = Kitchen items; The drink (JUICE) has a STRAW in it.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pot	KITCHEN	KITCHEN		KITCHEN = Kitchen items; You do some cooking (KITCHEN) in a POT.
bottle	KITCHEN	LOVE		KITCHEN = Kitchen items; The baby (LOVE) drinks from a BOTTLE.
cup	KITCHEN	MORNING		KITCHEN = Kitchen items; You drink your tea or coffee from a CUP in the MORNING.
kitchen item	KITCHEN	NOUN		Many KITCHEN ITEMs are found in the KITCHEN.
kitchen items	KITCHEN	NOUN PL		Many KITCHEN ITEMS are found in the KITCHEN.
seventieth	KITCHEN	NUMBER		The NUMBER "70th" (SEVENTIETH) falls three rows below the "7" icon (KITCHEN).
spoon	KITCHEN	RETURN		KITCHEN = Kitchen items; You stir (RETURN) things with a SPOON.
warm	*KITCHEN*	*SECOND*	*ADJ*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
warmer	*KITCHEN*	*SECOND*	*ADJ+ER*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
warmest	*KITCHEN*	*SECOND*	*ADJ+EST*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
to mix	*KITCHEN*	*SECOND*	*TO+VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mix	*KITCHEN*	*SECOND*	*VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixed	*KITCHEN*	*SECOND*	*VERB+ED*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixing	*KITCHEN*	*SECOND*	*VERB+ING*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
mixes	*KITCHEN*	*SECOND*	*VERB+S*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
warmly	*KITCHEN*	*SECOND*	*YES*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
bowl	KITCHEN	SPACE		KITCHEN = Kitchen items; The SPACE icon has a planet that looks like a BOWLing ball.
pan	KITCHEN	SUN		KITCHEN = Kitchen items; You may fry with a PAN over a hot flame/fire (SUN).
mug	KITCHEN	THMBS UP		KITCHEN = Kitchen items; You may hold a MUG in your hand with your THMBS UP.
knife	KITCHEN	TIME		KITCHEN = Kitchen items; Father TIME has a scythe which cuts like a KNIFE.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to cook	KITCHEN	TO+VERB		You COOK in the KITCHEN.
cookie cutter (US)/pastry cutter (UK)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use COOKIE CUTTERs/PASTRY CUTTERs to cut shapes (TRIANGLE) in the dough.
pastry cutter (UK)/cookie cutter (US)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use PASTRY CUTTERs /COOKIE CUTTERs to cut shapes (TRIANGLE) in the dough.
lid	KITCHEN	UMBRELLA		KITCHEN = Kitchen items; A LID goes over something, as does an UMBRELLA.
cook	KITCHEN	VERB		You COOK in the KITCHEN.
cooked	KITCHEN	VERB+ED		You COOK in the KITCHEN.
cooking	KITCHEN	VERB+ING		You COOK in the KITCHEN.
cooks	KITCHEN	VERB+S		You COOK in the KITCHEN.
plate	KITCHEN	WATCH		KITCHEN = Kitchen items; The WATCH is shaped like a PLATE.
hotly	*KITCHEN*	*YES*		*The water in the pot (KITCHEN) is boiling HOT; YES = Adverbs.*
not	KNOT			KNOT sounds like NOT.
sure	KNOW	ADJ		To KNOW is to be SURE.
surer	KNOW	ADJ+ER		To KNOW is to be SURE.
surest	KNOW	ADJ+EST		To KNOW is to be SURE.
surely	KNOW	ADVERB		To KNOW is to be SURE.
reading	KNOW	BOOK		KNOW = School-related words; The icon shows a BOOK for READING.
computer class	KNOW	COMPUTER		KNOW = Class-related words; You use a COMPUTER in COMPUTER CLASS.
recess	KNOW	DICE		KNOW = School-related words; RECESS is a time to play (DICE).
does he know	KNOW	HE		Icon name; HE = He; Hence DOES HE KNOW.
do I know	KNOW	I		Icon name; I = I; Hence DO I KNOW.
congratulations	*KNOW*	*INTERJ*		*People say, "CONGRATULATIONS" when you graduate from school (KNOW).*
geography	KNOW	ISLAND		KNOW = School-related words; The ISLAND is related to GEOGRAPHY.
does it know	KNOW	IT		Icon name; IT = It; Hence DOES IT KNOW.
doesn't he know	KNOW	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE KNOW.
don't I know	KNOW	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I KNOW.
doesn't it know	KNOW	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT KNOW.
doesn't she know	KNOW	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE KNOW.
don't they know	KNOW	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY KNOW.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't we know	KNOW	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE KNOW.
don't you know	KNOW	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU KNOW.
health	KNOW	MEDICAL		KNOW = School-related words; The MEDICAL icon refers to HEALTH topics.
music	KNOW	MUSIC		KNOW = School-related words; Icon name.
language arts	KNOW	NAME		KNOW = School-related words; Writing (NAME) is an important part of LANGUAGE ARTS.
class	KNOW	NOUN		KNOW = School-related words; You attend many CLASSes in school.
classes	KNOW	NOUN PL		KNOW = School-related words; You attend many CLASSES in school.
social studies	KNOW	PEOPLE		KNOW = Classes; SOCIAL STUDIES is about PEOPLE throughout the world.
at	*KNOW*	*PREP*		*Children must be AT school (KNOW) during the school year.*
art	KNOW	RAINBOW		KNOW = School-related words; The RAINBOW icon is related to colors in ART.
certain	*KNOW*	*SECOND*	*ADJ*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
more certain	*KNOW*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
most certain	*KNOW*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
to learn	*KNOW*	*SECOND*	*TO+VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learn	*KNOW*	*SECOND*	*VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learned	*KNOW*	*SECOND*	*VERB+ED*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learning	*KNOW*	*SECOND*	*VERB+ING*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
learns	*KNOW*	*SECOND*	*VERB+S*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
certainly	*KNOW*	*SECOND*	*YES*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
does she know	KNOW	SHE		Icon name; SHE = She; Hence DOES SHE KNOW.
physical education	KNOW	SHOE		KNOW = School-related words; You wear sneakers (SHOE) when doing PHYSICAL EDUCATION.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
science	KNOW	SPACE		KNOW = School-related words; The rocket in SPACE is related to SCIENCE.
do they know	KNOW	THEY		Icon name; THEY = They; Hence DO THEY KNOW.
false	KNOW	THMBS DN		KNOW = School-related words; To give FALSE information is bad (THUMBS DOWN).
true	KNOW	THMBS UP		KNOW = School-related words; The answer is TRUE (THUMBS UP).
history	KNOW	TIME		KNOW = School-related words; HISTORY is about things from back in TIME.
to know	KNOW	TO+VERB		Icon name.
know	KNOW	VERB		Icon name.
knew	KNOW	VERB+ED		Icon name.
known	KNOW	VERB+EN		Icon name.
knowing	KNOW	VERB+ING		Icon name.
knows	KNOW	VERB+S		Icon name.
do we know	KNOW	WE		Icon name; WE = We; Hence DO WE KNOW.
math	KNOW	WRONG		KNOW = School-related words; The icon shows a WRONG MATH problem.
surely	*KNOW*	*YES*		*To KNOW is to be SURE; YES = Adverbs.*
do you know	KNOW	YOU		Icon name; YOU = You; Hence DO YOU KNOW.
new	LOVE	ADJ		The woman (LOVE) is holding a NEW baby.
newer	LOVE	ADJ+ER		The woman (LOVE) is holding a NEW baby.
newest	LOVE	ADJ+EST		The woman (LOVE) is holding a NEW baby.
newly	LOVE	ADVERB		The woman (LOVE) is holding a NEW baby.
because	*LOVE*	*CONJ*		*The mother (LOVE) is holding the baby BECAUSE it's crying.*
does he love	*LOVE*	*HE*		*LOVE is the icon name; HE = HE; Hence DOES HE LOVE.*
do I love	*LOVE*	*I*		*LOVE is the icon name; I = I; Hence DO I LOVE.*
does it love	*LOVE*	*IT*		*LOVE is the icon name; IT = IT; Hence DOES IT LOVE.*
doesn't he love	*LOVE*	*KNOT*	*HE*	*LOVE is the icon name; KNOT = Negation; HE = HE; Hence DOESN'T HE LOVE.*
don't I love	*LOVE*	*KNOT*	*I*	*LOVE is the icon name; KNOT = Negation; I = I; Hence DON'T I LOVE.*
doesn't it love	*LOVE*	*KNOT*	*IT*	*LOVE is the icon name; KNOT = Negation; IT = IT; Hence DOESN'T IT LOVE.*
doesn't she love	*LOVE*	*KNOT*	*SHE*	*LOVE is the icon name; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE LOVE.*
don't they love	*LOVE*	*KNOT*	*THEY*	*LOVE is the icon name; KNOT = Negation; THEY = THEY; Hence DON'T THEY LOVE.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't we love	*LOVE*	*KNOT*	*WE*	*LOVE is the icon name; KNOT = Negation; WE = WE; Hence DON'T WE LOVE.*
don't you love	*LOVE*	*KNOT*	*YOU*	*LOVE is the icon name; KNOT = Negation; YOU = YOU; Hence DON'T YOU LOVE.*
life	LOVE	NOUN		The baby (LOVE) represents a new LIFE.
lives	LOVE	NOUN PL		The baby (LOVE) represents a new LIFE.
eightieth	LOVE	NUMBER		The NUMBER "80th" (EIGHTIETH) falls three rows below the "8" icon (LOVE).
with	*LOVE*	*PREP*		*The LOVE icon shows the mother WITH the baby.*
young	*LOVE*	*SECOND*	*ADJ*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
younger	*LOVE*	*SECOND*	*ADJ+ER*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
youngest	*LOVE*	*SECOND*	*ADJ+EST*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*
to kiss	*LOVE*	*SECOND*	*TO+VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kiss	*LOVE*	*SECOND*	*VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kissed	*LOVE*	*SECOND*	*VERB+ED*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kissing	*LOVE*	*SECOND*	*VERB+ING*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
kisses	*LOVE*	*SECOND*	*VERB+S*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
does she love	*LOVE*	*SHE*		*LOVE is the icon name; SHE = SHE; Hence DOES SHE LOVE.*
do they love	*LOVE*	*THEY*		*LOVE is the icon name; THEY = THEY; Hence DO THEY LOVE.*
reject	LOVE	THMBS DN		LOVE = Loving-related words; The mother REJECTs (THMBS DN) her child's request.
accept	LOVE	THMBS UP		LOVE = Loving-related words; The mother ACCEPTs (THMBS UP) her child's request
to love	LOVE	TO+VERB		Icon name.
love	LOVE	VERB		Icon name.
loved	LOVE	VERB+ED		Icon name.
loving	LOVE	VERB+ING		Icon name.
loves	LOVE	VERB+S		Icon name.

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Message	Icon 1	Icon 2	Icon 3	Rationale
do we love	*LOVE*	*WE*		*LOVE is the icon name; WE = WE; Hence DO WE LOVE.*
newly	*LOVE*	*YES*		*The woman (LOVE) is holding a NEW baby. YES = Adverbs.*
do you love	*LOVE*	*YOU*		*LOVE is the icon name; YOU = YOU; Hence DO YOU LOVE.*
maybe	*MASKS*	*ADVERB*		*MAYBE you're happy, maybe you're sad (MASKS).*
either	*MASKS*	*CONJ*		*The MASKS are EITHER happy or sad.*
nervous	MASKS	DOG		MASKS = Feeling-related words; Some people are NERVOUS around DOGs.
excited	MASKS	FROG		MASKS = Feeling-related words; Some people jump (FROG) when EXCITED.
lonely	MASKS	GIRL		MASKS = Feeling-related words; The GIRL looks LONELY.
mad	MASKS	HAMMER		MASKS = Feeling-related words; You may get MAD if you hit yourself with a HAMMER.
does he feel	*MASKS*	*HE*		*The MASKS express emotion or how you feel; HE = HE; Hence DOES HE FEEL.*
do I feel	*MASKS*	*I*		*The MASKS express emotion or how you feel; I = I; Hence DO I FEEL.*
sorry	*MASKS*	*INTERJ*		*You may say you are SORRY if you made someone sad (MASKS).*
does it feel	*MASKS*	*IT*		*The MASKS express emotion or how you feel; IT = IT; Hence DOES IT FEEL.*
doesn't he feel	*MASKS*	*KNOT*	*HE*	*The MASKS express emotion or how you feel; KNOT = Negation; HE = HE; Hence DOESN'T HE FEEL.*
don't I feel	*MASKS*	*KNOT*	*I*	*The MASKS express emotion or how you feel; KNOT = Negation; I = I; Hence DON'T I FEEL.*
doesn't it feel	*MASKS*	*KNOT*	*IT*	*The MASKS express emotion or how you feel; KNOT = Negation; IT = IT; Hence DOESN'T IT FEEL.*
doesn't she feel	*MASKS*	*KNOT*	*SHE*	*The MASKS express emotion or how you feel; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE FEEL.*
don't they feel	*MASKS*	*KNOT*	*THEY*	*The MASKS express emotion or how you feel; KNOT = Negation; THEY = THEY; Hence DON'T THEY FEEL.*
don't we feel	*MASKS*	*KNOT*	*WE*	*The MASKS express emotion or how you feel; KNOT = Negation; WE = WE; Hence DON'T WE FEEL.*
don't you feel	*MASKS*	*KNOT*	*YOU*	*The MASKS express emotion or how you feel; KNOT = Negation; YOU = YOU; Hence DON'T YOU FEEL.*
worried	MASKS	LOVE		MASKS = Feeling-related words; Mothers (LOVE) may get WORRIED.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
sad	MASKS	MASKS		One of the MASKS looks SAD.
feeling	MASKS	NOUN		The MASKS express emotion or how you FEEL.
feelings	MASKS	NOUN PL		The MASKS express emotion or how you FEEL.
shy	MASKS	PHONE		MASKS = Feeling-related words; It is difficult for people who are SHY to speak (PHONE) in certain situations.
angry	MASKS	QUEENBEE		MASKS = Feeling-related words; You may get stung if you make the bee (QUEENBEE) ANGRY.
to enjoy	*MASKS*	*SECOND*	*TO+VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoy	*MASKS*	*SECOND*	*VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoyed	*MASKS*	*SECOND*	*VERB+ED*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoying	*MASKS*	*SECOND*	*VERB+ING*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
enjoys	*MASKS*	*SECOND*	*VERB+S*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
does she feel	*MASKS*	*SHE*		*The MASKS express emotion or how you feel; SHE = SHE; Hence DOES SHE FEEL.*
embarassed	MASKS	STOP		MASKS = Feeling-related words; Your face can turn red (STOP) when you are EMBARRASSED.
happy	MASKS	SUN		MASKS = Feeling-related words; The SUN makes us feel HAPPY.
do they feel	*MASKS*	*THEY*		*The MASKS express emotion or how you feel; THEY = THEY; Hence DO THEY FEEL.*
to feel	MASKS	TO+VERB		The MASKS express emotion or how you FEEL.
bored	MASKS	TV		MASKS = Feeling-related words; Some TV shows are BOR(E)ing.
feel	MASKS	VERB		The MASKS express emotion or how you FEEL.
felt	MASKS	VERB+ED		The MASKS express emotion or how you FEEL.
feeling	MASKS	VERB+ING		The MASKS express emotion or how you FEEL.
feels	MASKS	VERB+S		The MASKS express emotion or how you FEEL.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
afraid	MASKS	VOLT		MASKS = Feeling-related words; Some people are AFRAID of lightning (VOLT).
ashamed	MASKS	WANTED		MASKS = Feeling-related words; The criminal (WANTED) is ASHAMED.
do we feel	*MASKS*	*WE*		*The MASKS express emotion or how you feel; WE = WE; Hence DO WE FEEL.*
frustrated	MASKS	WRONG		MASKS = Feeling-related words; Some math problems (WRONG) can be FRUSTRAT(E)ing.
scared	MASKS	X-RAY		MASKS = Feeling-related words; The skull (X-RAY) makes you SCARED.
do you feel	*MASKS*	*YOU*		*The MASKS express emotion or how you feel; YOU = YOU; Hence DO YOU FEEL.*
sick	MEDICAL	ADJ		You need MEDICAL attention when you are SICK.
sicker	MEDICAL	ADJ+ER		You need MEDICAL attention when you are SICK.
sickest	MEDICAL	ADJ+EST		You need MEDICAL attention when you are SICK.
sickly	MEDICAL	ADVERB		You need MEDICAL attention when you are SICK.
throat lozenge	MEDICAL	FLOWERS		MEDICAL = Health-related words; You may take a THROAT LOZENGE to soothe a sore throat (FLOWERS).
ah	*MEDICAL*	*INTERJ*		*Often you say "AH" at the doctor's (MEDICAL) office.*
medicine	MEDICAL	NOUN		MEDICAL = General pharmaceuticals (MEDICINEs).
medicines	MEDICAL	NOUN PL		MEDICAL = General pharmaceuticals (MEDICINEs).
bandage(US)/ plaster(UK)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a BANDAGE/PLASTER on a scraped finger (REMEMBER).
plaster(UK)/ bandage(US)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a PLASTER/BANDAGE on a scraped finger (REMEMBER).
to hurt	*MEDICAL*	*SECOND*	*TO+VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurt	*MEDICAL*	*SECOND*	*VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurt	*MEDICAL*	*SECOND*	*VERB+ED*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
hurting	*MEDICAL*	*SECOND*	*VERB+ING*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
hurts	*MEDICAL*	*SECOND*	*VERB+S*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
cough syrup	MEDICAL	SUIT		MEDICAL = Health-related words; You may take COUGH SYRUP to calm a cough in the chest (SUIT).
aspirin	MEDICAL	THINK		MEDICAL = Health-related words; You may take ASPIRIN for a headache (THINK).
to help	MEDICAL	TO+VERB		Medicine (MEDICAL) HELPs you get well.
help	MEDICAL	VERB		Medicine (MEDICAL) HELPs you get well.
helped	MEDICAL	VERB+ED		Medicine (MEDICAL) HELPs you get well.
helping	MEDICAL	VERB+ING		Medicine (MEDICAL) HELPs you get well.
helps	MEDICAL	VERB+S		Medicine (MEDICAL) HELPs you get well.
sickly	*MEDICAL*	*YES*		*You need MEDICAL attention when you are SICK; YES = Adverbs.*
how much	*MONEY*	*? WORD*		*HOW MUCH MONEY do you need?*
real	MONEY	ADJ		You need REAL MONEY to buy things.
realer	MONEY	ADJ+ER		You need REAL MONEY to buy things.
realest	MONEY	ADJ+EST		You need REAL MONEY to buy things.
much	*MONEY*	*ADVERB*		*There is MUCH money in the MONEY icon.*
really	MONEY	ADVERB		MONEY is REALLY important to survival.
has he	MONEY	HE		The icon has MONEY on it; HE = He; Hence HAS HE.
have I	MONEY	I		It's always good to have MONEY; I = I; Hence HAVE I.
has it	MONEY	IT		The icon has MONEY on it; IT = It; Hence HAS IT.
hasn't he	MONEY	KNOT	HE	The icon has MONEY on it; KNOT = Negation; HE = He; Hence HASN'T HE.
haven't I	MONEY	KNOT	I	It's always good to have MONEY; KNOT = Negation; I = I; Hence HAVEN'T I.
hasn't it	MONEY	KNOT	IT	The icon has MONEY on it; KNOT = Negation; IT = It; Hence HASN'T IT.
hasn't she	MONEY	KNOT	SHE	The icon has MONEY on it; KNOT = Negation; SHE = She; Hence HASN'T SHE.
haven't they	MONEY	KNOT	THEY	It's always good to have MONEY; KNOT = Negation; THEY = They; Hence HAVEN'T THEY.
haven't we	MONEY	KNOT	WE	It's always good to have MONEY; KNOT = Negation; WE = We; Hence HAVEN'T WE.
haven't you	MONEY	KNOT	YOU	It's always good to have MONEY; KNOT = Negation; YOU = You; Hence HAVEN'T YOU.
dollar(US)/ pound(UK)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (DOLLAR/POUND).
pound(UK)/ dollar(US)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (POUND/DOLLAR).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
quarter	MONEY	NIGHT		MONEY = Money-related words; You can see a QUARTER moon on the NIGHT icon.
money	MONEY	NOUN		Icon name.
monies	MONEY	NOUN PL		Plural of icon name.
nickel	MONEY	POLICE		MONEY = Money-related words; The POLICE officer is holding up five fingers; Hence five cents (NICKEL).
by	*MONEY*	*PREP*		*BY sounds like "buy" (MONEY).*
actual	*MONEY*	*SECOND*	*ADJ*	*The MONEY in the icon is not ACTUALly real; SECOND = Second level words.*
to pay	*MONEY*	*SECOND*	*TO+VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
pay	*MONEY*	*SECOND*	*VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
paid	*MONEY*	*SECOND*	*VERB+ED*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
paying	*MONEY*	*SECOND*	*VERB+ING*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
pays	*MONEY*	*SECOND*	*VERB+S*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
actually	*MONEY*	*SECOND*	*YES*	*The MONEY in the icon is not ACTUALLY real; SECOND = Second level words; YES = Adverbs.*
has she	MONEY	SHE		The icon has MONEY on it; SHE = She; Hence HAS SHE.
pence(UK)/ penny(US)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENCE/ PENNY.
penny(US)/ pence(UK)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENNY/PENCE.
have they	MONEY	THEY		It's always good to have MONEY; THEY = They; Hence HAVE THEY.
cent	MONEY	THINK		MONEY = Money-related words; It makes sense (THINK); (sounds like CENTs).
inexpensive	MONEY	THMBS DN		MONEY = Money-related words; INEXPENSIVE items are low (THMBS DN) in price.
expensive	MONEY	THMBS UP		MONEY = Money-related words; EXPENSIVE items are high (THMBS UP) in price.
dime	MONEY	TIME		MONEY = Money-related words; TIME rhymes with DIME.
to have	MONEY	TO+VERB		It's always good to HAVE MONEY.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
have	MONEY	VERB		It's always good to HAVE MONEY.
had	MONEY	VERB+ED		It's always good to HAVE MONEY.
having	MONEY	VERB+ING		It's always good to HAVE MONEY.
has	MONEY	VERB+S		It's always good to HAVE MONEY.
have we	MONEY	WE		It's always good to have MONEY; WE = We; Hence HAVE WE.
really	*MONEY*	*YES*		*MONEY is REALLY important to survival; YES = Adverbs.*
have you	MONEY	YOU		It's always good to have MONEY; YOU = You; Hence HAVE YOU.
light	MORNING	ADJ		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lighter	MORNING	ADJ+ER		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lightest	MORNING	ADJ+EST		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lightly	MORNING	ADVERB		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
tomorrow	*MORNING*	*ADVERB*		*The sun will rise (MORNING) TOMORROW.*
afternoon	MORNING	CACTUS		MORNING = Time of day-related words; The sun in the CACTUS icon is low in the sky representing AFTERNOON.
Friday	MORNING	EXIT		MORNING = Time of day-related words; Day six (EXIT) of the week is FRIDAY; You leave (EXIT) work for the week on FRIDAY afternoons.
Thursday	MORNING	FLOWERS		MORNING = Time of day-related words; Day five (FLOWERS) of the week is THURSDAY; You may pick FLOWERS on THURSDAY.
Monday	MORNING	HAMMER		MORNING = Time of day-related words; Day two (HAMMER) of the week is MONDAY; Many people go to work (HAMMER) on MONDAY.
fine	*MORNING*	*INTERJ*		*"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.*
evening	MORNING	MASKS		MORNING = Time of day-related words; You often go to the theater/theatre (MASKS) in the EVENING.
morning	MORNING	MORNING		MORNING = Time of day-related words; Icon name.
night	MORNING	NIGHT		MORNING = Time of day-related words; Icon name.
day	MORNING	NOUN		Each MORNING is the start of a new DAY.
days	MORNING	NOUN PL		Each MORNING is the start of a new DAY.
eighteenth	MORNING	NUMBER		The NUMBER "18th" (EIGHTEENTH) falls one row below the "8" icon (MORNING).
before	*MORNING*	*PREP*		*Sunrise (MORNING) comes BEFORE the rest of the day.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Tuesday	MORNING	SCALES		MORNING = Time of day-related words; Day three(SCALES) of the week is TUESDAY; Sounds-like: Two SCALES for TUESDAY (twosday) or you chew meat (SCALES) for TUESDAY (chewsday).
low	*MORNING*	*SECOND*	*ADJ*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
lower	*MORNING*	*SECOND*	*ADJ+ER*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
lowest	*MORNING*	*SECOND*	*ADJ+EST*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
to light	*MORNING*	*SECOND*	*TO+VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
light	*MORNING*	*SECOND*	*VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lit	*MORNING*	*SECOND*	*VERB+ED*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lighten	*MORNING*	*SECOND*	*VERB+EN*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lighting	*MORNING*	*SECOND*	*VERB+ING*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lights	*MORNING*	*SECOND*	*VERB+S*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
lowly	*MORNING*	*SECOND*	*YES*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING. YES = Adverbs.*
Saturday	MORNING	SHOE		MORNING = Time of day-related words; Day seven (SHOE) of the week is SATURDAY; You put on casual SHOEs on SATURDAY.
Wednesday	MORNING	SUIT		MORNING = Time of day-related words; Day four (SUIT) of the week is WEDNESDAY; You may choose to wear a SUIT on WEDNESDAY.
Sunday	MORNING	SUN		MORNING = Time of day-related words; Day one (SUN) of the week is SUNDAY; "SUNDAY" contains the word "SUN."
to get	MORNING	TO+VERB		We GET up in the MORNING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
get	MORNING	VERB		We GET up in the MORNING.
got	MORNING	VERB+ED		We GET up in the MORNING.
gotten	MORNING	VERB+EN		We GET up in the MORNING.
getting	MORNING	VERB+ING		We GET up in the MORNING.
gets	MORNING	VERB+S		We GET up in the MORNING.
lightly	*MORNING*	*YES*		*When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day. YES = Adverbs.*
cold	MOUNTAIN	ADJ		The MOUNTAIN tops are COLD.
colder	MOUNTAIN	ADJ+ER		The MOUNTAIN tops are COLD.
coldest	MOUNTAIN	ADJ+EST		The MOUNTAIN tops are COLD.
coldly	MOUNTAIN	ADVERB		The MOUNTAIN tops are COLD.
outdoors	*MOUNTAIN*	*ADVERB*		*When the weather is good, we can play in the OUTDOORS (MOUNTAIN).*
plant	MOUNTAIN	CACTUS		MOUNTAIN = Nature-related words; A CACTUS makes a nice house PLANT.
those	*MOUNTAIN*	*DET*		*THOSE MOUNTAINs are far away.*
flower	MOUNTAIN	FLOWERS		MOUNTAIN = Nature-related words; Singular of icon name.
grass	MOUNTAIN	FROG		MOUNTAIN = Nature-related words; The FROG is green like GRASS.
tree	MOUNTAIN	HOUSE		MOUNTAIN = Nature-related words; A TREE is next to the HOUSE.
chill out	*MOUNTAIN*	*INTERJ*		*The MOUNTAINs are cold and chilly; Hence CHILL OUT.*
air	MOUNTAIN	ISLAND		MOUNTAIN = Nature-related words; The AIR is crisp and cool off the shore of the ISLAND.
sunrise	MOUNTAIN	MORNING		MOUNTAIN = Nature-related words; The SUN RISEs in the MORNING.
mountain	MOUNTAIN	MOUNTAIN		MOUNTAIN = Nature-related words; Icon name.
sunset	MOUNTAIN	NIGHT		MOUNTAIN = Nature-related words; The SUN SETs just before the NIGHT.
nature	MOUNTAIN	NOUN		MOUNTAINs are part of NATURE.
natures	MOUNTAIN	NOUN PL		MOUNTAINs are part of NATURE.
fifteenth	MOUNTAIN	NUMBER		The NUMBER "15th" (FIFTEENTH) falls one row below the "5" icon (MOUNTAIN).
stone	MOUNTAIN	OPEN		MOUNTAIN = Nature-related words; The mountain is made of STONE (OPEN).
below	*MOUNTAIN*	*PREP*		*The MOUNTAINs are BELOW the clouds.*
sky	MOUNTAIN	RAINBOW		MOUNTAIN = Nature-related words; The RAINBOW arches across the SKY.
cool	*MOUNTAIN*	*SECOND*	*ADJ*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
cooler	*MOUNTAIN*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
coolest	*MOUNTAIN*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
ground	MOUNTAIN	SHOE		MOUNTAIN = Nature-related words; People walk (SHOE) on the GROUND.
to fall	MOUNTAIN	TO+VERB		Snow FALLs on the MOUNTAIN.
puddle	MOUNTAIN	UMBRELLA		MOUNTAIN = Nature-related words; Rain (UMBRELLA) brings many PUDDLEs.
fall	MOUNTAIN	VERB		Snow FALLs on the MOUNTAIN.
fell	MOUNTAIN	VERB+ED		Snow FALLs on the MOUNTAIN.
fallen	MOUNTAIN	VERB+EN		Snow FALLs on the MOUNTAIN.
falling	MOUNTAIN	VERB+ING		Snow FALLs on the MOUNTAIN.
falls	MOUNTAIN	VERB+S		Snow FALLs on the MOUNTAIN.
coldly	*MOUNTAIN*	*YES*		*The MOUNTAIN tops are COLD. YES = Adverbs.*
more	MUSIC	ADJ		Do you want to hear MORE MUSIC?
more	MUSIC	ADJ+ER		Do you want to hear MORE MUSIC?
most	MUSIC	ADJ+EST		Do you want to hear MORE MUSIC?
mostly	MUSIC	ADVERB		Do you like to hear MOST MUSIC? *YES = Adverbs.*
very	*MUSIC*	*ADVERB*		*The MUSIC is VERY loud.*
music synthesizer	MUSIC	COMPUTER		MUSIC = Music-related words; Many COMPUTERs have MUSIC SYNTHESIZERs.
cymbal	MUSIC	EAR		MUSIC = Music-related words; CYMBALs are noisy (EAR).
drum	MUSIC	HAMMER		MUSIC = Music-related words; You pound on a DRUM like using a HAMMER.
bell	MUSIC	HOUSE		MUSIC = Musical instruments; You can ring a door BELL on a HOUSE.
music	MUSIC	NOUN		Icon name.
music	MUSIC	NOUN PL		Plural of icon name.
guitar	MUSIC	RAINBOW		MUSIC = Music-related words; The strings of a GUITAR look like a RAINBOW.
tambourine	MUSIC	REMEMBER		MUSIC = Music-related words; A TAMBOURINE is an instrument you hold in your hand (REMEMBER).
to dance	*MUSIC*	*SECOND*	*TO+VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dance	*MUSIC*	*SECOND*	*VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
danced	*MUSIC*	*SECOND*	*VERB+ED*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dancing	*MUSIC*	*SECOND*	*VERB+ING*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dances	*MUSIC*	*SECOND*	*VERB+S*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
to sing	MUSIC	TO+VERB		You read MUSICal notes to SING.

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Unity Condensed Version
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Message	Icon 1	Icon 2	Icon 3	Rationale
triangle	MUSIC	TRIANGLE		MUSIC = Music-related words; Icon name.
sing	MUSIC	VERB		You read MUSICal notes to SING.
sang	MUSIC	VERB+ED		You read MUSICal notes to SING.
sung	MUSIC	VERB+EN		You read MUSICal notes to SING.
singing	MUSIC	VERB+ING		You read MUSICal notes to SING.
sings	MUSIC	VERB+S		You read MUSICal notes to SING.
mostly	*MUSIC*	*YES*		*Do you like to hear MOST MUSIC?*
piano	MUSIC	ZEBRA		MUSIC = Music-related words; Keys on a PIANO are black and white like the stripes on a ZEBRA.
neat	*NAME*	*ADJ*		*You should always try to write (NAME) as NEATly as possible.*
neater	*NAME*	*ADJ+ER*		*You should always try to write (NAME) as NEATly as possible.*
neatest	*NAME*	*ADJ+EST*		*You should always try to write (NAME) as NEATly as possible.*
neatly	*NAME*	*ADVERB*		*You should always try to write (NAME) as NEATLY as possible. YES = Adverbs.*
nobody	NAME	BOY		NAME = No (N for NAME/No); The BOY icon represents body parts; Hence NOBODY.
no way	NAME	EXIT		NAME = No (N for NAME/No); The EXIT points the way; Hence NO WAY.
nowhere	NAME	ISLAND		NAME = No (N for NAME/No); You use a map (ISLAND) to find out where you are and where you are going; Hence NOWHERE.
no more	NAME	MUSIC		NAME = No (N for NAME/No); Do you want to hear more MUSIC?; Hence NO MORE.
name	NAME	NOUN		Icon name.
names	NAME	NOUN PL		Plural of icon name.
to spell	*NAME*	*SECOND*	*TO+VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spell	*NAME*	*SECOND*	*VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spelled	*NAME*	*SECOND*	*VERB+ED*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spelling	*NAME*	*SECOND*	*VERB+ING*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
spells	*NAME*	*SECOND*	*VERB+S*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
no one	NAME	SUN		NAME = No (N for NAME/No); Only one SUN is seen on the icon; Hence NO ONE.
to write	NAME	TO+VERB		You WRITE your NAME.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
nothing	NAME	TRUCK		NAME = No (N for NAME/No); You can haul almost anything in a TRUCK; Hence NOTHING.
write	NAME	VERB		You WRITE your NAME.
wrote	NAME	VERB+ED		You WRITE your NAME.
written	NAME	VERB+EN		You WRITE your NAME.
writing	NAME	VERB+ING		You WRITE your NAME.
writes	NAME	VERB+S		You WRITE your NAME.
no time	NAME	WATCH		NAME = No (N for NAME/No); A WATCH tells us the time; Hence NO TIME.
neatly	*NAME*	*YES*		*You should always try to write (NAME) as NEATLY as possible.*
how many	*NIGHT*	*? WORD*		*HOW MANY stars (NIGHT) do you see?*
dark	NIGHT	ADJ		It is DARK at NIGHT.
darker	NIGHT	ADJ+ER		It is DARK at NIGHT.
darkest	NIGHT	ADJ+EST		It is DARK at NIGHT.
darkly	NIGHT	ADVERB		It is DARK at NIGHT.
tonight	*NIGHT*	*ADVERB*		*The moon (NIGHT) may shine TONIGHT.*
night	NIGHT	NOUN		Icon name.
nights	NIGHT	NOUN PL		Plural of icon name.
nineteenth	NIGHT	NUMBER		The NUMBER "19th" (NINETEENTH) falls one row below the "9" icon (NIGHT).
after	*NIGHT*	*PREP*		*NIGHT comes AFTER day.*
shiny	*NIGHT*	*SECOND*	*ADJ*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
shinier	*NIGHT*	*SECOND*	*ADJ+ER*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
shiniest	*NIGHT*	*SECOND*	*ADJ+EST*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
to shine	*NIGHT*	*SECOND*	*TO+VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shine	*NIGHT*	*SECOND*	*VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shined	*NIGHT*	*SECOND*	*VERB+ED*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shining	*NIGHT*	*SECOND*	*VERB+ING*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shines	*NIGHT*	*SECOND*	*VERB+S*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
to wish	NIGHT	TO+VERB		Some people WISH upon a star (NIGHT).
wish	NIGHT	VERB		Some people WISH upon a star (NIGHT).
wished	NIGHT	VERB+ED		Some people WISH upon a star (NIGHT).
wishing	NIGHT	VERB+ING		Some people WISH upon a star (NIGHT).
wishes	NIGHT	VERB+S		Some people WISH upon a star (NIGHT).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
darkly	*NIGHT*	*YES*		*It is DARK at NIGHT. YES = Adverbs.*
no	NO			Quick access to the frequently used word NO; Icon name.
a	NOUN			Quick access to the frequently used word A; A single thing (NOUN).
less	NUMBER	ADJ		Some NUMBERs are LESS than other numbers.
lesser	NUMBER	ADJ+ER		Some NUMBERs are LESS than other numbers.
least	NUMBER	ADJ+EST		NUMBER = Number-related words; Some numbers are LESS than other numbers.
thirty	NUMBER	APPLE		NUMBER = Cardinal numbers; The number "30" (THIRTY) falls three rows below the "0" icon (APPLE).
nine	NUMBER	BOOK		NUMBER = Cardinal numbers; The number "9" (NINE) falls on the BOOK icon.
eight	NUMBER	BOY		NUMBER = Cardinal numbers; The number "8" (EIGHT) falls on the BOY icon.
ten	NUMBER	CACTUS		NUMBER = Cardinal numbers; The number "10" (TEN) falls one row below the "0" icon (CACTUS).
billion	NUMBER	CONJ		NUMBER = Cardinal numbers; The number "1,000,000,000" (BILLION) is associated with the CONJ icon.
million	NUMBER	DET		NUMBER = Cardinal numbers; The number "1,000,000" (MILLION) is associated with DET icon.
eleven	NUMBER	DICE		NUMBER = Cardinal numbers; The number "11" (ELEVEN) falls one row below the "1" icon (DICE).
twenty-two	NUMBER	EAR		NUMBER = Cardinal numbers; The number "22" (TWENTY-TWO) falls two rows below the "2" icon (EAR).
one hundred	NUMBER	ELEPHANT		NUMBER = Cardinal numbers; The number "100" (ONE HUNDRED) is associated with the ELEPHANT icon.
six	NUMBER	EXIT		NUMBER = Cardinal numbers; The number "6" (SIX) is on the EXIT icon.
five	NUMBER	FLOWERS		NUMBER = Cardinal numbers; The number "5" (FIVE) is on the FLOWERS icon.
seventeen	NUMBER	FROG		NUMBER = Cardinal numbers; The number "17" (SEVENTEEN) falls one row below the "7" icon (FROG).
fourteen	NUMBER	GIRL		NUMBER = Cardinal numbers; The number "14" (FOURTEEN) falls one row below the "4" icon (GIRL).
forty	NUMBER	GOD		NUMBER = Cardinal numbers; The number "40" (FORTY) falls three rows below the "4" icon (GOD).

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Message	Icon 1	Icon 2	Icon 3	Rationale
two	NUMBER	HAMMER		NUMBER = Cardinal numbers; The number "2" (TWO) is on the HAMMER icon.
divided by	NUMBER	HE		NUMBER = Number-related words; The HE icon shows a division sign (DIVIDED BY).
fifty	NUMBER	HOUSE		NUMBER = Cardinal numbers; The number "50" (FIFTY) falls three rows below the "5" icon (HOUSE).
thousand	NUMBER	INTERJ		NUMBER = Cardinal numbers; The number "1,000" (THOUSAND) is associated with the INTERJ icon.
twenty-seven	NUMBER	ISLAND		NUMBER = Cardinal numbers; The number "27" (TWENTY-SEVEN) falls two rows below the "7" icon (ISLAND).
sixty	NUMBER	JUICE		NUMBER = Cardinal numbers; The number "60" (SIXTY) falls three rows below the "6" icon (JUICE).
seventy	NUMBER	KITCHEN		NUMBER = Cardinal numbers; The number "70" (SEVENTY) falls three rows below the "7" icon (KITCHEN).
zero	NUMBER	KNOW		NUMBER = Cardinal numbers; The number "0" (ZERO) is on the KNOW icon.
eighty	NUMBER	LOVE		NUMBER = Cardinal numbers; The number "80" (EIGHTY) falls three rows below the "8" icon (LOVE).
eighteen	NUMBER	MORNING		NUMBER = Cardinal numbers; The number "18" (EIGHTEEN) falls one row below the "8" icon (MORNING).
fifteen	NUMBER	MOUNTAIN		NUMBER = Cardinal numbers; The number "15" (FIFTEEN) falls one row below the "5" icon (MOUNTAIN).
nineteen	NUMBER	NIGHT		NUMBER = Cardinal numbers; The number "19" (NINETEEN) falls one row below the "9" icon (NIGHT).
number	NUMBER	NOUN		Icon name.
numbers	NUMBER	NOUN PL		Plural of icon name.
twenty-eight	NUMBER	OPEN		NUMBER = Cardinal numbers; The number "28" (TWENTY-EIGHT) falls two rows below the "8" icon (OPEN).
twenty-nine	NUMBER	PEOPLE		NUMBER = Cardinal numbers; The number "29" (TWENTY-NINE) falls two rows below the "9" icon (PEOPLE).
twelve	NUMBER	PHONE		NUMBER = Cardinal numbers; The number "12" (TWELVE) falls one row below the "2" icon (PHONE).
trillion	NUMBER	PREP		NUMBER = Cardinal numbers; The number "1,000,000,000,000" (TRILLION) is associated with the PREP icon.
plus	NUMBER	PREVERB		NUMBER = Number-related words; The PREVERB icon shows a PLUS sign.

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Message	Icon 1	Icon 2	Icon 3	Rationale
minus	NUMBER	PREVRB+S		NUMBER = Number-related words; The PREVERB+S icon shows a MINUS sign.
twenty	NUMBER	QUEENBEE		NUMBER = Cardinal numbers; The number "20" (TWENTY) falls two rows below the "0" icon (QUEENBEE).
twenty-three	NUMBER	REMEMBER		NUMBER = Cardinal numbers; The number "23" (TWENTY- THREE) falls two rows below the "3" icon (REMEMBER).
three	NUMBER	SCALES		NUMBER = Cardinal numbers; The number "3" (THREE) is on the SCALES icon.
times	NUMBER	SHE		NUMBER = Number-related words; The SHE icon shows a TIMES sign.
seven	NUMBER	SHOE		NUMBER = Cardinal numbers; The number "7" (SEVEN) is on the SHOE icon.
thirty-one	NUMBER	SNAIL		NUMBER = Cardinal numbers; The number "31" (THIRTY-ONE) falls three rows below the "1" icon (SNAIL).
four	NUMBER	SUIT		NUMBER = Cardinal numbers; The number "4" (FOUR) is on the SUIT icon.
one	NUMBER	SUN		NUMBER = Cardinal numbers; The number "1" (ONE) is on the SUN icon.
equals	NUMBER	THEY		NUMBER = Number-related words; The THEY icon shows an EQUALS sign.
thirteen	NUMBER	THINK		NUMBER = Cardinal numbers; The number "13" (THIRTEEN) falls one row below "3" icon (THINK).
hundred	NUMBER	THMBS DN		NUMBER = Cardinal numbers; The number "100" (HUNDRED) is associated with the THMBS DN icon.
twenty-four	NUMBER	TIME		NUMBER = Cardinal numbers; The number "24" (TWENTY-FOUR) falls two rows below the "4" icon (TIME).
to count	NUMBER	TO+VERB		COUNT the blocks on the NUMBER icon.
ninety	NUMBER	TRUCK		NUMBER = Cardinal numbers; The number "90" (NINETY) falls three rows below the "9" icon (TRUCK).
twenty-six	NUMBER	UMBRELLA		NUMBER = Cardinal numbers; The number "26" (TWENTY-SIX) falls two rows below the "6" icon (UMBRELLA).
count	NUMBER	VERB		COUNT the blocks on the NUMBER icon.
counted	NUMBER	VERB+ED		COUNT the blocks on the NUMBER icon.
counting	NUMBER	VERB+ING		COUNT the blocks on the NUMBER icon.
counts	NUMBER	VERB+S		COUNT the blocks on the NUMBER icon.
twenty-one	NUMBER	WANTED		NUMBER = Cardinal numbers; The number "21" (TWENTY-ONE) falls two rows below the "1" icon (WANTED).
sixteen	NUMBER	WRONG		NUMBER = Cardinal numbers; The number "16" (SIXTEEN) falls one row below the "6" icon (WRONG).

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Message	Icon 1	Icon 2	Icon 3	Rationale
twenty-five	NUMBER	YORK		NUMBER = Cardinal numbers; The number "25" (TWENTY-FIVE) falls two rows below the "5" icon (YORK).
himself	OBJ	HE		Reflexive Pronoun (HIMSELF) follows sequence: OBJect + Pronoun (HE).
myself	OBJ	I		Reflexive Pronoun (MYSELF) follows sequence: OBJect + Pronoun (I).
itself	OBJ	IT		Reflexive Pronoun (ITSELF) follows sequence: OBJect + Pronoun (IT).
herself	OBJ	SHE		Reflexive Pronoun (HERSELF) follows sequence: OBJect + Pronoun (SHE).
themselves	OBJ	THEY		Reflexive Pronoun (THEMSELVES) follows sequence: OBJect + Pronoun (THEY).
ourselves	OBJ	WE		Reflexive Pronoun (OURSELVES) follows sequence: OBJect + Pronoun (WE).
yourself	OBJ	YOU		Reflexive Pronoun (YOURSELF) follows sequence: OBJect + Pronoun (YOU).
whose	*OPEN*	*? WORD*		*WHOSE toys are in this box (OPEN)?*
rich	OPEN	ADJ		A chest (OPEN) full of gold would make you RICH.
richer	OPEN	ADJ+ER		A chest (OPEN) full of gold would make you RICH.
richest	OPEN	ADJ+EST		A chest (OPEN) full of gold would make you RICH.
richly	OPEN	ADVERB		A chest (OPEN) full of gold would make you RICH.
sandbox	OPEN	CACTUS		OPEN = Chest-related words; SANDBOXes are filled with sand (CACTUS).
or	*OPEN*	*CONJ*		*You can put toys OR money in a chest (OPEN).*
block	OPEN	DICE		OPEN = Toys; The DICE look like a couple of BLOCKs.
marble	OPEN	EYE		OPEN = Chest-related words; The pupil of the EYE looks like a MARBLE.
bead	OPEN	FLOWERS		OPEN = Chest-related words; You may wear toy BEADs around your neck (FLOWERS).
puppet	OPEN	FROG		OPEN = Chest-related words; You could make a FROG PUPPET.
oh	*OPEN*	*INTERJ*		*"OH" sounds like the long "o" in OPEN.*
puzzle	OPEN	ISLAND		OPEN = Chest-related words; The ISLAND icon looks like a PUZZLE piece.
bubble	OPEN	KITCHEN		OPEN = Chest-related words; There are BUBBLEs in the pot (KITCHEN).
doll	OPEN	LOVE		OPEN = Chest-related words; The baby (LOVE) could be a baby DOLL.
dress up	OPEN	MASKS		OPEN = Chest-related words; You may DRESS UP with MASKS.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
magic wand	OPEN	NIGHT		OPEN = Chest-related words; A MAGIC WAND is often shaped like a star (NIGHT).
toy	OPEN	NOUN		The chest (OPEN) may be filled with TOYs.
toys	OPEN	NOUN PL		The chest (OPEN) may be filled with TOYS.
twenty-eighth	OPEN	NUMBER		The NUMBER "28th" (TWENTY-EIGHTH) falls two rows below the "8" icon (OPEN).
toy chest	OPEN	OPEN		OPEN = Chest-related words; The OPEN icon shows a TOY CHEST.
in	*OPEN*	*PREP*		*You put things IN the chest (OPEN).*
kite	OPEN	RAINBOW		OPEN = Chest-related words; You fly a KITE in the sky (RAINBOW).
yo-yo	OPEN	RETURN		OPEN = Chest-related words; A YO-YO leaves your hand and then RETURNs.
wealthy	*OPEN*	*SECOND*	*ADJ*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
wealthier	*OPEN*	*SECOND*	*ADJ+ER*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
wealthiest	*OPEN*	*SECOND*	*ADJ+EST*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
to keep	*OPEN*	*SECOND*	*TO+VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
keep	*OPEN*	*SECOND*	*VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
kept	*OPEN*	*SECOND*	*VERB+ED*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
keeping	*OPEN*	*SECOND*	*VERB+ING*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
keeps	*OPEN*	*SECOND*	*VERB+S*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
ball	OPEN	SPACE		OPEN = Chest-related words; One of the planets (SPACE) looks like a BALL.
balloon	OPEN	SUN		OPEN = Chest-related words; The SUN looks like a helium BALLOON.
close	OPEN	THMBS DN		OPEN = Chest-related words; Bring the chest lid down (THMBS DN) to CLOSE it.
open	OPEN	THMBS UP		OPEN = Chest-related words; The chest is OPEN (THMBS UP).
to put	OPEN	TO+VERB		A chest (OPEN) is for PUTting riches into.
box	OPEN	TRUCK		OPEN = Chest-related words; TRUCK = Containers; The chest looks like a BOX.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
put	OPEN	VERB		A chest (OPEN) is for PUTting riches into.
put	OPEN	VERB+ED		A chest (OPEN) is for PUTting riches into.
putting	OPEN	VERB+ING		A chest (OPEN) is for PUTting riches into.
puts	OPEN	VERB+S		A chest (OPEN) is for PUTting riches into.
card	OPEN	WANTED		OPEN = Chest-related words; The WANTED poster looks like a CARD.
richly	*OPEN*	*YES*		*A chest (OPEN) full of gold would make you RICH; YES = Adverbs.*
careful	PEOPLE	ADJ		Take CARE of PEOPLE.
more careful	PEOPLE	ADJ+ER		Take CARE of PEOPLE.
most careful	PEOPLE	ADJ+EST		Take CARE of PEOPLE.
carefully	PEOPLE	ADVERB		Take CARE of PEOPLE.
then	*PEOPLE*	*ADVERB*		*There is one person (PEOPLE) THEN another and then another.*
boy	PEOPLE	BOY		PEOPLE = People-related words; Icon name.
each	*PEOPLE*	*DET*		*EACH person (PEOPLE) is different.*
man	PEOPLE	FAMILY		PEOPLE = People-related words; The father of the FAMILY is a MAN.
girl	PEOPLE	GIRL		PEOPLE = People-related words; Icon name.
neighbor	PEOPLE	HOUSE		PEOPLE = People-related words; A NEIGHBOR lives close to your HOUSE.
hi	*PEOPLE*	*INTERJ*		*You would say HI to lots of PEOPLE.*
student	PEOPLE	KNOW		PEOPLE = People-related words; A person that goes to school (KNOW) is a STUDENT.
baby	PEOPLE	LOVE		PEOPLE = People-related words; A BABY is shown on the LOVE icon.
therapist	PEOPLE	MEDICAL		PEOPLE = People-related words; THERAPISTs try to help (MEDICAL) improve abilities.
person	PEOPLE	NOUN		Three PERSONs are shown on the PEOPLE icon.
people	PEOPLE	NOUN PL		Plural of icon name.
twenty-ninth	PEOPLE	NUMBER		The NUMBER "29th" (TWENTY-NINTH) falls two rows below the "9" icon (PEOPLE).
child	PEOPLE	OPEN		PEOPLE = People-related words; Some CHILDren have toy chests (OPEN).
friend	PEOPLE	PEOPLE		PEOPLE = People-related words; The PEOPLE on the icon may be FRIENDs.
adult	PEOPLE	POLICE		PEOPLE = People-related words; The POLICEman is an ADULT.
among	*PEOPLE*	*PREP*		*It's good to be AMONG friends (PEOPLE).*
to care	*PEOPLE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
care	*PEOPLE*	*SECOND*	*VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
cared	*PEOPLE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; God CAREs for the PEOPLE.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
caring	*PEOPLE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; God CAREs for the PEOPLE.*
cares	*PEOPLE*	*SECOND*	*VERB+S*	*SECOND = Second level words; God CAREs for the PEOPLE.*
woman	PEOPLE	THINK		PEOPLE = People-related words; A WOMAN is shown on the THINK icon.
disagree	PEOPLE	THMBS DN		PEOPLE agree and DISAGREE (THMBS DN) on things.
agree	PEOPLE	THMBS UP		PEOPLE AGREE (THMBS UP) and disagree on things.
to follow	PEOPLE	TO+VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
passenger	PEOPLE	TRUCK		PEOPLE = People-related words; PASSENGERs ride in vehicles (TRUCK).
follow	PEOPLE	VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
followed	PEOPLE	VERB+ED		The PEOPLE on the icon are FOLLOWing in a straight line.
following	PEOPLE	VERB+ING		The PEOPLE on the icon are FOLLOWing in a straight line.
follows	PEOPLE	VERB+S		The PEOPLE on the icon are FOLLOWing in a straight line.
carefully	*PEOPLE*	*YES*		*God takes CARE of the PEOPLE; YES = Adverbs.*
visitor	PEOPLE	YORK		PEOPLE = People-related words; Many VISITORs are found in a city (YORK).
whom	*PHONE*	*? WORD*		*To WHOM am I speaking (PHONE)?*
often	*PHONE*	*ADVERB*		*Some people talk on the PHONE OFTEN.*
alarm clock	PHONE	BED		PHONE = Small appliances; The sound of the ALARM CLOCK gets you out of BED.
tape recorder	PHONE	BOOK		PHONE = Small appliances; A TAPE RECORDER plays BOOKs on tape.
grill	PHONE	CACTUS		PHONE = Small appliances; It has to be really hot (CACTUS) to use a GRILL.
while	*PHONE*	*CONJ*		*WHILE you were out, someone PHONEd.*
radio	PHONE	EAR		PHONE = Small appliances; You listen (EAR) to the RADIO for music and talk.
slide projector	PHONE	EYE		PHONE = Small appliances; You watch (EYE) the slide show on a SLIDE PROJECTOR.
toaster	PHONE	FROG		PHONE = Small appliances; The toast jumps (FROG) out of a TOASTER.
hair dryer	PHONE	GIRL		PHONE = Small appliances; The GIRL uses a HAIR DRYER
hello	*PHONE*	*INTERJ*		*You say HELLO when answering the PHONE.*
fan	PHONE	ISLAND		PHONE = Small appliances; A FAN blows wind (ISLAND).

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Message	Icon 1	Icon 2	Icon 3	Rationale
blender	PHONE	JUICE		PHONE = Small appliances; You can mix a drink (JUICE) in a BLENDER.
mixer	PHONE	KITCHEN		PHONE = Small appliances; You mix (KITCHEN) the ingredients with a MIXER.
small appliance	PHONE	NOUN		PHONEs are SMALL APPLIANCEs.
small appliances	PHONE	NOUN PL		PHONEs are SMALL APPLIANCEs.
twelfth	PHONE	NUMBER		The NUMBER "12th" (TWELFTH) falls one row below the "2" icon (PHONE).
telephone	PHONE	PHONE		PHONE = Small appliances; A TELEPHONE is shown on the PHONE icon.
answering machine	PHONE	RETURN		PHONE = Small appliances; You have to RETURN a call from an ANSWERING MACHINE.
to call	*PHONE*	*SECOND*	*TO+VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
call	*PHONE*	*SECOND*	*VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
called	*PHONE*	*SECOND*	*VERB+ED*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
calling	*PHONE*	*SECOND*	*VERB+ING*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
calls	*PHONE*	*SECOND*	*VERB+S*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
CD player	PHONE	SPACE		PHONE = Small appliances; A CD PLAYER plays CD's which look like the planets on the SPACE icon.
iron	PHONE	SUIT		PHONE = Small appliances; We IRON our clothes (SUIT).
to say	PHONE	TO+VERB		SAY is the most basic verb of communication (PHONE).
calculator	PHONE	TRIANGLE		PHONE = Small appliances; You calculate (TRIANGLE) math problems with a CALCULATOR.
say	PHONE	VERB		SAY is the most basic verb of communication (PHONE).
said	PHONE	VERB+ED		SAY is the most basic verb of communication (PHONE).
saying	PHONE	VERB+ING		SAY is the most basic verb of communication (PHONE).
says	PHONE	VERB+S		SAY is the most basic verb of communication (PHONE).
battery	PHONE	VOLT		PHONE = Small appliances; You must charge (VOLT) your BATTERY regularly.

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Message	Icon 1	Icon 2	Icon 3	Rationale
camera	PHONE	WANTED		PHONE = Small appliances; The WANTED icon looks like a photo from a CAMERA.
clock	PHONE	WATCH		PHONE = Small appliances; The CLOCK (WATCH) is hung on the wall.
never	*POLICE*	*ADVERB*		*NEVER cross the street until the POLICEman stops the traffic.*
farmer	POLICE	APPLE		POLICE = Occupations; The FARMER grows food (APPLE).
aide	POLICE	BATH		POLICE = Occupations; AIDEs help with activities of daily living, such as BATHing.
secretary	POLICE	COMPUTER		POLICE = Occupations; The SECRETARY uses a COMPUTER.
until	*POLICE*	*CONJ*		*Don't cross the street UNTIL the POLICEman tells you to.*
dentist	POLICE	DOG		POLICE = Occupations; The DENTIST looks at your teeth which you can see on the DOG.
caseworker	POLICE	FAMILY		POLICE = Occupations; CASEWORKERs help with families (FAMILY).
occupational therapist	POLICE	HAMMER		POLICE = Occupations; The OCCUPATIONAL THERAPIST prepares you to return to work (HAMMER).
should he	POLICE	HE		You should obey the POLICE officer; HE = He; Hence SHOULD HE.
should I	POLICE	I		You should obey the POLICE officer; I = I; Hence SHOULD I.
let's	*POLICE*	*INTERJ*		*LET'S play cops (POLICE) and robbers.*
should it	POLICE	IT		You should obey the POLICE officer; IT = It; Hence SHOULD IT.
chef	POLICE	KITCHEN		POLICE = General types of occupations; CHEFs cook in the KITCHEN.
shouldn't he	POLICE	KNOT	HE	You should obey the POLICE officer; KNOT = Negation; HE = He; Hence SHOULDN'T HE.
shouldn't I	POLICE	KNOT	I	You should obey the POLICE officer; KNOT = Negation; I = I; Hence SHOULDN'T I.
shouldn't it	POLICE	KNOT	IT	You should obey the POLICE officer; KNOT = Negation; IT = It; Hence SHOULDN'T IT.
shouldn't she	POLICE	KNOT	SHE	You should obey the POLICE officer; KNOT = Negation; SHE = She; Hence SHOULDN'T SHE.
shouldn't they	POLICE	KNOT	THEY	You should obey the POLICE officer; KNOT = Negation; THEY = They; Hence SHOULDN'T THEY.
shouldn't we	POLICE	KNOT	WE	You should obey the POLICE officer; KNOT = Negation; WE = We; Hence SHOULDN'T WE.
shouldn't you	POLICE	KNOT	YOU	You should obey the POLICE officer; KNOT = Negation; YOU = You; Hence SHOULDN'T YOU.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
teacher	POLICE	KNOW		POLICE = Occupations; A TEACHER works at a school (KNOW).
baby-sitter	POLICE	LOVE		POLICE = Occupations; The BABY-SITTER cares for the baby (LOVE).
doctor	POLICE	MEDICAL		POLICE = Occupations; A DOCTOR will help you with your MEDICAL problems.
cashier	POLICE	MONEY		POLICE = Occupations; The CASHIER handles the MONEY in a store.
mail carrier(US)/ postman(UK)	POLICE	NAME		POLICE = Occupations; The MAIL CARRIER/POSTMAN delivers addressed letters (NAME).
postman(UK)/ mail carrier(US)	POLICE	NAME		POLICE = Occupations; The POSTMAN/MAIL CARRIER delivers addressed letters (NAME).
astronaut	POLICE	NIGHT		POLICE = General types of occupations; ASTRONAUTs fly rockets (NIGHT).
occupation	POLICE	NOUN		One OCCUPATION is a POLICE officer.
occupations	POLICE	NOUN PL		One OCCUPATION is a POLICE officer.
bus driver	POLICE	PEOPLE		POLICE = Occupations; The BUS DRIVER drives lots of PEOPLE around town.
speech language pathologist(US)/ speech language therapist(UK)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE PATHOLOGIST/SPEECH LANGUAGE THERAPIST works on communication (PHONE) skills.
speech language therapist(UK)/speech language pathologist(US)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE THERAPIST /SPEECH LANGUAGE PATHOLOGIST works on communication (PHONE) skills.
police	POLICE	POLICE		POLICE = Occupations; Icon name.
against	*POLICE*	*PREP*		*The POLICE tell you what is AGAINST the law.*
nurse	POLICE	REMEMBER		POLICE = Occupations; The NURSE reminds (REMEMBER) you to take your medicine.
to push	*POLICE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
push	*POLICE*	*SECOND*	*VERB*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
pushed	*POLICE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
pushing	*POLICE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
pushes	*POLICE*	*SECOND*	*VERB+S*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
should she	POLICE	SHE		You should obey the POLICE officer; SHE = She; Hence SHOULD SHE.
physical therapist	POLICE	SHOE		POLICE = Occupations; The PHYSICAL THERAPIST can help develop walking (SHOE) skills.
pilot	POLICE	SPACE		POLICE = Occupations; The PILOT flies his aeroplane/airplane (SPACE) in the sky.
fireman	POLICE	SUN		POLICE = Occupations; A FIREMAN puts out fires (SUN).
should they	POLICE	THEY		You should obey the POLICE officer; THEY = They; Hence SHOULD THEY.
psychologist	POLICE	THINK		POLICE = Occupations; PSYCHOLOGISTs assess how you THINK.
to let	POLICE	TO+VERB		LET us play cops (POLICE) and robbers.
driver	POLICE	TRUCK		POLICE = Occupations; All vehicles (TRUCK) need a DRIVER.
let	POLICE	VERB		LET us play cops (POLICE) and robbers.
let	POLICE	VERB+ED		LET us play cops (POLICE) and robbers.
letting	POLICE	VERB+ING		LET us play cops (POLICE) and robbers.
lets	POLICE	VERB+S		LET us play cops (POLICE) and robbers.
should we	POLICE	WE		You should obey the POLICE officer; WE = We; Hence SHOULD WE.
should you	POLICE	YOU		You should obey the POLICE officer; YOU = You; Hence SHOULD YOU.
veterinarian	POLICE	ZEBRA		POLICE = Occupations; VETERINARIANs are doctors for animals (ZEBRA).
his	POSS	HE		Possessive Pronoun (HIS) follows sequence: POSS + Pronoun (HE).
mine	POSS	I		Possessive Pronoun (MINE) follows sequence: POSS + Pronoun (I).
its	POSS	IT		Possessive Pronoun (ITS) follows sequence: POSS + Pronoun (IT).
hers	POSS	SHE		Possessive Pronoun (HERS) follows sequence: POSS + Pronoun (SHE).
theirs	POSS	THEY		Possessive Pronoun (THEIRS) follows sequence: POSS + Pronoun (THEY).
ours	POSS	WE		Possessive Pronoun (OURS) follows sequence: POSS + Pronoun (WE).
yours	POSS	YOU		Possessive Pronoun (YOURS) follows sequence: POSS + Pronoun (YOU).
without	PREP	APPLE		You can't live WITHOUT food (APPLE).
underneath	PREP	BED		You can put your slippers UNDERNEATH the BED.
about	PREP	BOOK		You read a BOOK ABOUT things.
bottom	PREP	BOY		You dive to the BOTTOM of the pool (BOY).
on	PREP	CHAIR		Your pet may sit ON your CHAIR.
from	PREP	COMPUTER		You get information FROM a COMPUTER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to	PREP	DOG		The DOG should come TO you when you call.
behind	PREP	ELEPHANT		One ELEPHANT is BEHIND the other.
out	PREP	EXIT		EXIT shows a way OUT of a building.
between	PREP	FAMILY		The child is BETWEEN the adults (FAMILY).
top	PREP	GIRL		The GIRL has a hat on TOP of her head.
into	PREP	HAMMER		You drive a nail INTO wood with a HAMMER.
in front of	PREP	HOUSE		The truck rides IN FRONT OF the HOUSE.
beside	PREP	ISLAND		The boat is BESIDE the ISLAND.
of	PREP	JUICE		A drink OF JUICE.
at	PREP	KNOW		Children must be AT school (KNOW) during the school year.
with	PREP	LOVE		The LOVE icon shows the mother WITH the baby.
by	PREP	MONEY		BY sounds like "buy" (MONEY).
before	PREP	MORNING		Sunrise (MORNING) comes BEFORE the rest of the day.
below	PREP	MOUNTAIN		The MOUNTAINs are BELOW the clouds.
after	PREP	NIGHT		NIGHT comes AFTER day.
trillionth	PREP	NUMBER		The NUMBER "1,000,000,000,000th" (TRILLIONTH) is associated with the PREP icon.
in	PREP	OPEN		You put things IN the chest (OPEN).
among	PREP	PEOPLE		It's good to be AMONG friends (PEOPLE).
against	PREP	POLICE		The POLICE tell you what is AGAINST the law.
of	PREP	PREP		Quick access to the frequently used PREPosition OF.
outside	PREP	QUEENBEE		Keep the QUEENBEE OUTSIDE your house.
over	PREP	RAINBOW		Birds fly OVER the RAINBOW.
except	PREP	REMEMBER		You can have any one EXCEPT this (REMEMBER) one.
upside down	PREP	RETURN		Turn (RETURN) something over and it will be UPSIDE DOWN.
across	PREP	SHOE		You walk (SHOE) ACROSS the street.
inside	PREP	SNAIL		The SNAIL may crawl INSIDE his shell.
off	PREP	SPACE		The rocket blasts OFF into SPACE.
for	PREP	SUIT		Some people wear SUITs FOR work.
above	PREP	THINK		The light bulb (THINK) is ABOVE the woman's head.
down	*PREP*	*THMBS DN*		*The thumb (THMBS DN) points DOWN.*
up	*PREP*	*THMBS UP*		*The thumb (THMBS UP) points UP.*
through	PREP	TIME		The sand falls THROUGH the hour-glass (TIME).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
at the back of(UK)/ in back of(US)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
in back of(US)/ at the back of(UK)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
during	PREP	TV		You see commercials DURING TV shows.
under	PREP	UMBRELLA		You stand UNDER the UMBRELLA.
around	PREP	WATCH		The hands of the WATCH go AROUND and around.
instead	PREP	WRONG		The answer (WRONG) is 4 INSTEAD of 5.
within	PREP	YORK		You can live WITHIN the city (YORK) boundaries.
toward	PREP	ZEBRA		The ZEBRA is looking TOWARD the left.
will	PREVERB	BOOK		WILL you read me a BOOK?
might	PREVERB	ELEPHANT		The ELEPHANTs are MIGHTy.
did	PREVERB	FAMILY		The FAMILY DID dress up for their picture.
may	PREVERB	FLOWERS		MAY FLOWERS.
are going	PREVERB	FROG		The FROGs ARE GOING to jump.
must	PREVERB	HAMMER		We MUST go to work (HAMMER).
would	PREVERB	HOUSE		You build HOUSEs with wood (sounds like WOULD).
can	PREVERB	JUICE		You may drink from a CAN of JUICE.
won't	PREVERB	KNOT	BOOK	KNOT = Negation; Will you read me a BOOK?; Hence WON'T.
might not	PREVERB	KNOT	ELEPHANT	KNOT = Negation; The ELEPHANTs are mighty; Hence MIGHT NOT.
didn't	PREVERB	KNOT	FAMILY	KNOT = Negation; The FAMILY did dress up for their picture; Hence DIDN'T.
may not	PREVERB	KNOT	FLOWERS	KNOT = Negation; May FLOWERS; Hence MAY NOT.
aren't going	PREVERB	KNOT	FROG	KNOT = Negation; The FROGs are going to jump; Hence AREN'T GOING.
mustn't	PREVERB	KNOT	HAMMER	KNOT = Negation; We must go to work (HAMMER); Hence MUSTN'T.
wouldn't	PREVERB	KNOT	HOUSE	KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WOULDN'T.
can't	PREVERB	KNOT	JUICE	KNOT = Negation; You may drink from a can of JUICE; Hence CAN'T.
don't know	PREVERB	KNOT	KNOW	KNOT = Negation; Icon name; Hence DON'T KNOW.
don't love	*PREVERB*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DON'T LOVE.*
don't feel	*PREVERB*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DON'T FEEL.*
haven't	PREVERB	KNOT	MONEY	KNOT = Negation; It's always good to have MONEY; Hence HAVEN'T.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shouldn't	PREVERB	KNOT	POLICE	KNOT = Negation; You should obey the POLICE officer; Hence SHOULDN'T.
aren't	PREVERB	KNOT	QUEENBEE	KNOT = Negation; QUEENBEEs are busy; Hence AREN'T.
don't	PREVERB	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DON'T.
shall not	PREVERB	KNOT	SNAIL	KNOT = Negation; Most SNAILs live in shallow waters; Hence SHALL NOT.
don't like	PREVERB	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DON'T LIKE.
don't think	PREVERB	KNOT	THINK	KNOT = Negation; Icon name; Hence DON'T THINK.
didn't used to	PREVERB	KNOT	TIME	KNOT = Negation; Father TIME used to be young; Hence DIDN'T USED TO.
couldn't	PREVERB	KNOT	TRUCK	KNOT = Negation; The TRUCK has a little engine that could; Hence COULDN'T.
don't need	PREVERB	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DON'T NEED.
don't have to	PREVERB	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DON'T HAVE TO.
don't want	PREVERB	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DON'T WANT.
weren't	PREVERB	KNOT	WATCH	KNOT = Negation; The WATCHes were telling the correct time; Hence WEREN'T.
hadn't	PREVERB	KNOT	YORK	KNOT = Negation; Everyone had a good time in the city (YORK); Hence HADN'T.
know	PREVERB	KNOW		Icon name.
love	*PREVERB*	*LOVE*		*Icon name.*
feel	*PREVERB*	*MASKS*		*The MASKS express emotion or how you FEEL.*
have	PREVERB	MONEY		It's always good to HAVE MONEY.
should	PREVERB	POLICE		You SHOULD obey the POLICE officer.
are	PREVERB	QUEENBEE		QUEENBEEs ARE busy.
do	PREVERB	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
shall	PREVERB	SNAIL		Most SNAILs live in shallow waters; Hence SHALL.
like	PREVERB	SUN		The SUN is happy and LIK(E)able.
think	PREVERB	THINK		Icon name.
used to	PREVERB	TIME		Father TIME USED TO be young.
could	PREVERB	TRUCK		The TRUCK has a little engine that COULD.
need	PREVERB	UMBRELLA		An UMBRELLA is NEEDed when it rains.
have to	PREVERB	VOLT		You HAVE TO come in when it's lightning (VOLT) during a storm.
want	PREVERB	WANTED		The WANTED icon shows a WANTed man.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
were	PREVERB	WATCH		The WATCHes WERE telling the correct time.
had	PREVERB	YORK		Everyone HAD a good time in the city (YORK).
is going	PREVRB+S	FROG		The FROG IS GOING to jump.
isn't going	PREVRB+S	KNOT	FROG	KNOT = Negation; The FROG is going to jump; Hence ISN'T GOING.
doesn't know	PREVRB+S	KNOT	KNOW	KNOT = Negation; Icon name; Hence DOESN'T KNOW.
doesn't love	*PREVRB+S*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DOESN'T LOVE.*
doesn't feel	*PREVRB+S*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DOESN'T FEEL.*
hasn't	PREVRB+S	KNOT	MONEY	KNOT = Negation; The icon has MONEY on it; Hence HASN'T.
isn't	PREVRB+S	KNOT	QUEENBEE	KNOT = Negation; The QUEENBEE is busy; Hence ISN'T.
doesn't	PREVRB+S	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DOESN'T.
doesn't like	PREVRB+S	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DOESN'T LIKE.
doesn't think	PREVRB+S	KNOT	THINK	KNOT = Negation; Icon name; Hence DOESN'T THINK.
doesn't need	PREVRB+S	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DOESN'T NEED.
doesn't have to	PREVRB+S	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DOESN'T HAVE TO.
doesn't want	PREVRB+S	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DOESN'T WANT.
wasn't	PREVRB+S	KNOT	WATCH	KNOT = Negation; Was the WATCH correct?; Hence WASN'T.
knows	PREVRB+S	KNOW		Icon name.
loves	*PREVRB+S*	*LOVE*		*Icon name.*
feels	*PREVRB+S*	*MASKS*		*The MASKS express emotion or how you FEEL.*
has	PREVRB+S	MONEY		The icon HAS MONEY on it.
is	PREVRB+S	QUEENBEE		The QUEENBEE IS busy.
does	PREVRB+S	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
likes	PREVRB+S	SUN		The SUN is happy and LIK(E)able.
thinks	PREVRB+S	THINK		Icon name.
needs	PREVRB+S	UMBRELLA		An UMBRELLA is NEEDed when it rains.
has to	PREVRB+S	VOLT		The storm (VOLT) HAS TO pass.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
wants	PREVRB+S	WANTED		The WANTED icon shows a WANTed man.
was	PREVRB+S	WATCH		WAS the WATCH correct?
busy	QUEENBEE	ADJ		The QUEENBEE is very BUSY.
busier	QUEENBEE	ADJ+ER		The QUEENBEE is very BUSY.
busiest	QUEENBEE	ADJ+EST		The QUEENBEE is very BUSY.
busily	QUEENBEE	ADVERB		The QUEENBEE is very BUSY.
too	*QUEENBEE*	*ADVERB*		*The QUEENBEE looks TOO real!*
caterpillar	QUEENBEE	APPLE		QUEENBEE = Insects; A very hungry CATERPILLAR eats the APPLE.
butterfly	QUEENBEE	FLOWERS		QUEENBEE = Insects; A BUTTERFLY will fly around the FLOWERS.
grasshopper	QUEENBEE	FROG		QUEENBEE = Insects; A GRASSHOPPER is green and jumps (FROG).
spider	QUEENBEE	GIRL		QUEENBEE = Insects; A SPIDER frightened Little Miss Muffet (GIRL).
is he	QUEENBEE	HE		The QUEENBEE is busy; HE = He; Hence IS HE.
am I	QUEENBEE	I		The QUEENBEE is busy; I = I; Hence AM I
eek	*QUEENBEE*	*INTERJ*		*Insects (QUEENBEE) can cause some to say "EEK."*
is it	QUEENBEE	IT		The QUEENBEE is busy; IT = It; Hence IS IT.
isn't he	QUEENBEE	KNOT	HE	The QUEENBEE is busy; KNOT = Negation; HE = He; Hence ISN'T HE.
aren't I	QUEENBEE	KNOT	I	QUEENBEEs are busy; KNOT = Negation; I = I; Hence AREN'T I.
isn't it	QUEENBEE	KNOT	IT	The QUEENBEE is busy; KNOT = Negation; IT = It; Hence ISN'T IT.
isn't she	QUEENBEE	KNOT	SHE	The QUEENBEE is busy; KNOT = Negation; SHE = She; Hence ISN'T SHE.
aren't they	QUEENBEE	KNOT	THEY	QUEENBEEs are busy; KNOT = Negation; THEY = They; Hence AREN'T THEY.
aren't we	QUEENBEE	KNOT	WE	QUEENBEEs are busy; KNOT = Negation; WE = We; Hence AREN'T WE.
aren't you	QUEENBEE	KNOT	YOU	QUEENBEEs are busy; KNOT = Negation; YOU = You; Hence AREN'T YOU.
beetle	QUEENBEE	MUSIC		QUEENBEE = Insects; The MUSIC icon looks like a BEETLE's leg.
bug	QUEENBEE	NOUN		A QUEENBEE is a BUG.
bugs	QUEENBEE	NOUN PL		A QUEENBEE is a BUG.
twentieth	QUEENBEE	NUMBER		The NUMBER "20th" (TWENTIETH) falls two rows below the "0" icon (QUEENBEE).
outside	*QUEENBEE*	*PREP*		*Keep the QUEENBEE OUTSIDE your house.*
bee	QUEENBEE	QUEENBEE		QUEENBEE = Insects; The QUEENBEE icon shows a BEE.
to mind	*QUEENBEE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
mind	*QUEENBEE*	*SECOND*	*VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minded	*QUEENBEE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minding	*QUEENBEE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
minds	*QUEENBEE*	*SECOND*	*VERB+S*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
is she	QUEENBEE	SHE		The QUEENBEE is busy; SHE = She; Hence IS SHE.
moth	QUEENBEE	SUIT		QUEENBEE = Insects; MOTHs can eat a SUIT.
are they	QUEENBEE	THEY		QUEENBEEs are busy; THEY = They; Hence ARE THEY.
roach	QUEENBEE	THMBS DN		QUEENBEE = Insects; The ROACH is an unpleasant (THUMBS DOWN) insect.
to be	QUEENBEE	TO+VERB		A BEe is pictured in the QUEENBEE icon.
ant	QUEENBEE	TRIANGLE		QUEENBEE = Insects; An ANT builds a hill (TRIANGLE).
be	QUEENBEE	VERB		A BEe is pictured in the QUEENBEE icon.
was	QUEENBEE	VERB+ED		A BEe is pictured in the QUEENBEE icon.
been	QUEENBEE	VERB+EN		A BEe is pictured in the QUEENBEE icon.
being	QUEENBEE	VERB+ING		A BEe is pictured in the QUEENBEE icon.
is	QUEENBEE	VERB+S		A BEe is pictured in the QUEENBEE icon.
mosquito	QUEENBEE	VOLT		QUEENBEE = Insects; A MOSQUITO will zap (VOLT) you!
are we	QUEENBEE	WE		QUEENBEEs are busy; WE = We; Hence ARE WE.
busily	*QUEENBEE*	*YES*		*The QUEENBEE is very BUSY; YES = Adverbs.*
are you	QUEENBEE	YOU		QUEENBEEs are busy; YOU = You; Hence ARE YOU.
what	*QUESTION*	*? WORD*		*We often relate the QUESTION mark to WHAT.*
crooked	*QUESTION*	*ADJ*		*The QUESTION mark looks CROOKED.*
crookeder	*QUESTION*	*ADJ+ER*		*The QUESTION mark looks CROOKED.*
crookedest	*QUESTION*	*ADJ+EST*		*The QUESTION mark looks CROOKED.*
if	*QUESTION*	*CONJ*		*IF you do your homework, then you can watch TV.*
question	*QUESTION*	*NOUN*		*Icon name.*
questions	*QUESTION*	*NOUN PL*		*Plural of icon name.*
to guess	*QUESTION*	*SECOND*	*TO+VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guess	*QUESTION*	*SECOND*	*VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guessed	*QUESTION*	*SECOND*	*VERB+ED*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
guessing	*QUESTION*	*SECOND*	*VERB+ING*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guesses	*QUESTION*	*SECOND*	*VERB+S*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
to ask	*QUESTION*	*TO+VERB*		*To QUESTION is to ASK.*
ask	*QUESTION*	*VERB*		*To QUESTION is to ASK.*
asked	*QUESTION*	*VERB+ED*		*To QUESTION is to ASK.*
asking	*QUESTION*	*VERB+ING*		*To QUESTION is to ASK.*
asks	*QUESTION*	*VERB+S*		*To QUESTION is to ASK.*
pretty	RAINBOW	ADJ		A single RAINBOW is PRETTY.
prettier	RAINBOW	ADJ+ER		A single RAINBOW is PRETTY.
prettiest	RAINBOW	ADJ+EST		A single RAINBOW is PRETTY.
prettily	RAINBOW	ADVERB		A single RAINBOW is PRETTY.
blue	RAINBOW	BOY		RAINBOW = Color-related words; The water in the pool (BOY) looks BLUE.
tan	RAINBOW	DOG		RAINBOW = Color-related words; Some DOGs are TAN in color.
gray(US)/grey(UK)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GRAY/GREY.
grey(UK)/gray(US)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GREY/GRAY.
pink	RAINBOW	FLOWERS		RAINBOW = Color-related words; Some FLOWERS are PINK.
green	RAINBOW	FROG		RAINBOW = Color-related words; The FROG and the grass are GREEN.
brunette	RAINBOW	GIRL		RAINBOW = Color-related words; The GIRL in the icon is a BRUNETTE.
silver	RAINBOW	HAMMER		RAINBOW = Color-related words; The head of the HAMMER is SILVER.
surprise	*RAINBOW*	*INTERJ*		*Seeing a RAINBOW can be a wonderful SURPRISE.*
color(US)/ colour(UK)	RAINBOW	NOUN		Many COLORs/COLOURs are seen in a RAINBOW.
colour(UK)/ color(US)	RAINBOW	NOUN		Many COLOURs/COLORs are seen in a RAINBOW.
colors(US)/ colours(UK)	RAINBOW	NOUN PL		Many COLORS/COLOURS are seen in a RAINBOW.
colours(UK)/ colors(US)	RAINBOW	NOUN PL		Many COLOURS/COLORS are seen in a RAINBOW.
gold	RAINBOW	OPEN		RAINBOW = Color-related words; The chest (OPEN) is full of GOLD.
blonde	RAINBOW	PEOPLE		RAINBOW = Color-related words; The girl in the PEOPLE icon has BLONDE hair.
black	RAINBOW	POLICE		RAINBOW = Color-related words; The POLICE uniform is BLACK.
over	*RAINBOW*	*PREP*		*Birds fly OVER the RAINBOW.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
beautiful	*RAINBOW*	*SECOND*	*ADJ*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
more beautiful	*RAINBOW*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
most beautiful	*RAINBOW*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
to paint	*RAINBOW*	*SECOND*	*TO+VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
paint	*RAINBOW*	*SECOND*	*VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
painted	*RAINBOW*	*SECOND*	*VERB+ED*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
painting	*RAINBOW*	*SECOND*	*VERB+ING*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
paints	*RAINBOW*	*SECOND*	*VERB+S*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
beautifully	*RAINBOW*	*SECOND*	*YES*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL; YES = Adverbs.*
brown	RAINBOW	SNAIL		RAINBOW = Color-related words; The SNAIL in the icon is BROWN.
orange	RAINBOW	SPACE		RAINBOW = Color-related words; One of the planets in the SPACE icon is ORANGE in color.
red	RAINBOW	STOP		RAINBOW = Color-related words; The STOP sign is RED.
yellow	RAINBOW	SUN		RAINBOW = Color-related words; The SUN is YELLOW.
to color(US)/to colour(UK)	RAINBOW	TO+VERB		You may COLOR/COLOUR a RAINBOW in art class.
to colour(UK)/to color(US)	RAINBOW	TO+VERB		You may COLOUR /COLOR a RAINBOW in art class.
purple	RAINBOW	UMBRELLA		RAINBOW = Color-related words; The UMBRELLA on the icon has PURPLE stripes.
color(US)/ colour(UK)	RAINBOW	VERB		You may COLOR/COLOUR a RAINBOW in art class.
colour(UK)/ color(US)/	RAINBOW	VERB		You may COLOUR/COLOR a RAINBOW in art class.
colored(US)/ coloured(UK)	RAINBOW	VERB+ED		You may COLOR/COLOUR a RAINBOW in art class.
coloured(UK)/ colored(US)	RAINBOW	VERB+ED		You may COLOUR/COLOR a RAINBOW in art class.
coloring(US)/ colouring(UK)	RAINBOW	VERB+ING		You may COLOR/COLOUR a RAINBOW in art class.
colouring(UK)/ coloring(US)	RAINBOW	VERB+ING		You may COLOUR/COLOR a RAINBOW in art class.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
colors(US)/ colours(UK)	RAINBOW	VERB+S		You may COLOR/COLOUR a RAINBOW in art class.
colours(UK)/ colors(US)	RAINBOW	VERB+S		You may COLOUR/COLOR a RAINBOW in art class.
white	RAINBOW	X-RAY		RAINBOW = Color-related words; The skull (X-RAY) is WHITE.
prettily	*RAINBOW*	*YES*		*A single RAINBOW is PRETTY; YES = Adverbs.*
which	*REMEMBER*	*? WORD*		*WHICH one do (REMEMBER) you want?*
important	REMEMBER	ADJ		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
more important	REMEMBER	ADJ+ER		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
most important	REMEMBER	ADJ+EST		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
here	*REMEMBER*	*ADVERB*		*The finger (REMEMBER) points HERE.*
importantly	REMEMBER	ADVERB		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
this	*REMEMBER*	*DET*		*The finger (REMEMBER) points to THIS.*
does he	REMEMBER	HE		You say "I do" (REMEMBER) when you are being married; HE = He; Hence DOES HE.
do I	REMEMBER	I		You say "I do" (REMEMBER) when you are being married; I = I; Hence DO I.
does it	REMEMBER	IT		You say "I do" (REMEMBER) when you are being married; IT = It; Hence DOES IT.
doesn't he	REMEMBER	KNOT	HE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; HE = He; Hence DOESN'T HE.
don't I	REMEMBER	KNOT	I	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; I = I; Hence DON'T I.
doesn't it	REMEMBER	KNOT	IT	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; IT = It; Hence DOESN'T IT.
doesn't she	REMEMBER	KNOT	SHE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; SHE = She; Hence DOESN'T SHE.
don't they	REMEMBER	KNOT	THEY	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; THEY = They; Hence DON'T THEY.
don't we	REMEMBER	KNOT	WE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; WE = We; Hence DON'T WE.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't you	REMEMBER	KNOT	YOU	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; YOU = You; Hence DON'T YOU.
twenty-third	REMEMBER	NUMBER		The NUMBER "23rd" (TWENTY-THIRD) falls two rows below the "3" icon (REMEMBER).
except	*REMEMBER*	*PREP*		*You can have any one EXCEPT this (REMEMBER) one.*
only	*REMEMBER*	*SECOND*	*ADJ*	*REMEMBER = Hand-related words; SECOND = Second level words; ONLY one hand is seen in the icon.*
to remember	*REMEMBER*	*SECOND*	*TO+VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remember	*REMEMBER*	*SECOND*	*VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remembered	*REMEMBER*	*SECOND*	*VERB+ED*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remembering	*REMEMBER*	*SECOND*	*VERB+ING*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remembers	*REMEMBER*	*SECOND*	*VERB+S*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
does she	REMEMBER	SHE		You say "I do" (REMEMBER) when you are being married; SHE = She; Hence DOES SHE.
do they	REMEMBER	THEY		You say "I do" (REMEMBER) when you are being married; THEY = They; Hence DO THEY.
forget	REMEMBER	THMBS DN		Sometimes you REMEMBER; sometimes you FORGET (THMBS DN).
remember	REMEMBER	THMBS UP		Sometimes you REMEMBER (THMBS UP); sometimes you forget.
to do	REMEMBER	TO+VERB		You say "I DO" (REMEMBER) when you are being married.
do	REMEMBER	VERB		You say "I DO" (REMEMBER) when you are being married.
did	REMEMBER	VERB+ED		You say "I DO" (REMEMBER) when you are being married.
done	REMEMBER	VERB+EN		You say "I DO" (REMEMBER) when you are being married.
doing	REMEMBER	VERB+ING		You say "I DO" (REMEMBER) when you are being married.
does	REMEMBER	VERB+S		You say "I DO" (REMEMBER) when you are being married.
do we	REMEMBER	WE		You say "I do" (REMEMBER) when you are being married; WE = We; Hence DO WE.
importantly	*REMEMBER*	*YES*		*A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT; YES = Adverbs.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
do you	REMEMBER	YOU		You say "I do" (REMEMBER) when you are being married; YOU = You; Hence DO YOU.
usual	RETURN	ADJ		When things happen repeatedly (RETURN), it may become USUAL.
more usual	RETURN	ADJ+ER		When things happen repeatedly (RETURN), it may become USUAL.
most usual	RETURN	ADJ+EST		When things happen repeatedly (RETURN), it may become USUAL.
again	*RETURN*	*ADVERB*		*If you RETURN, you do something AGAIN*
usually	RETURN	ADVERB		When things happen repeatedly (RETURN), it may become USUAL.
upside down	*RETURN*	*PREP*		*Turn (RETURN) something over and it will be UPSIDE DOWN.*
common	*RETURN*	*SECOND*	*ADJ*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
more common	*RETURN*	*SECOND*	*ADJ+ER*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
most common	*RETURN*	*SECOND*	*ADJ+EST*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
to return	*RETURN*	*SECOND*	*TO+VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
return	*RETURN*	*SECOND*	*VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returned	*RETURN*	*SECOND*	*VERB+ED*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returning	*RETURN*	*SECOND*	*VERB+ING*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
returns	*RETURN*	*SECOND*	*VERB+S*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
commonly	*RETURN*	*SECOND*	*YES*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON; YES = Adverbs.*
to turn	RETURN	TO+VERB		The arrows (RETURN) are TURNing.
turn	RETURN	VERB		The arrows (RETURN) are TURNing.
turned	RETURN	VERB+ED		The arrows (RETURN) are TURNing.
turning	RETURN	VERB+ING		The arrows (RETURN) are TURNing.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
turns	RETURN	VERB+S		The arrows (RETURN) are TURNing.
usually	*RETURN*	*YES*		*When things happen repeatedly (RETURN), it may become USUAL; YES = Adverbs.*
fat	SCALES	ADJ		Some sausages (SCALES) contain a lot of FAT.
fatter	SCALES	ADJ+ER		Some sausages (SCALES) contain a lot of FAT.
fattest	SCALES	ADJ+EST		Some sausages (SCALES) contain a lot of FAT.
even	*SCALES*	*ADVERB*		*You balance the SCALES until they are EVEN.*
pork	SCALES	APPLE		SCALES = Meats; PORK is eaten with APPLE sauce.
than	*SCALES*	*CONJ*		*This weighs (SCALES) more THAN that.*
hot dog	SCALES	DOG		SCALES = Meats; The DOG icon shows a dog; Hence HOT DOG.
turkey	SCALES	EAR		SCALES = Meats; The TURKEY is a noisy (EAR) bird.
steak	SCALES	HAMMER		SCALES = Meats; You can tenderize STEAK with a mallet (HAMMER).
ham	SCALES	MASKS		SCALES = Meats; Actors (MASKS) are sometimes called HAMs.
chicken	SCALES	MORNING		SCALES = Meats; You might hear a CHICKEN in the MORNING.
meat	SCALES	NOUN		MEAT is shown on the SCALES.
meats	SCALES	NOUN PL		MEAT is shown on the SCALES.
third	SCALES	NUMBER		The NUMBER "3rd" (THIRD) is shown on the SCALES icon.
hamburger	SCALES	OPEN		SCALES = Meats; You take away a HAMBURGER in a box (OPEN).
bacon	SCALES	RAINBOW		SCALES = Meats; The RAINBOW looks like strips of BACON.
sausage	SCALES	SCALES		SCALES = Meats; There are SAUSAGE links on the SCALES.
heavy	*SCALES*	*SECOND*	*ADJ*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
heavier	*SCALES*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
heaviest	*SCALES*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
to hang	*SCALES*	*SECOND*	*TO+VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
hang	*SCALES*	*SECOND*	*VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hung	*SCALES*	*SECOND*	*VERB+ED*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hanging	*SCALES*	*SECOND*	*VERB+ING*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
hangs	*SCALES*	*SECOND*	*VERB+S*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
heavily	*SCALES*	*SECOND*	*YES*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES; YES = Adverbs.*
pepperoni	SCALES	SNAIL		SCALES = Meats; The SNAIL icon looks like PEPPERONI.
bologna	SCALES	SPACE		SCALES = Meats; The round shapes of the planets (SPACE) are like BOLOGNA.
cheeseburger	SCALES	SUN		SCALES = Meats; The SUN icon looks like a CHEESEBURGER.
to weigh	SCALES	TO+VERB		You may WEIGH the sausage on the SCALES.
weigh	SCALES	VERB		You may WEIGH the sausage on the SCALES.
weighed	SCALES	VERB+ED		You may WEIGH the sausage on the SCALES.
weighing	SCALES	VERB+ING		You may WEIGH the sausage on the SCALES.
weighs	SCALES	VERB+S		You may WEIGH the sausage on the SCALES.
beef	SCALES	ZEBRA		SCALES = Meats; The ZEBRA is hoofed like a cow (BEEF).
sentence	SENTENCE	NOUN		Icon name.
sentences	SENTENCE	NOUN PL		Plural of icon name.
to tell	*SENTENCE*	*SECOND*	*TO+VERB*	*SECOND = Second level words; I'm going to TELL mommy on you.*
tell	*SENTENCE*	*SECOND*	*VERB*	*SECOND = Second level words; I'm going to TELL mommy on you.*
told	*SENTENCE*	*SECOND*	*VERB+ED*	*SECOND = Second level words; I'm going to TELL mommy on you.*
telling	*SENTENCE*	*SECOND*	*VERB+ING*	*SECOND = Second level words; I'm going to TELL mommy on you.*
tells	*SENTENCE*	*SECOND*	*VERB+S*	*SECOND = Second level words; I'm going to TELL mommy on you.*
to talk	SENTENCE	TO+VERB		The two people in the SENTENCE icon are TALKING to each other.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
talk	SENTENCE	VERB		The two people in the SENTENCE icon are TALKING to each other.
talked	SENTENCE	VERB+ED		The two people in the SENTENCE icon are TALKING to each other.
talking	SENTENCE	VERB+ING		The two people in the SENTENCE icon are TALKING to each other.
talks	SENTENCE	VERB+S		The two people in the SENTENCE icon are TALKING to each other.
she will	SHE	BOOK		SHE = She; Will you read me a book?; Hence SHE WILL.
she might	SHE	ELEPHANT		SHE = She; The ELEPHANTs are mighty; Hence SHE MIGHT.
she did	SHE	FAMILY		SHE = She; The FAMILY did dress up for their picture; Hence SHE DID.
she may	SHE	FLOWERS		SHE = She; May FLOWERS; Hence SHE MAY.
she is going	SHE	FROG		SHE = She; The FROG is going to jump; Hence SHE IS GOING.
she must	SHE	HAMMER		SHE = She; Many people must go to work (HAMMER); Hence SHE MUST.
she would	SHE	HOUSE		SHE = She; You build HOUSEs with wood (sounds like would); Hence SHE WOULD.
she can	SHE	JUICE		SHE = She; You drink a can of JUICE; Hence SHE CAN.
she won't	SHE	KNOT	BOOK	SHE = She; KNOT = Negation; Will you read me a BOOK?; Hence SHE WON'T.
she might not	SHE	KNOT	ELEPHANT	SHE = She; KNOT = Negation; The ELEPHANTs are mighty; Hence SHE MIGHT NOT.
she didn't	SHE	KNOT	FAMILY	SHE = She; KNOT = Negation; The FAMILY did dress up for their picture; Hence SHE DIDN'T.
she may not	SHE	KNOT	FLOWERS	SHE = She; KNOT = Negation; May FLOWERS; Hence SHE MAY NOT.
she isn't going	SHE	KNOT	FROG	SHE = She; KNOT = Negation; The FROG is going to jump; Hence SHE ISN'T GOING.
she mustn't	SHE	KNOT	HAMMER	SHE = She; KNOT = Negation; Many people must go to work (HAMMER); Hence SHE MUSTN'T.
she wouldn't	SHE	KNOT	HOUSE	SHE = She; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence SHE WOULDN'T.
she can't	SHE	KNOT	JUICE	SHE = She; KNOT = Negation; You drink a can of JUICE; Hence SHE CAN'T.
she doesn't know	SHE	KNOT	KNOW	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T KNOW.
she doesn't love	*SHE*	*KNOT*	*LOVE*	*SHE = SHE; KNOT = Negation; LOVE is the icon name; Hence SHE DOESN'T LOVE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
she doesn't feel	*SHE*	*KNOT*	*MASKS*	*SHE = SHE; KNOT = Negation The MASKS express emotion or how you feel; Hence SHE DOESN'T FEEL.*
she hasn't	SHE	KNOT	MONEY	SHE = She; KNOT = Negation; The icon has MONEY on it; Hence SHE HASN'T.
she shouldn't	SHE	KNOT	POLICE	SHE = She; KNOT = Negation; You should obey the POLICE officer; Hence SHE SHOULDN'T.
she isn't	SHE	KNOT	QUEENBEE	SHE = She; KNOT = Negation; The QUEENBEE is busy; Hence SHE ISN'T.
she doesn't	SHE	KNOT	REMEMBER	SHE = She; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence SHE DOESN'T.
she shall not	SHE	KNOT	SNAIL	SHE = She; KNOT = Negation; Most SNAILs live in shallow waters; Hence SHE SHALL NOT.
she doesn't like	SHE	KNOT	SUN	SHE = She; KNOT = Negation; The SUN is happy and lik(e)able; Hence SHE DOESN'T LIKE.
she doesn't think	SHE	KNOT	THINK	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T THINK.
she didn't used to	SHE	KNOT	TIME	SHE = She; KNOT = Negation; Father TIME used to be young; Hence SHE DIDN'T USED TO.
she couldn't	SHE	KNOT	TRUCK	SHE = She; KNOT = Negation; The TRUCK has a little engine that could; Hence SHE COULDN'T.
she doesn't need	SHE	KNOT	UMBRELLA	SHE = She; KNOT = Negation; An UMBRELLA is needed when it rains; Hence SHE DOESN'T NEED.
she doesn't have to	SHE	KNOT	VOLT	SHE = She; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence SHE DOESN'T HAVE TO.
she doesn't want	SHE	KNOT	WANTED	SHE = She; KNOT = Negation; The WANTED icon shows a wanted man; Hence SHE DOESN'T WANT.
she wasn't	SHE	KNOT	WATCH	SHE = She; KNOT = Negation; Was the WATCH correct?; Hence SHE WASN'T.
she hadn't	SHE	KNOT	YORK	SHE = She; KNOT = Negation; Everyone had a good time in the city (YORK); Hence SHE HADN'T.
she knows	SHE	KNOW		SHE = She; Icon name; Hence SHE KNOWS.
she loves	*SHE*	*LOVE*		*SHE = SHE; LOVE is the icon name; Hence SHE LOVES.*
she feels	*SHE*	*MASKS*		*SHE = SHE; The MASKS express emotion or how you feel; Hence SHE FEELS.*
she has	SHE	MONEY		SHE = She; The icon has MONEY on it; Hence SHE HAS.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
her	SHE	OBJ		Objective Pronoun (HER) follows sequence: Pronoun (SHE) + OBJ.
she should	SHE	POLICE		SHE = She; You should obey the POLICE officer; Hence SHE SHOULD.
her	SHE	POSS		Possessive Adjective (HER) follows sequence: Pronoun (SHE) + POSS.
she is	SHE	QUEENBEE		SHE = She; the QUEENBEE is busy; Hence SHE IS.
she does	SHE	REMEMBER		SHE = She; You say "I do" (REMEMBER) when you are being married; Hence SHE DOES.
she	SHE	SHE		Subject Pronoun (SHE) follows sequence: Pronoun (SHE) + Pronoun (SHE).
she shall	SHE	SNAIL		SHE = She; Most SNAILs live in shallow waters; Hence SHE SHALL.
she likes	SHE	SUN		SHE = She; The SUN is happy and lik(e)able; Hence SHE LIKES.
she thinks	SHE	THINK		SHE = She; Icon name; Hence SHE THINKS.
she used to	SHE	TIME		SHE = She; Father TIME used to be young; Hence SHE USED TO.
she could	SHE	TRUCK		SHE = She; The TRUCK has a little engine that could; Hence SHE COULD.
she needs	SHE	UMBRELLA		SHE = She; An UMBRELLA is needed when it rains; Hence SHE NEEDS.
she's	SHE	VERB		SHE = She; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence SHE'S.
she'd	SHE	VERB+ED		SHE = She; VERB+ED is used because of the "d" in "+ED"; Hence SHE'D.
she'll	SHE	VERB+ING		SHE = She; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence SHE'LL.
she's	SHE	VERB+S		SHE = She; VERB+S is used for the contracted "has" form because of the "+S"; Hence SHE'S.
she has to	SHE	VOLT		SHE = She; The storm (VOLT) has to pass; Hence SHE HAS TO.
she wants	SHE	WANTED		SHE = She; The WANTED icon shows a wanted man; Hence SHE WANTS.
she was	SHE	WATCH		SHE = She; Was the WATCH correct?; Hence SHE WAS.
she had	SHE	YORK		SHE = She; Everyone had a good time in the city (YORK); Hence SHE HAD.
just	*SHOE*	*ADVERB*		*There's JUST one SHOE.*
cricket	SHOE	APPLE		SHOE = Sports-related words; The APPLE looks like a CRICKET ball.
swimming	SHOE	BOY		SHOE = Sports-related words; The BOY is about to go SWIMMING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ice hockey	SHOE	DICE		SHOE = Sports-related words; The DICE look like ice (ICE HOCKEY) cubes.
wrestling	SHOE	ELEPHANT		SHOE = Sports-related words; The opponents in WRESTLING are very big (ELEPHANT) and strong.
gymnastics	SHOE	FROG		SHOE = Sports-related words; The FROG tumbles and jumps as do people in GYMNASTICS.
baseball	SHOE	HOUSE		SHOE = Sports-related words; Children play BASEBALL in their yard (HOUSE).
yeah	*SHOE*	*INTERJ*		*Yell "YEAH" for the winner of the race (SHOE).*
fishing	SHOE	ISLAND		SHOE = Sports-related words; You go FISHING in the lake (ISLAND).
softball	SHOE	KNOW		SHOE = Sports-related words; The shape of the graduation cap (KNOW) is similar to a SOFTBALL diamond.
skiing	SHOE	MOUNTAIN		SHOE = Sports-related words; You go SKIING down the MOUNTAIN.
golf	SHOE	MUSIC		SHOE = Sports-related words; The musical note (MUSIC) looks like a GOLF club.
sport	SHOE	NOUN		SHOEs are worn to play SPORTs.
sports	SHOE	NOUN PL		SHOEs are worn to play SPORTS.
seventh	SHOE	NUMBER		The NUMBER "7th" (SEVENTH) is shown on the SHOE icon.
skating	SHOE	PEOPLE		SHOE = Sports-related words; PEOPLE can all hold hands when they go SKATING.
across	*SHOE*	*PREP*		*You walk (SHOE) ACROSS the street.*
athletics(UK)/ track(US)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of an ATHLETICS/TRACK field.
track(US)/ athletics(UK)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of a TRACK/ATHLETICS field.
to run	*SHOE*	*SECOND*	*TO+VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
run	*SHOE*	*SECOND*	*VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
ran	*SHOE*	*SECOND*	*VERB+ED*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
running	*SHOE*	*SECOND*	*VERB+ING*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
runs	*SHOE*	*SECOND*	*VERB+S*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
football	SHOE	SHOE		SHOE = Sports-related words; You kick (SHOE) the ball with your foot in FOOTBALL.
bowling	SHOE	SPACE		SHOE = Sports-related words; The SPACE icon has a planet that looks like a BOWLING ball.
soccer	SHOE	THINK		SHOE = Sports-related words; In SOCCER, you can use your head (THINK) with the ball.
to walk	SHOE	TO+VERB		You wear SHOEs to WALK.
walk	SHOE	VERB		You wear SHOEs to WALK.
walked	SHOE	VERB+ED		You wear SHOEs to WALK.
walking	SHOE	VERB+ING		You wear SHOEs to WALK.
walks	SHOE	VERB+S		You wear SHOEs to WALK.
basketball	SHOE	WATCH		SHOE = Sports-related words; The BASKETBALL is round like the WATCH.
slow	SNAIL	ADJ		Some people move as SLOW as a SNAIL.
slower	SNAIL	ADJ+ER		Some people move as SLOW as a SNAIL.
slowest	SNAIL	ADJ+EST		Some people move as SLOW as a SNAIL.
slowly	SNAIL	ADVERB		Some people move as SLOW as a SNAIL.
somebody	SNAIL	BOY		SNAIL = Some (S for SNAIL/Some); The BOY icon represents body parts; Hence SOMEBODY.
some	*SNAIL*	*DET*		*SOME people are as slow as a SNAIL.*
someway	SNAIL	EXIT		SNAIL = Some (S for SNAIL/Some); The EXIT points the way; Hence SOMEWAY.
somehow	SNAIL	HAMMER		SNAIL = Some (S for SNAIL/Some); You may say "Ow!" if you hit yourself with a HAMMER ("Ow" sounds like how); Hence SOMEHOW.
shall he	SNAIL	HE		Most SNAILs live in shallow waters; HE = He; Hence SHALL HE.
shall I	SNAIL	I		Most SNAILs live in shallow waters; I = I; Hence SHALL I.
somewhere	SNAIL	ISLAND		SNAIL = Some (S for SNAIL/Some); You use a map (ISLAND) to find out where you are and where you are going; Hence SOMEWHERE.
shall it	SNAIL	IT		Most SNAILs live in shallow waters; IT = It; Hence SHALL IT.
shall he not	SNAIL	KNOT	HE	Most SNAILs live in shallow waters; KNOT = Negation; HE = He; Hence SHALL HE NOT.
shall I not	SNAIL	KNOT	I	Most SNAILs live in shallow waters; KNOT = Negation; I = I; Hence SHALL I NOT.
shall it not	SNAIL	KNOT	IT	Most SNAILs live in shallow waters; KNOT = Negation; IT = It; Hence SHALL IT NOT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shall she not	SNAIL	KNOT	SHE	Most SNAILs live in shallow waters; KNOT = Negation; SHE = She; Hence SHALL SHE NOT.
shall they not	SNAIL	KNOT	THEY	Most SNAILs live in shallow waters; KNOT = Negation; THEY = They; Hence SHALL THEY NOT.
shall we not	SNAIL	KNOT	WE	Most SNAILs live in shallow waters; KNOT = Negation; WE = We; Hence SHALL WE NOT.
shall you not	SNAIL	KNOT	YOU	Most SNAILs live in shallow waters; KNOT = Negation; YOU = You; Hence SHALL YOU NOT.
some more	SNAIL	MUSIC		SNAIL = Some (S for SNAIL/Some); Do you want to hear more MUSIC?; Hence SOME MORE.
relaxation	SNAIL	NOUN		Slowness and RELAXATION are associated with SNAILs.
thirty-first	SNAIL	NUMBER		The NUMBER "31st" (THIRTY-FIRST) falls three rows below the "1" icon (SNAIL).
inside	*SNAIL*	*PREP*		*The SNAIL may crawl INSIDE his shell.*
somewhat	*SNAIL*	*QUESTION*		*SNAIL = Some (S for SNAIL/Some); We ask the QUESTION "what" ; Hence SOMEWHAT.*
shall she	SNAIL	SHE		Most SNAILs live in shallow waters; SHE = She; Hence SHALL SHE.
someone	SNAIL	SUN		SNAIL = Some (S for SNAIL/Some); Only one SUN is seen on the icon; Hence SOMEONE.
shall they	SNAIL	THEY		Most SNAILs live in shallow waters; THEY = They; Hence SHALL THEY.
to relax	SNAIL	TO+VERB		The SNAIL is slow and RELAXed.
something	SNAIL	TRUCK		SNAIL = Some (S for SNAIL/Some); You can haul almost anything in a TRUCK; Hence SOMETHING.
somewhat	SNAIL	TV		SNAIL = Some (S for SNAIL/Some); We ask the question "what" (TV); Hence SOMEWHAT.
relax	SNAIL	VERB		The SNAIL is slow and RELAXed.
relaxed	SNAIL	VERB+ED		The SNAIL is slow and RELAXed.
relaxing	SNAIL	VERB+ING		The SNAIL is slow and RELAXed.
relaxes	SNAIL	VERB+S		The SNAIL is slow and RELAXed.
sometime	SNAIL	WATCH		SUN = Some (S for SNAIL/Some); A WATCH tells us the time; Hence SOMETIME.
shall we	SNAIL	WE		Most SNAILs live in shallow waters; WE = We; Hence SHALL WE.
slowly	*SNAIL*	*YES*		*Some people move as SLOW as a SNAIL; YES = Adverbs.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
shall you	SNAIL	YOU		Most SNAILs live in shallow waters; YOU = You; Hence SHALL YOU.
high	SPACE	ADJ		The rocket (SPACE) flies HIGH into space.
higher	SPACE	ADJ+ER		The rocket (SPACE) flies HIGH into space.
highest	SPACE	ADJ+EST		The rocket (SPACE) flies HIGH into space.
highly	SPACE	ADVERB		The rocket (SPACE) flies HIGH into space.
last	SPACE	ELEPHANT		SPACE = Spatial-related words; One ELEPHANT is LAST.
middle	SPACE	FAMILY		SPACE = Spatial-related words; The child (FAMILY) is sitting in the MIDDLE.
awesome	*SPACE*	*INTERJ*		*Outer SPACE is AWESOME.*
spatial concept	*SPACE*	*NOUN*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
spatial concepts	*SPACE*	*NOUN PL*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
next	SPACE	PEOPLE		SPACE = Spatial-related words; The PEOPLE are walking NEXT to one another.
off	*SPACE*	*PREP*		*The rocket blasts OFF into SPACE.*
first	SPACE	SUN		SPACE = Spatial-related words; The number "1" (FIRST) is on the SUN icon.
to fly	SPACE	TO+VERB		The rocket FL(Y)ies into outer SPACE.
fly	SPACE	VERB		The rocket FL(Y)ies into outer SPACE.
flew	SPACE	VERB+ED		The rocket FL(Y)ies into outer SPACE.
flown	SPACE	VERB+EN		The rocket FL(Y)ies into outer SPACE.
flying	SPACE	VERB+ING		The rocket FL(Y)ies into outer SPACE.
flies	SPACE	VERB+S		The rocket FL(Y)ies into outer SPACE.
highly	*SPACE*	*YES*		*The rocket (SPACE) flies HIGH into space; YES = Adverbs.*
a	*STOP*	*DET*		*A STOP sign is shown on the icon.*
to wait	*STOP*	*SECOND*	*TO+VERB*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
wait	*STOP*	*SECOND*	*VERB*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waited	*STOP*	*SECOND*	*VERB+ED*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waiting	*STOP*	*SECOND*	*VERB+ING*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
waits	*STOP*	*SECOND*	*VERB+S*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
to stop	STOP	TO+VERB		Icon name.
stop	STOP	VERB		Icon name.
stopped	STOP	VERB+ED		Icon name.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
stopping	STOP	VERB+ING		Icon name.
stops	STOP	VERB+S		Icon name.
straight	SUIT	ADJ		The tie (SUIT) is STRAIGHT.
straighter	SUIT	ADJ+ER		The tie (SUIT) is STRAIGHT.
straightest	SUIT	ADJ+EST		The tie (SUIT) is STRAIGHT.
so	*SUIT*	*ADVERB*		*You look SO good when you dress (SUIT) up.*
underwear	SUIT	APPLE		SUIT = Clothing-related words; ®Fruit (APPLE) of the Loom is a common brand name of UNDERWEAR.
pajamas	SUIT	BED		SUIT = Clothing-related words; You wear PAJAMAS when you go to BED.
shirt	SUIT	BOOK		SUIT = Clothing-related words; Shakespeare (BOOK) is wearing an unusual SHIRT collar.
swim suit(US)/ swimming costume(UK)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIM SUIT/ SWIMMING COSTUME.
swimming costume(UK)/ swim suit(US)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIMMING COSTUME /SWIM SUIT.
belt	SUIT	CHAIR		SUIT = Clothing-related words; The CHAIR has a BELT on it.
sock	SUIT	DICE		SUIT = Clothing-related words; SOCKs come in pairs (DICE).
earring	SUIT	EAR		SUIT = Clothing-related words; You wear an EARRING on your EAR.
skirt	SUIT	FAMILY		SUIT = Clothing-related words; The woman in the FAMILY icon is wearing a SKIRT.
scarf	SUIT	FLOWERS		SUIT = General types of clothing; The lei (FLOWERS) goes around your neck like a SCARF.
hat	SUIT	GIRL		SUIT = Clothing-related words; The GIRL is wearing a HAT.
undershirt(US)/ vest(UK)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the UNDERSHIRT/VEST are thin like the rope (KNOT).
vest(UK)/undershirt(US)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the VEST/UNDERSHIRT are thin like the rope (KNOT).
diaper(US)/ nappy(UK)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a DIAPER/NAPPY.
nappy(UK)/ diaper(US)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a NAPPY/DIAPER.
dress	SUIT	MASKS		SUIT = Clothing-related words; You DRESS up when you go to the theater/theatre (MASKS).
bra	SUIT	MORNING		SUIT = Clothing-related words; You put on your BRA in the MORNING.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
boot	SUIT	MOUNTAIN		SUIT = Clothing-related words; You wear your BOOTs when climbing MOUNTAINs.
tights	SUIT	MUSIC		SUIT = Clothing-related words; The MUSIC note looks like TIGHTS.
nightie	SUIT	NIGHT		SUIT = Clothing-related words; You wear a NIGHTIE at NIGHT.
clothing	SUIT	NOUN		SUITs are a type of CLOTHING.
clothes	SUIT	NOUN PL		SUITs are a type of clothing (CLOTHES).
fourth	SUIT	NUMBER		The NUMBER "4th" (FOURTH) is shown on the SUIT icon.
jumper(UK)/ sweater(US)	SUIT	OPEN		SUIT = Clothing-related words; You store your JUMPERs/SWEATERs in a chest (OPEN).
sweater(US)/ jumper(UK)	SUIT	OPEN		SUIT = Clothing-related words; You store your SWEATERs/JUMPERs in a chest (OPEN).
pants	SUIT	PEOPLE		SUIT = Clothing-related words; A person (PEOPLE) in the icon is wearing PANTS.
jacket	SUIT	POLICE		SUIT = Clothing-related words; The POLICEman is wearing a JACKET.
for	*SUIT*	*PREP*		*Some people wear SUITs FOR work.*
t-shirt	SUIT	RAINBOW		SUIT = Clothing-related words; -SHIRTs come in many colors (RAINBOW).
mitten	SUIT	REMEMBER		SUIT = Clothing-related words; Keep your fingers (REMEMBER) warm in a MITTEN.
knickers(UK)/ panties(US)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the KNICKERS/ PANTIES looks like the RETURN icon.
panties(US)/knickers(UK)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the PANTIES/KNICKERS looks like the RETURN icon.
to wear	*SUIT*	*SECOND*	*TO+VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wear	*SUIT*	*SECOND*	*VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wore	*SUIT*	*SECOND*	*VERB+ED*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
worn	*SUIT*	*SECOND*	*VERB+EN*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wearing	*SUIT*	*SECOND*	*VERB+ING*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
wears	*SUIT*	*SECOND*	*VERB+S*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
shoe	SUIT	SHOE		SUIT = Clothing-related words; Icon name.
coat	SUIT	SUIT		SUIT = Clothing-related words; The SUIT icon shows a COAT.
shorts	SUIT	SUN		SUIT = Clothing-related words; You wear SHORTS in the summer (SUN).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
jeans	SUIT	THINK		SUIT = Clothing-related words; The woman (THINK) may go to school in JEANS.
loose	SUIT	THMBS DN		SUIT = Clothing-related words; You slide a tie's knot down (THMBS DN) to LOOSEn it.
tight	SUIT	THMBS UP		SUIT = Clothing-related words; You slide a tie's knot up (THMBS UP) to TIGHTen it.
to dress	SUIT	TO+VERB		You DRESS in clothing (SUIT).
umbrella	SUIT	UMBRELLA		SUIT = Clothing-related words; Icon name.
dress	SUIT	VERB		You DRESS in clothing (SUIT).
dressed	SUIT	VERB+ED		You DRESS in clothing (SUIT).
dressing	SUIT	VERB+ING		You DRESS in clothing (SUIT).
dresses	SUIT	VERB+S		You DRESS in clothing (SUIT).
watch	SUIT	WATCH		SUIT = Clothing-related words; Icon name.
funny	SUN	ADJ		You smile (SUN) when you are having FUN.
funnier	SUN	ADJ+ER		You smile (SUN) when you are having FUN.
funniest	SUN	ADJ+EST		You smile (SUN) when you are having FUN.
today	*SUN*	*ADVERB*		*The SUN may be shining TODAY.*
does he like	SUN	HE		The SUN is happy and lik(e)able; HE = He; Hence DOES HE LIKE.
do I like	SUN	I		The SUN is happy and lik(e)able; I = I; Hence DO I LIKE.
ha ha ha	*SUN*	*INTERJ*		*The SUN looks like it's laughing "HA HA HA!"*
does it like	SUN	IT		The SUN is happy and lik(e)able; IT = It; Hence DOES IT LIKE.
doesn't he like	SUN	KNOT	HE	The SUN is happy and lik(e)able; KNOT = Negation; HE = He; Hence DOESN'T HE LIKE.
don't I like	SUN	KNOT	I	The SUN is happy and lik(e)able; KNOT = Negation; I = I; Hence DON'T I LIKE.
doesn't it like	SUN	KNOT	IT	The SUN is happy and lik(e)able; KNOT = Negation; IT = It; Hence DOESN'T IT LIKE.
doesn't she like	SUN	KNOT	SHE	The SUN is happy and lik(e)able; KNOT = Negation; SHE = She; Hence DOESN'T SHE LIKE.
don't they like	SUN	KNOT	THEY	The SUN is happy and lik(e)able; KNOT = Negation; THEY = They; Hence DON'T THEY LIKE.
don't we like	SUN	KNOT	WE	The SUN is happy and lik(e)able; KNOT = Negation; WE = We; Hence DON'T WE LIKE.
don't you like	SUN	KNOT	YOU	The SUN is happy and lik(e)able; KNOT = Negation; YOU = You; Hence DON'T YOU LIKE.
fun	SUN	NOUN		You smile (SUN) when you are having FUN.
joke	SUN	NOUN		The SUN icon is used to store JOKEs and riddles.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
first	SUN	NUMBER		The NUMBER "1st" (FIRST) is shown on the SUN icon.
silly	*SUN*	*SECOND*	*ADJ*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
sillier	*SUN*	*SECOND*	*ADJ+ER*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silliest	*SUN*	*SECOND*	*ADJ+EST*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
to laugh	*SUN*	*SECOND*	*TO+VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laugh	*SUN*	*SECOND*	*VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughed	*SUN*	*SECOND*	*VERB+ED*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughing	*SUN*	*SECOND*	*VERB+ING*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
laughs	*SUN*	*SECOND*	*VERB+S*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
does she like	SUN	SHE		The SUN is happy and lik(e)able; SHE = She; Hence DOES SHE LIKE.
do they like	SUN	THEY		The SUN is happy and lik(e)able; THEY = They; Hence DO THEY LIKE.
to like	SUN	TO+VERB		The SUN is happy and LIK(E)able.
like	SUN	VERB		The SUN is happy and LIK(E)able.
liked	SUN	VERB+ED		The SUN is happy and LIK(E)able.
liking	SUN	VERB+ING		The SUN is happy and LIK(E)able.
likes	SUN	VERB+S		The SUN is happy and LIK(E)able.
do we like	SUN	WE		The SUN is happy and lik(e)able; WE = We; Hence DO WE LIKE.
do you like	SUN	YOU		The SUN is happy and lik(e)able; YOU = You; Hence DO YOU LIKE.
they will	THEY	BOOK		THEY = They; Will you read me a BOOK?; Hence THEY WILL.
they might	THEY	ELEPHANT		THEY = They; The ELEPHANTs are mighty; Hence THEY MIGHT.
they did	THEY	FAMILY		THEY = They; The FAMILY did dress up for their picture; Hence THEY DID.
they may	THEY	FLOWERS		THEY = They; May FLOWERS; Hence THEY MAY.

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Message	Icon 1	Icon 2	Icon 3	Rationale
they are going	THEY	FROG		THEY = They; The FROGs are going to jump; Hence THEY ARE GOING.
they must	THEY	HAMMER		THEY = They; Many people must go to work (HAMMER); Hence THEY MUST.
they would	THEY	HOUSE		THEY = They; You build HOUSEs with wood (sounds like would); Hence THEY WOULD.
they can	THEY	JUICE		THEY = They; You drink a can of JUICE; Hence THEY CAN.
they won't	THEY	KNOT	BOOK	THEY = They; KNOT = Negation; Will you read me a BOOK?; Hence THEY WON'T.
they might not	THEY	KNOT	ELEPHANT	THEY = They; KNOT = Negation; The ELEPHANTs are mighty; Hence THEY MIGHT NOT.
they didn't	THEY	KNOT	FAMILY	THEY = They; KNOT = Negation; The FAMILY did dress up for their picture; Hence THEY DIDN'T.
they may not	THEY	KNOT	FLOWERS	THEY = They; KNOT = Negation; May FLOWERS; Hence THEY MAY NOT.
they aren't going	THEY	KNOT	FROG	THEY = They; KNOT = Negation; The FROGs are going to jump; Hence THEY AREN'T GOING.
they mustn't	THEY	KNOT	HAMMER	THEY = They; KNOT = Negation; Many people must go to work (HAMMER); Hence THEY MUSTN'T.
they wouldn't	THEY	KNOT	HOUSE	THEY = They; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence THEY WOULDN'T.
they can't	THEY	KNOT	JUICE	THEY = They; KNOT = Negation; You drink a can of JUICE; Hence THEY CAN'T.
they don't know	THEY	KNOT	KNOW	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T KNOW.
they don't love	*THEY*	*KNOT*	*LOVE*	*THEY = THEY; KNOT = Negation; LOVE is the icon name; Hence THEY DON'T LOVE.*
they don't feel	*THEY*	*KNOT*	*MASKS*	*THEY = THEY; KNOT = Negation The MASKS express emotion or how you feel; Hence THEY DON'T FEEL.*
they haven't	THEY	KNOT	MONEY	THEY = They; KNOT = Negation; It's always good to have MONEY; Hence THEY HAVEN'T.
they shouldn't	THEY	KNOT	POLICE	THEY = They; KNOT = Negation; You should obey the POLICE officer; Hence THEY SHOULDN'T.
they aren't	THEY	KNOT	QUEENBEE	THEY = They; KNOT = Negation; QUEENBEEs are busy; Hence THEY AREN'T.
they don't	THEY	KNOT	REMEMBER	THEY = They; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence THEY DON'T.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they shall not	THEY	KNOT	SNAIL	THEY = They; KNOT = Negation; Most SNAILs live in shallow waters; Hence THEY SHALL NOT.
they don't like	THEY	KNOT	SUN	THEY = They; KNOT = Negation; The SUN is happy and lik(e)able; Hence THEY DON'T LIKE.
they don't think	THEY	KNOT	THINK	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T THINK.
they didn't used to	THEY	KNOT	TIME	THEY = They; KNOT = Negation; Father TIME used to be young; Hence THEY DIDN'T USED TO.
they couldn't	THEY	KNOT	TRUCK	THEY = They; KNOT = Negation; The TRUCK has a little engine that could; Hence THEY COULDN'T.
they don't need	THEY	KNOT	UMBRELLA	THEY = They; KNOT = Negation; An UMBRELLA is needed when it rains; Hence THEY DON'T NEED.
they don't have to	THEY	KNOT	VOLT	THEY = They; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence THEY DON'T HAVE TO.
they don't want	THEY	KNOT	WANTED	THEY = They; KNOT = Negation; The WANTED icon shows a wanted man; Hence THEY DON'T WANT.
they weren't	THEY	KNOT	WATCH	THEY = They; KNOT = Negation; The WATCHes were telling the correct time; Hence THEY WEREN'T.
they hadn't	THEY	KNOT	YORK	THEY = They; KNOT = Negation; Everyone had a good time in the city (YORK); Hence THEY HADN'T.
they know	THEY	KNOW		THEY = They; Icon name; Hence THEY KNOW.
they love	*THEY*	*LOVE*		*THEY = THEY; LOVE is the icon name; Hence THEY LOVE.*
they feel	*THEY*	*MASKS*		*THEY = THEY; The MASKS express emotion or how you feel; Hence THEY FEEL.*
they have	THEY	MONEY		THEY = They; It's always good to have MONEY; Hence THEY HAVE.
them	THEY	OBJ		Objective Pronoun (THEM) follows sequence: Pronoun (THEY) + OBJ.
they should	THEY	POLICE		THEY = They; You should obey the POLICE officer; Hence THEY SHOULD.
their	THEY	POSS		POSSessive Adjective (THEIR) follows sequence: Pronoun (THEY) + POSS.
they are	THEY	QUEENBEE		THEY = They; QUEENBEEs are busy; Hence THEY ARE.
they do	THEY	REMEMBER		THEY = They; You say "I do" (REMEMBER) when you are being married; Hence THEY DO.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they shall	THEY	SNAIL		THEY = They; Most SNAILs live in shallow waters; Hence THEY SHALL.
they like	THEY	SUN		THEY = They; The SUN is happy and lik(e)able; Hence THEY LIKE.
they	THEY	THEY		Subject Pronoun (THEY) follows sequence: Pronoun (THEY) + Pronoun (THEY).
they think	THEY	THINK		THEY = They; Icon name; Hence THEY THINK.
they used to	THEY	TIME		THEY = They; Father TIME used to be young; Hence THEY USED TO.
they could	THEY	TRUCK		THEY = They; The TRUCK has a little engine that could; Hence THEY COULD.
they need	THEY	UMBRELLA		THEY = THEY; An UMBRELLA is needed when it rains.
they're	THEY	VERB		THEY = They; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence THEY'RE.
they'd	THEY	VERB+ED		THEY = They; VERB+ED is used because of the "d" in "+ED"; Hence THEY'D.
they'll	THEY	VERB+ING		THEY = They; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence THEY'LL.
they've	THEY	VERB+S		THEY = They; VERB+S is used for the contracted "has" form because of the "+S"; Hence THEY'VE.
they have to	THEY	VOLT		THEY = They; You have to come in when it's lightning (VOLT) during a storm; Hence THEY HAVE TO.
they want	THEY	WANTED		THEY = They; The WANTED icon shows a wanted man; Hence THEY WANT.
they were	THEY	WATCH		THEY = They; The WATCHes were telling the correct time; Hence THEY WERE.
they had	THEY	YORK		THEY = They; Everyone had a good time in the city (YORK); Hence THEY HAD.
why	*THINK*	*? WORD*		*To ask WHY is to THINK.*
bright	THINK	ADJ		The THINK icon shows a BRIGHT light.
brighter	THINK	ADJ+ER		The THINK icon shows a BRIGHT light.
brightest	THINK	ADJ+EST		The THINK icon shows a BRIGHT light.
brightly	THINK	ADVERB		The THINK icon shows a BRIGHT light.
does he think	THINK	HE		Icon name; HE = He; Hence DOES HE THINK.
do I think	THINK	I		Icon name; I = I; Hence DO I THINK.
does it think	THINK	IT		Icon name; IT = It; Hence DOES IT THINK.
doesn't he think	THINK	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE THINK.
don't I think	THINK	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I THINK.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't it think	THINK	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT THINK.
doesn't she think	THINK	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE THINK.
don't they think	THINK	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY THINK.
don't we think	THINK	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE THINK.
don't you think	THINK	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU THINK.
idea	THINK	NOUN		The THINK icon shows a woman who is thinking of an IDEA.
ideas	THINK	NOUN PL		The THINK icon shows a woman who is thinking of an IDEA.
thirteenth	THINK	NUMBER		The NUMBER "13th" (THIRTEENTH) falls one row below the "3" icon (THINK).
above	*THINK*	*PREP*		*The light bulb (THINK) is ABOVE the woman's head.*
able	*THINK*	*SECOND*	*ADJ*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
more able	*THINK*	*SECOND*	*ADJ+ER*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
most able	*THINK*	*SECOND*	*ADJ+EST*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
to understand	*THINK*	*SECOND*	*TO+VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understand	*THINK*	*SECOND*	*VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understood	*THINK*	*SECOND*	*VERB+ED*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understanding	*THINK*	*SECOND*	*VERB+ING*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understands	*THINK*	*SECOND*	*VERB+S*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
does she think	THINK	SHE		Icon name; SHE = She; Hence DOES SHE THINK.
do they think	THINK	THEY		Icon name; THEY = They; Hence DO THEY THINK.
dumb	*THINK*	*THMBS DN*		*THINK = Thinking-related words; At times, you may think you are DUMB (THMBS DN).*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
smart	*THINK*	*THMBS UP*		*THINK = Thinking-related words; At times, you may think you are SMART (THMBS UP).*
to think	THINK	TO+VERB		Icon name.
think	THINK	VERB		Icon name.
thought	THINK	VERB+ED		Icon name.
thinking	THINK	VERB+ING		Icon name.
thinks	THINK	VERB+S		Icon name.
do we think	THINK	WE		Icon name; WE = We; Hence DO WE THINK.
brightly	*THINK*	*YES*		*The THINK icon shows a BRIGHT light; YES = Adverbs.*
do you think	THINK	YOU		Icon name; YOU = You; Hence DO YOU THINK.
bad	THMBS DN	ADJ		You may signal THUMBS DOWN if things are BAD.
worse	THMBS DN	ADJ+ER		You may signal THUMBS DOWN if things are BAD.
worst	THMBS DN	ADJ+EST		You may signal THUMBS DOWN if things are BAD.
badly	THMBS DN	ADVERB		You may signal THUMBS DOWN if things are BAD.
yuk	*THMBS DN*	*INTERJ*		*When you do not like something (THUMBS DOWN), you may say ,"YUK!"*
hundredth	THMBS DN	NUMBER		The NUMBER "100th" (HUNDREDTH) is associated with the THUMBS DOWN icon.
down	*THMBS DN*	*PREP*		*The thumb (THUMBS DOWN) points DOWN.*
terrible	*THMBS DN*	*SECOND*	*ADJ*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
more terrible	*THMBS DN*	*SECOND*	*ADJ+ER*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
most terrible	*THMBS DN*	*SECOND*	*ADJ+EST*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
terribly	*THMBS DN*	*SECOND*	*YES*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words; YES = Adverbs.*
badly	*THMBS DN*	*YES*		*You may signal THUMBS DOWN if things are BAD; YES = Adverbs.*
good	THMBS UP	ADJ		You may signal THMBS UP if things are GOOD.
better	THMBS UP	ADJ+ER		You may signal THMBS UP if things are GOOD.
best	THMBS UP	ADJ+EST		You may signal THMBS UP if things are GOOD.
all right	*THMBS UP*	*ADVERB*		*You put your THMBS UP if things are ALL RIGHT.*
okay	*THMBS UP*	*INTERJ*		*You put your THMBS UP to indicate everything is OKAY.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
custard(UK)/pudding(US)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
pudding(US)/ custard(UK)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
cupcake	THMBS UP	KNOW		THMBS UP = Desserts/Puddings; You take CUPCAKEs to school (KNOW).
ice cream	THMBS UP	MOUNTAIN		THMBS UP = Desserts/Puddings; The snow on the MOUNTAINs resembles ICE CREAM.
dessert	THMBS UP	NOUN		DESSERTs/PUDDINGs are sweet (THMBS UP).
desserts	THMBS UP	NOUN PL		DESSERTs/PUDDINGs are sweet (THMBS UP).
up	*THMBS UP*	*PREP*		*The thumb (THMBS UP) points UP.*
great	*THMBS UP*	*SECOND*	*ADJ*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
greater	*THMBS UP*	*SECOND*	*ADJ+ER*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
greatest	*THMBS UP*	*SECOND*	*ADJ+EST*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
greatly	*THMBS UP*	*SECOND*	*YES*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job; YES = Adverbs.*
doughnut	THMBS UP	SPACE		THMBS UP = Desserts/Puddings; The ring around the planet (SPACE) looks like a DOUGHNUT.
pie	THMBS UP	SUN		THMBS UP = Desserts/Puddings; The SUN looks like a PIE.
candy(US)/ sweets(UK)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; CAND(Y)ies/SWEETs are good (THMBS UP).
sweets(UK)/ candy(US)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; SWEETs /CAND(Y)ies are good (THMBS UP).
cake	THMBS UP	WANTED		THMBS UP = Desserts/Puddings; A common CAKE is a birthday (WANTED) cake.
biscuit (UK)/cookie (US)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a BISCUIT /COOKIE.
cookie (US)/biscuit (UK)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a COOKIE /BISCUIT.
how old	*TIME*	*? WORD*		*HOW OLD is the man in the TIME icon?*
old	TIME	ADJ		Father TIME is an OLD man.
older	TIME	ADJ+ER		Father TIME is an OLD man.
oldest	TIME	ADJ+EST		Father TIME is an OLD man.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
September	TIME	BOOK		TIME = Calendar-related time words; The ninth (BOOK) month of the year is SEPTEMBER; Children get new BOOKs their first full month of school in SEPTEMBER.
August	TIME	BOY		TIME = Calendar-related time words; The eighth (BOY) month of the year is AUGUST; Many people swim (BOY) in AUGUST.
October	TIME	CACTUS		TIME = Calendar-related time words; The tenth (CACTUS) month of the year is OCTOBER; For many places the air is dry (CACTUS) and cold in OCTOBER.
since	*TIME*	*CONJ*		*It's been a long TIME SINCE that happened.*
November	TIME	DICE		TIME = Calendar-related time words; The eleventh (DICE) month of the year is NOVEMBER; You may find yourself playing games (DICE) inside on a cold cloudy NOVEMBER day.
June	TIME	EXIT		TIME = Calendar-related time words; The sixth (EXIT) month of the year is JUNE; For many children, school is out (EXIT) in JUNE.
May	TIME	FLOWERS		TIME = Calendar-related time words; The fifth (FLOWERS) month of the year is MAY; MAY FLOWERS.
February	TIME	HAMMER		TIME = Calendar-related time words; The second (HAMMER) month of the year is FEBRUARY; Many people have to crack (HAMMER) ice off their car in FEBRUARY.
did he used to	TIME	HE		Father TIME used to be young; HE = He; Hence DID HE USED TO.
weekend	TIME	HOUSE		TIME = Calendar-related time words; Many people rest at home (HOUSE) on the WEEKEND.
did I used to	TIME	I		Father TIME used to be young; I = I; Hence DID I USED TO.
did it used to	TIME	IT		Father TIME used to be young; IT = It; Hence DID IT USED TO.
didn't he used to	TIME	KNOT	HE	Father TIME used to be young; KNOT = Negation; HE = He; Hence DIDN'T HE USED TO.
didn't I used to	TIME	KNOT	I	Father TIME used to be young; KNOT = Negation; I = I; Hence DIDN'T I USED TO.
didn't it used to	TIME	KNOT	IT	Father TIME used to be young; KNOT = Negation; IT = It; Hence DIDN'T IT USED TO.
didn't she used to	TIME	KNOT	SHE	Father TIME used to be young; KNOT = Negation; SHE = She; Hence DIDN'T SHE USED TO.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
didn't they used to	TIME	KNOT	THEY	Father TIME used to be young; KNOT = Negation; THEY = They; Hence DIDN'T THEY USED TO.
didn't we used to	TIME	KNOT	WE	Father TIME used to be young; KNOT = Negation; WE = We; Hence DIDN'T WE USED TO.
didn't you used to	TIME	KNOT	YOU	Father TIME used to be young; KNOT = Negation; YOU = You; Hence DIDN'T YOU USED TO.
year	TIME	LOVE		TIME = Calendar-related time words; The baby (LOVE) has a birthday each YEAR.
month	TIME	NOUN		The calendar (TIME) has twelve MONTHs.
months	TIME	NOUN PL		The calendar (TIME) has twelve MONTHS.
twenty-fourth	TIME	NUMBER		The NUMBER "24th" (TWENTY-FOURTH) falls two rows below the "4" icon (TIME).
December	TIME	PHONE		TIME = Calendar-related time words; The twelfth (PHONE) month of the year is DECEMBER; Many people call (PHONE) relatives during DECEMBER's holidays.
through	*TIME*	*PREP*		*The sand falls THROUGH the hour-glass (TIME).*
March	TIME	SCALES		TIME = Calendar-related time words; The third (SCALES) month of the year is MARCH; Cold days of MARCH are balanced (SCALES) by warmer days.
bald	*TIME*	*SECOND*	*ADJ*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
balder	*TIME*	*SECOND*	*ADJ+ER*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
baldest	*TIME*	*SECOND*	*ADJ+EST*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
to cut	*TIME*	*SECOND*	*TO+VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
cut	*TIME*	*SECOND*	*VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
cut	*TIME*	*SECOND*	*VERB+ED*	*SECOND = Second level words; You CUT (TIME) the paper.*
cutting	*TIME*	*SECOND*	*VERB+ING*	*SECOND = Second level words; You CUT (TIME) the paper.*
cuts	*TIME*	*SECOND*	*VERB+S*	*SECOND = Second level words; You CUT (TIME) the paper.*
baldly	*TIME*	*SECOND*	*YES*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man; YES = Adverbs.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
did she used to	TIME	SHE		Father TIME used to be young; SHE = She; Hence DID SHE USED TO.
July	TIME	SHOE		TIME = Calendar-related time words; The seventh (SHOE) month of the year is JULY; You may put on your casual SHOEs to vacation in JULY.
April	TIME	SUIT		TIME = Calendar-related time words; The fourth (SUIT) month of the year is APRIL; People wear lightweight clothes (SUIT) in the spring (APRIL).
January	TIME	SUN		TIME = Calendar-related time words; The first (SUN) month of the year is JANUARY; The SUN is coming up on a new year (JANUARY).
did they used to	TIME	THEY		Father TIME used to be young; THEY = They; Hence DID THEY USED TO.
to take	TIME	TO+VERB		TAKE your TIME.
week	TIME	TV		TIME = Calendar-related time words; A TV guide tells you what is on TV each WEEK.
take	TIME	VERB		TAKE your TIME.
took	TIME	VERB+ED		TAKE your TIME.
taken	TIME	VERB+EN		TAKE your TIME.
taking	TIME	VERB+ING		TAKE your TIME.
takes	TIME	VERB+S		TAKE your TIME.
did we used to	TIME	WE		Father TIME used to be young; WE = We; Hence DID WE USED TO.
did you used to	TIME	YOU		Father TIME used to be young; YOU = You; Hence DID YOU USED TO.
to	TO+VERB			Quick access to the frequently used word TO; TO is shown on the icon.
to eat	*TO+VERB*	*APPLE*		*You may EAT an APPLE.*
to wash	*TO+VERB*	*BATH*		*Take a BATH TO WASH yourself.*
to sleep	*TO+VERB*	*BED*		*A BED is to SLEEP in.*
to read	*TO+VERB*	*BOOK*		*You READ BOOKs.*
to swim	*TO+VERB*	*BOY*		*The BOY is about to go SWIMming.*
to dry	*TO+VERB*	*CACTUS*		*The desert (CACTUS) is DRY.*
to sit	*TO+VERB*	*CHAIR*		*A CHAIR is to SIT on.*
to store	*TO+VERB*	*COMPUTER*		*You can STORE things in a COMPUTER.*
to play	*TO+VERB*	*DICE*		*You may PLAY a game (DICE).*
to come	*TO+VERB*	*DOG*		*The DOG COMEs to you at your command.*
to hear	*TO+VERB*	*EAR*		*You HEAR with your EARs.*
to meet	*TO+VERB*	*ELEPHANT*		*The ELEPHANTs' trunk and tail MEET.*
to leave	*TO+VERB*	*EXIT*		*To LEAVE is to EXIT.*
to look	*TO+VERB*	*EYE*		*We LOOK at things with our EYEs.*
to join	*TO+VERB*	*FAMILY*		*A FAMILY is a group JOINed together.*
to give	*TO+VERB*	*FLOWERS*		*Everyone likes TO GIVE FLOWERS.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to go	*TO+VERB*	*FROG*		*Look at that FROG GO!*
to bring	*TO+VERB*	*GIRL*		BRING me the paper (GIRL).
to make	*TO+VERB*	*GOD*		*You can MAKE a shape (GOD) on your paper.*
to work	*TO+VERB*	*HAMMER*		*Building with a HAMMER is WORK.*
to live	*TO+VERB*	*HOUSE*		*Home (HOUSE) is where you LIVE.*
to end	*TO+VERB*	*ISLAND*		*We have reached the END of our trip (ISLAND).*
to drink	*TO+VERB*	*JUICE*		*You DRINK JUICE.*
to cook	*TO+VERB*	*KITCHEN*		*You COOK in the KITCHEN.*
to know	*TO+VERB*	*KNOW*		*Icon name.*
to love	*TO+VERB*	*LOVE*		*Icon name.*
to feel	*TO+VERB*	*MASKS*		*The MASKS express emotion or how you FEEL.*
to help	*TO+VERB*	*MEDICAL*		*Medicine (MEDICAL) HELPs you get well.*
to have	*TO+VERB*	*MONEY*		*It's always good to HAVE MONEY.*
to get	*TO+VERB*	*MORNING*		*We GET up in the MORNING.*
to fall	*TO+VERB*	*MOUNTAIN*		*Snow FALLs on the MOUNTAIN.*
to sing	*TO+VERB*	*MUSIC*		*You read MUSICal notes to SING.*
to write	*TO+VERB*	*NAME*		*You WRITE your NAME.*
to wish	*TO+VERB*	*NIGHT*		*Some people WISH upon a star (NIGHT).*
to count	*TO+VERB*	*NUMBER*		*COUNT the blocks on the NUMBER icon.*
to put	*TO+VERB*	*OPEN*		*A chest (OPEN) is for PUTting riches into.*
to follow	*TO+VERB*	*PEOPLE*		*The PEOPLE on the icon are FOLLOWing in a straight line.*
to say	*TO+VERB*	*PHONE*		*SAY is the most basic verb of communication (PHONE).*
to let	*TO+VERB*	*POLICE*		*LET us play cops (POLICE) and robbers.*
to be	*TO+VERB*	*QUEENBEE*		*A BEe is pictured in the QUEENBEE icon.*
to ask	*TO+VERB*	*QUESTION*		*To QUESTION is to ASK.*
to color(US)/to colour(UK)	*TO+VERB*	*RAINBOW*		*You may COLOR/COLOUR a RAINBOW in art class.*
to do	*TO+VERB*	*REMEMBER*		*You say "I DO" (REMEMBER) when you are being married.*
to turn	*TO+VERB*	*RETURN*		*The arrows (RETURN) are TURNing.*
to weigh	*TO+VERB*	*SCALES*		*You may WEIGH the sausage on the SCALES.*
to grow	*TO+VERB*	*SECOND*	*APPLE*	*APPLE = Food-related words; SECOND = Second level words; You GROW food.*
to shower	*TO+VERB*	*SECOND*	*BATH*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
to rest	*TO+VERB*	*SECOND*	*BED*	*BED = Sleeping-related words; SECOND = Second level words; You play to help you REST.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to study	*TO+VERB*	*SECOND*	*BOOK*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
to access	*TO+VERB*	*SECOND*	*CHAIR*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
to buy	*TO+VERB*	*SECOND*	*COMPUTER*	*SECOND = Second level words; We BOUGHT a COMPUTER.*
to match	*TO+VERB*	*SECOND*	*DICE*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
to speak	*TO+VERB*	*SECOND*	*DOG*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
to listen	*TO+VERB*	*SECOND*	*EAR*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
to pull	*TO+VERB*	*SECOND*	*ELEPHANT*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
to stay	*TO+VERB*	*SECOND*	*EXIT*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
to see	*TO+VERB*	*SECOND*	*EYE*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
to communicate	*TO+VERB*	*SECOND*	*FAMILY*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
to thank	*TO+VERB*	*SECOND*	*FLOWERS*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
to hurry	*TO+VERB*	*SECOND*	*FROG*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
to draw	*TO+VERB*	*SECOND*	*GIRL*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
to believe	*TO+VERB*	*SECOND*	*GOD*	*SECOND = Second level words; Many people BELIEVE in GOD.*
to use	*TO+VERB*	*SECOND*	*HAMMER*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
to own	*TO+VERB*	*SECOND*	*HOUSE*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
to find	*TO+VERB*	*SECOND*	*ISLAND*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
to swallow	*TO+VERB*	*SECOND*	*JUICE*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW your drink.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to mix	*TO+VERB*	*SECOND*	*KITCHEN*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
to learn	*TO+VERB*	*SECOND*	*KNOW*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
to kiss	*TO+VERB*	*SECOND*	*LOVE*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
to enjoy	*TO+VERB*	*SECOND*	*MASKS*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
to hurt	*TO+VERB*	*SECOND*	*MEDICAL*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
to pay	*TO+VERB*	*SECOND*	*MONEY*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
to light	*TO+VERB*	*SECOND*	*MORNING*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
to dance	*TO+VERB*	*SECOND*	*MUSIC*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
to spell	*TO+VERB*	*SECOND*	*NAME*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
to shine	*TO+VERB*	*SECOND*	*NIGHT*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
to keep	*TO+VERB*	*SECOND*	*OPEN*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
to care	*TO+VERB*	*SECOND*	*PEOPLE*	*SECOND = Second level words; God takes CARE of the PEOPLE.*
to call	*TO+VERB*	*SECOND*	*PHONE*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
to push	*TO+VERB*	*SECOND*	*POLICE*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
to mind	*TO+VERB*	*SECOND*	*QUEENBEE*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
to guess	*TO+VERB*	*SECOND*	*QUESTION*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
to paint	*TO+VERB*	*SECOND*	*RAINBOW*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
to remember	*TO+VERB*	*SECOND*	*REMEMBER*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to return	*TO+VERB*	*SECOND*	*RETURN*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
to hang	*TO+VERB*	*SECOND*	*SCALES*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
to tell	*TO+VERB*	*SECOND*	*SENTENCE*	*SECOND = Second level words; I'm going to TELL mommy on you.*
to run	*TO+VERB*	*SECOND*	*SHOE*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
to wait	*TO+VERB*	*SECOND*	*STOP*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
to wear	*TO+VERB*	*SECOND*	*SUIT*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
to laugh	*TO+VERB*	*SECOND*	*SUN*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
to understand	*TO+VERB*	*SECOND*	*THINK*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
to cut	*TO+VERB*	*SECOND*	*TIME*	*SECOND = Second level words; You CUT (TIME) the paper.*
to measure	*TO+VERB*	*SECOND*	*TRIANGLE*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
to move	*TO+VERB*	*SECOND*	*TRUCK*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van (TRUCK).*
to happen	*TO+VERB*	*SECOND*	*TV*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
to rain	*TO+VERB*	*SECOND*	*UMBRELLA*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
to mean	*TO+VERB*	*SECOND*	*WANTED*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
to begin	*TO+VERB*	*SECOND*	*WATCH*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
to calculate	*TO+VERB*	*SECOND*	*WRONG*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
to hate	*TO+VERB*	*SECOND*	*X-RAY*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
to build	*TO+VERB*	*SECOND*	*YORK*	*SECOND = Second level words; You BUILD a building (YORK).*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to talk	*TO+VERB*	*SENTENCE*		*The two people in the SENTENCE icon are TALKING to each other*
to walk	*TO+VERB*	*SHOE*		*You wear SHOEs to WALK.*
to relax	*TO+VERB*	*SNAIL*		*The SNAIL is slow and RELAXed.*
to fly	*TO+VERB*	*SPACE*		*The rocket FL(Y)ies into outer SPACE.*
to stop	*TO+VERB*	*STOP*		*Icon name.*
to dress	*TO+VERB*	*SUIT*		*You DRESS in clothing (SUIT).*
to like	*TO+VERB*	*SUN*		*The SUN is happy and LIK(E)able.*
to think	*TO+VERB*	*THINK*		*Icon name.*
to take	*TO+VERB*	*TIME*		*TAKE your TIME.*
to	*TO+VERB*	*TO+VERB*		*Quick access to the frequently used word TO; TO is shown on the icon.*
to try	*TO+VERB*	*TRIANGLE*		*TRY sounds like TRIANGLE.*
to drive	*TO+VERB*	*TRUCK*		*Some people DRIVE a TRUCK.*
to watch	*TO+VERB*	*TV*		*Many people WATCH TV.*
to need	*TO+VERB*	*UMBRELLA*		*An UMBRELLA is NEEDed when it rains.*
to charge	*TO+VERB*	*VOLT*		*CHARGE your batteries with VOLTs.*
to want	*TO+VERB*	*WANTED*		*The WANTED icon shows a WANTed criminal.*
to start	*TO+VERB*	*WATCH*		*The stopWATCH is activated at the START of a race.*
to figure	*TO+VERB*	*WRONG*		*FIGURE the math (WRONG) correctly.*
to die	*TO+VERB*	*X-RAY*		*The skull (X-RAY) represents those that DIE.*
to welcome	*TO+VERB*	*YORK*		*WELCOME to YORK city.*
to ride	*TO+VERB*	*ZEBRA*		*You may RIDE on a horse or a ZEBRA.*
exact	TRIANGLE	ADJ		The TRIANGLE ruler makes an EXACT line.
exactly	TRIANGLE	ADVERB		The TRIANGLE ruler makes an EXACT line.
heart	TRIANGLE	APPLE		TRIANGLE = Shape-related words; The shape of the APPLE resembles a HEART.
diamond	TRIANGLE	KNOW		TRIANGLE = Shape-related words; The graduation cap (KNOW) is shaped like a DIAMOND.
star	TRIANGLE	NIGHT		TRIANGLE = Shape-related words; You may see a STAR at NIGHT.
shape	TRIANGLE	NOUN		The TRIANGLE ruler is SHAPEd like a triangle.
shapes	TRIANGLE	NOUN PL		The TRIANGLE ruler is SHAPEd like a triangle.
oval	TRIANGLE	RETURN		TRIANGLE = Shape-related words; The RETURN icon looks like an OVAL.
to measure	*TRIANGLE*	*SECOND*	*TO+VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
measure	*TRIANGLE*	*SECOND*	*VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measured	*TRIANGLE*	*SECOND*	*VERB+ED*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measuring	*TRIANGLE*	*SECOND*	*VERB+ING*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
measures	*TRIANGLE*	*SECOND*	*VERB+S*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
to try	TRIANGLE	TO+VERB		TRY sounds like TRIANGLE.
triangle	TRIANGLE	TRIANGLE		TRIANGLE = Shape-related words; Icon name.
rectangle	TRIANGLE	TRUCK		TRIANGLE = Shape-related words; The TRUCK's trailer is a RECTANGLE shape.
square	TRIANGLE	TV		TRIANGLE = Shape-related words; The TV screen is SQUARE.
try	TRIANGLE	VERB		TRY sounds like TRIANGLE.
tried	TRIANGLE	VERB+ED		TRY sounds like TRIANGLE.
trying	TRIANGLE	VERB+ING		TRY sounds like TRIANGLE.
tries	TRIANGLE	VERB+S		TRY sounds like TRIANGLE.
circle	TRIANGLE	WATCH		TRIANGLE = Shape-related words; The WATCH is in the shape of a CIRCLE.
exactly	*TRIANGLE*	*YES*		*The TRIANGLE ruler makes an EXACT line; YES = Adverbs.*
backwards	*TRUCK*	*ADVERB*		*Sometimes a TRUCK moves BACKWARDS.*
tractor	TRUCK	APPLE		TRUCK = Transportation-related words; The TRACTOR may be involved in harvesting APPLEs.
power chair	TRUCK	CHAIR		TRUCK = Transportation-related words; The CHAIR icon shows a POWER CHAIR.
car	TRUCK	FAMILY		TRUCK = Transportation-related words; The FAMILY rides in a CAR.
could he	TRUCK	HE		The TRUCK has a little engine that could; HE = He; Hence COULD HE.
bike	TRUCK	HOUSE		TRUCK = Transportation-related words; You ride your BIKE around the HOUSE.
could I	TRUCK	I		The TRUCK has a little engine that could; I = I; Hence COULD I.
good-bye	*TRUCK*	*INTERJ*		*You wave GOOD-BYE if you leave in a car or TRUCK.*
boat	TRUCK	ISLAND		TRUCK = Transportation-related words; You can take a BOAT around the ISLAND.
could it	TRUCK	IT		The TRUCK has a little engine that could; IT = It; Hence COULD IT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
couldn't he	TRUCK	KNOT	HE	The TRUCK has a little engine that could. KNOT = Negation; HE = He; Hence COULDN'T HE.
couldn't I	TRUCK	KNOT	I	The TRUCK has a little engine that could; KNOT = Negation; I = I; Hence COULDN'T I.
couldn't it	TRUCK	KNOT	IT	The TRUCK has a little engine that could; KNOT = Negation; IT = It; Hence COULDN'T IT.
couldn't she	TRUCK	KNOT	SHE	The TRUCK has a little engine that could; KNOT = Negation; SHE = She; Hence COULDN'T SHE.
couldn't they	TRUCK	KNOT	THEY	The TRUCK has a little engine that could; KNOT = Negation; THEY = They; Hence COULDN'T THEY.
couldn't we	TRUCK	KNOT	WE	The TRUCK has a little engine that could; KNOT = Negation; WE = We; Hence COULDN'T WE.
couldn't you	TRUCK	KNOT	YOU	The TRUCK has a little engine that could; KNOT = Negation; YOU = You; Hence COULDN'T YOU.
taxi	TRUCK	MONEY		TRUCK = Transportation-related words; You have to pay (MONEY) to use a TAXI.
snowplow	TRUCK	MOUNTAIN		TRUCK = Transportation-related words; The SNOWPLOW plows snow (MOUNTAIN) off the roads.
rocket	TRUCK	NIGHT		TRUCK = Transportation-related words; ROCKETs fly high into space (NIGHT).
vehicle	TRUCK	NOUN		A TRUCK is a VEHICLE.
vehicles	TRUCK	NOUN PL		A TRUCK is a VEHICLE.
ninetieth	TRUCK	NUMBER		The NUMBER "90th" (NINETIETH) falls three rows below the "9" icon (TRUCK).
van	TRUCK	OPEN		TRUCK = Transportation-related words; VANs are box-like (OPEN) in appearance.
bus	TRUCK	PEOPLE		TRUCK = Transportation-related words; A BUS carries lots of PEOPLE.
motorcycle	TRUCK	POLICE		TRUCK = Transportation-related words; POLICE ride on MOTORCYCLEs.
at the back of (UK)/ in back of (US)	*TRUCK*	*PREP*		*The TRUCK unloads AT THE BACK OF/IN BACK OF the building.*
in back of (US)/at the back of (UK)	*TRUCK*	*PREP*		*The TRUCK unloads IN BACK OF/AT THE BACK OF the building.*
helicopter	TRUCK	RETURN		TRUCK = Transportation-related words; The rotors of a HELICOPTER spin (RETURN).
to move	*TRUCK*	*SECOND*	*TO+VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
move	*TRUCK*	*SECOND*	*VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
moved	*TRUCK*	*SECOND*	*VERB+ED*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
moving	*TRUCK*	*SECOND*	*VERB+ING*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
moves	*TRUCK*	*SECOND*	*VERB+S*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
could she	TRUCK	SHE		The TRUCK has a little engine that could; SHE = She; Hence COULD SHE.
aeroplane(UK)/ airplane(US)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
airplane(US)/ aeroplane(UK)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
train	TRUCK	STOP		TRUCK = Transportation-related words; The TRAIN will STOP at a station.
fire engine	TRUCK	SUN		TRUCK = Transportation-related words; A FIRE ENGINE helps in putting out fires (SUN).
could they	TRUCK	THEY		The TRUCK has a little engine that could; THEY = They; Hence COULD THEY.
to drive	TRUCK	TO+VERB		Some people DRIVE a TRUCK.
sled(US)/sledge(UK)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLED/SLEDGE.
sledge(UK)/sled(US)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLEDGE/SLED.
lorry(UK)/ truck(US)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a LORRY/TRUCK.
truck(US)/lorry(UK)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a TRUCK/LORRY.
drive	TRUCK	VERB		Some people DRIVE a TRUCK.
drove	TRUCK	VERB+ED		Some people DRIVE a TRUCK.
driven	TRUCK	VERB+EN		Some people DRIVE a TRUCK.
driving	TRUCK	VERB+ING		Some people DRIVE a TRUCK.
drives	TRUCK	VERB+S		Some people DRIVE a TRUCK.
could we	TRUCK	WE		The TRUCK has a little engine that could; WE = We; Hence COULD WE.
could you	TRUCK	YOU		The TRUCK has a little engine that could; YOU = You; Hence COULD YOU.
crooked	TV	ADJ		The question mark (TV) looks CROOKED.
crookeder	TV	ADJ+ER		The question mark (TV) looks CROOKED.
crookedest	TV	ADJ+EST		The question mark (TV) looks CROOKED.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
else	*TV*	*ADVERB*		*What ELSE is there to watch on TV?*
game show	TV	DICE		TV = TV-related words; You can watch GAME (DICE) SHOWs on TV.
soap opera	TV	LOVE		TV = TV-related words; Most SOAP OPERAs are about LOVE/hate relationships.
question	TV	NOUN		The TV icon shows a QUESTION mark.
TV	*TV*	*NOUN*		*Icon name.*
questions	TV	NOUN PL		The TV icon shows a QUESTION mark.
TVs	*TV*	*NOUN PL*		*Plural of icon name.*
during	*TV*	*PREP*		*You see commercials DURING TV shows.*
to happen	*TV*	*SECOND*	*TO+VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happen	*TV*	*SECOND*	*VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happened	*TV*	*SECOND*	*VERB+ED*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happening	*TV*	*SECOND*	*VERB+ING*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happens	*TV*	*SECOND*	*VERB+S*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
sports program	TV	SHOE		TV = TV-related words; Most SPORTS (SHOE) PROGRAMs can be seen on TV.
cartoon	TV	SUN		TV = TV-related words; Some CARTOONs make us laugh (SUN).
to ask	TV	TO+VERB		The question mark (TV) is for ASKing.
to watch	*TV*	*TO+VERB*		*Many people WATCH TV.*
ask	TV	VERB		The question mark (TV) is for ASKing.
watch	*TV*	*VERB*		*Many people WATCH TV.*
asked	TV	VERB+ED		The question mark (TV) is for ASKing.
watched	*TV*	*VERB+ED*		*Many people WATCH TV.*
asking	TV	VERB+ING		The question mark (TV) is for ASKing.
watching	*TV*	*VERB+ING*		*Many people WATCH TV.*
asks	TV	VERB+S		The question mark (TV) is for ASKing.
watches	*TV*	*VERB+S*		*Many people WATCH TV.*
necessary	UMBRELLA	ADJ		An UMBRELLA is NECESSARY when it rains.
more necessary	UMBRELLA	ADJ+ER		An UMBRELLA is NECESSARY when it rains.
most necessary	UMBRELLA	ADJ+EST		An UMBRELLA is NECESSARY when it rains.
necessarily	UMBRELLA	ADVERB		An UMBRELLA is NECESSARY when it rains.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
though	*UMBRELLA*	*ADVERB*		*It looks as THOUGH it might rain (UMBRELLA).*
raindrop	UMBRELLA	BATH		UMBRELLA = Weather-related words; The water coming out of the shower (BATH) looks like RAINDROPs.
whether	*UMBRELLA*	*CONJ*		*The UMBRELLA represents weather (sounds like WHETHER).*
thunder	UMBRELLA	EAR		UMBRELLA = Weather-related words; The THUNDER is very loud and noisy (EAR).
moon	UMBRELLA	GOD		UMBRELLA = Weather-related words; The GOD icon shows a MOON.
does he need	UMBRELLA	HE		An UMBRELLA is needed when it rains; HE = He; Hence DOES HE NEED.
storm	UMBRELLA	HOUSE		UMBRELLA = Weather-related words; We often run for protection (HOUSE) when it is STORMing.
do I need	UMBRELLA	I		An UMBRELLA is needed when it rains; I = I; Hence DO I NEED.
wind	UMBRELLA	ISLAND		UMBRELLA = Weather-related words; The four WINDs blow ships across the sea (ISLAND).
does it need	UMBRELLA	IT		An UMBRELLA is needed when it rains; IT = It; Hence DOES IT NEED.
ice	UMBRELLA	JUICE		UMBRELLA = Weather-related words; The JUICE icon shows ICE.
doesn't he need	UMBRELLA	KNOT	HE	An UMBRELLA is needed when it rains; KNOT = Negation; HE = He; Hence DOESN'T HE NEED.
don't I need	UMBRELLA	KNOT	I	An UMBRELLA is needed when it rains; KNOT = Negation; I = I; Hence DON'T I NEED.
doesn't it need	UMBRELLA	KNOT	IT	An UMBRELLA is needed when it rains; KNOT = Negation; IT = It; Hence DOESN'T IT NEED.
doesn't she need	UMBRELLA	KNOT	SHE	An UMBRELLA is needed when it rains; KNOT = Negation; SHE = She; Hence DOESN'T SHE NEED.
don't they need	UMBRELLA	KNOT	THEY	An UMBRELLA is needed when it rains; KNOT = Negation; THEY = They; Hence DON'T THEY NEED.
don't we need	UMBRELLA	KNOT	WE	An UMBRELLA is needed when it rains; KNOT = Negation; WE = We; Hence DON'T WE NEED.
don't you need	UMBRELLA	KNOT	YOU	An UMBRELLA is needed when it rains; KNOT = Negation; YOU = You; Hence DON'T YOU NEED.
cloud	UMBRELLA	MORNING		UMBRELLA = Weather-related words; In the MORNING, the sun comes through the CLOUDs.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
snow	UMBRELLA	MOUNTAIN		UMBRELLA = Weather-related words; SNOW is on the MOUNTAIN.
fog	UMBRELLA	NIGHT		UMBRELLA = Weather-related words; The NIGHT icon shows some FOG.
weather	UMBRELLA	NOUN		You may need an UMBRELLA if the WEATHER is rainy.
weathers	UMBRELLA	NOUN PL		You may need an UMBRELLA if the WEATHER is rainy.
twenty-sixth	UMBRELLA	NUMBER		The NUMBER "26th" (TWENTY-SIXTH) falls two rows below the "6" icon (UMBRELLA).
under	*UMBRELLA*	*PREP*		*You stand UNDER the UMBRELLA.*
rainbow	UMBRELLA	RAINBOW		UMBRELLA = Weather-related words; Icon name.
tornado	UMBRELLA	RETURN		UMBRELLA = Weather-related words; A TORNADO spins like the RETURN icon.
rainy	*UMBRELLA*	*SECOND*	*ADJ*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
rainier	*UMBRELLA*	*SECOND*	*ADJ+ER*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
rainiest	*UMBRELLA*	*SECOND*	*ADJ+EST*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
to rain	*UMBRELLA*	*SECOND*	*TO+VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rain	*UMBRELLA*	*SECOND*	*VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rained	*UMBRELLA*	*SECOND*	*VERB+ED*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
raining	*UMBRELLA*	*SECOND*	*VERB+ING*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
rains	*UMBRELLA*	*SECOND*	*VERB+S*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
does she need	UMBRELLA	SHE		An UMBRELLA is needed when it rains; SHE = She; Hence DOES SHE NEED.
sun	UMBRELLA	SUN		UMBRELLA = Weather-related words; Icon name.
do they need	UMBRELLA	THEY		An UMBRELLA is needed when it rains; THEY = They; Hence DO THEY NEED.
to need	UMBRELLA	TO+VERB		An UMBRELLA is NEEDed when it rains.
frost	UMBRELLA	TRUCK		UMBRELLA = Weather-related words; FROST can form on the TRUCK's window.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
rain	UMBRELLA	UMBRELLA		UMBRELLA = Weather-related words; You use an UMBRELLA in the RAIN.
need	UMBRELLA	VERB		An UMBRELLA is NEEDed when it rains.
needed	UMBRELLA	VERB+ED		An UMBRELLA is NEEDed when it rains.
needing	UMBRELLA	VERB+ING		An UMBRELLA is NEEDed when it rains.
needs	UMBRELLA	VERB+S		An UMBRELLA is NEEDed when it rains.
lightning	UMBRELLA	VOLT		UMBRELLA = Weather-related words; The VOLT icon shows LIGHTNING.
do we need	UMBRELLA	WE		An UMBRELLA is needed when it rains; WE = We; Hence DO WE NEED.
necessarily	*UMBRELLA*	*YES*		*An UMBRELLA is NECESSARY when it rains; YES = Adverbs.*
do you need	UMBRELLA	YOU		An UMBRELLA is needed when it rains; YOU = You; Hence DO YOU NEED.
are	VERB			Quick access to the most frequently used verb ARE.
was	VERB+ED			Quick access to the frequently used verb WAS; WAS is past tense like the icon label "ed."
on	VERB+EN			Quick access to the frequently used word ON; ON has an "n" like "en" in the icon label.
were	VERB+ING			Quick access to the frequently used verb WERE.
is	VERB+S			Quick access to the frequently used verb IS.
fast	VOLT	ADJ		You can move as FAST as lightning (VOLT).
faster	VOLT	ADJ+ER		You can move as FAST as lightning (VOLT).
fastest	VOLT	ADJ+EST		You can move as FAST as lightning (VOLT).
dishwasher	VOLT	BATH		VOLT = Large appliances; A DISHWASHER washes (BATH) the dishes.
dryer	VOLT	CACTUS		VOLT = Large appliances; The DRYER dries (CACTUS) clothing.
vacuum cleaner	VOLT	ELEPHANT		VOLT = Large appliances; A VACUUM CLEANER vacuums (ELEPHANT) up dirt.
does he have to	VOLT	HE		You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOES HE HAVE TO.
do I have to	VOLT	I		You have to come in when it's lightning (VOLT) during a storm; I = I; Hence DO I HAVE TO.
does it have to	VOLT	IT		You have to come in when it's lightning (VOLT) during a storm; IT = It; Hence DOES IT HAVE TO.
cooker (UK)/stove (US)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a COOKER/STOVE.
stove(US)/cooker(UK)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a STOVE/COOKER.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't he have to	VOLT	KNOT	HE	You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOESN'T HE HAVE TO.
don't I have to	VOLT	KNOT	I	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; I = I; Hence DON'T I HAVE TO.
doesn't it have to	VOLT	KNOT	IT	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; IT = It; Hence DOESN'T IT HAVE TO.
doesn't she have to	VOLT	KNOT	SHE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; SHE = She; Hence DOESN'T SHE HAVE TO.
don't they have to	VOLT	KNOT	THEY	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; THEY = They; Hence DON'T THEY HAVE TO.
don't we have to	VOLT	KNOT	WE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; WE = We; Hence DON'T WE HAVE TO.
don't you have to	VOLT	KNOT	YOU	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; YOU = You; Hence DON'T YOU HAVE TO.
stereo	VOLT	MUSIC		VOLT = Large appliances; You play MUSIC on the STEREO.
large appliance	VOLT	NOUN		LARGE APPLIANCEs require a lot of electricity (VOLT).
large appliances	VOLT	NOUN PL		LARGE APPLIANCEs require a lot of electricity (VOLT).
refrigerator	VOLT	OPEN		VOLT = Large appliances; The REFRIGERATOR is used like an ice chest (OPEN).
VCR(US)/video(UK)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
video(UK)/VCR(US)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
quick	*VOLT*	*SECOND*	*ADJ*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quicker	*VOLT*	*SECOND*	*ADJ+ER*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quickest	*VOLT*	*SECOND*	*ADJ+EST*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*
quickly	*VOLT*	*SECOND*	*YES*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK; YES = Adverbs.*
does she have to	VOLT	SHE		You have to come in when it's lightning (VOLT) during a storm; SHE = She; Hence DOES SHE HAVE TO.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
washer	VOLT	SUIT		VOLT = Large appliances; A WASHER washes our clothing (SUIT).
oven	VOLT	SUN		VOLT = Large appliances; The OVEN is hot like the SUN.
do they have to	VOLT	THEY		You have to come in when it's lightning (VOLT) during a storm; THEY = They; Hence DO THEY HAVE TO.
to charge	VOLT	TO+VERB		CHARGE your batteries with VOLTs.
freezer	VOLT	TRUCK		VOLT = Large appliances; Some TRUCKs have FREEZERs to keep frood frozen.
television	VOLT	TV		VOLT = Large appliances; The TV icon shows a TELEVISION.
charge	VOLT	VERB		CHARGE your batteries with VOLTs.
charged	VOLT	VERB+ED		CHARGE your batteries with VOLTs.
charging	VOLT	VERB+ING		CHARGE your batteries with VOLTs.
charges	VOLT	VERB+S		CHARGE your batteries with VOLTs.
do we have to	VOLT	WE		You HAVE TO come in when it's lightning (VOLT) during a storm; WE = We; Hence DO WE HAVE TO.
do you have to	VOLT	YOU		You HAVE TO come in when it's lightning (VOLT) during a storm; YOU = You; Hence DO YOU HAVE TO.
who	*WANTED*	*? WORD*		*WHO is the man in the WANTED icon.*
Happy Valentine's Day	WANTED	APPLE		WANTED = Holiday-related words; The holiday greeting for Valentine's Day (APPLE) is HAPPY VALENTINE'S DAY.
Happy Hanukah	WANTED	CACTUS		WANTED = Holiday-related words; The holiday greeting for Hanukah (CACTUS) is HAPPY HANUKAH.
Happy Thanksgiving	WANTED	FLOWERS		WANTED = Holiday-related words; The holiday greeting for Thanksgiving (FLOWERS) is HAPPY THANKSGIVING.
does he want	WANTED	HE		The WANTED icon shows a wanted criminal; HE = He; Hence DOES HE WANT.
do I want	WANTED	I		The WANTED icon shows a wanted criminal; I = I; Hence DO I WANT.
please	*WANTED*	*INTERJ*		*I WANT(ED) it PLEASE.*
does it want	WANTED	IT		The WANTED icon shows a wanted criminal; IT = It; Hence DOES IT WANT.
doesn't he want	WANTED	KNOT	HE	The WANTED icon shows a wanted criminal; KNOT = Negation; HE = He; Hence DOESN'T HE WANT.
don't I want	WANTED	KNOT	I	The WANTED icon shows a wanted criminal; KNOT = Negation; I = I; Hence DON'T I WANT.
doesn't it want	WANTED	KNOT	IT	The WANTED icon shows a wanted criminal; KNOT = Negation; IT = It; Hence DOESN'T IT WANT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't she want	WANTED	KNOT	SHE	The WANTED icon shows a wanted criminal; KNOT = Negation; SHE = She; Hence DOESN'T SHE WANT.
don't they want	WANTED	KNOT	THEY	The WANTED icon shows a wanted criminal; KNOT = Negation; THEY = They; Hence DON'T THEY WANT.
don't we want	WANTED	KNOT	WE	The WANTED icon shows a wanted criminal; KNOT = Negation; WE = We; Hence DON'T WE WANT.
don't you want	WANTED	KNOT	YOU	The WANTED icon shows a wanted criminal; KNOT = Negation; YOU = You; Hence DON'T YOU WANT.
Happy Easter	WANTED	MORNING		WANTED = Holiday-related words; The holiday greeting for Easter (MORNING) is HAPPY EASTER.
greeting	WANTED	NOUN		The WANTED poster looks like a GREETING card.
greetings	WANTED	NOUN PL		The WANTED poster looks like a GREETING card.
twenty-first	WANTED	NUMBER		The NUMBER "21st" (TWENTY-FIRST) falls two rows below the "1" icon (WANTED).
to mean	*WANTED*	*SECOND*	*TO+VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
mean	*WANTED*	*SECOND*	*VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
meant	*WANTED*	*SECOND*	*VERB+ED*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
meaning	*WANTED*	*SECOND*	*VERB+ING*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
means	*WANTED*	*SECOND*	*VERB+S*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
does she want	WANTED	SHE		The WANTED icon shows a wanted criminal; SHE = She; Hence DOES SHE WANT.
Happy Fourth of July	WANTED	SPACE		WANTED = Holiday-related words; The holiday greeting for Independence Day (SPACE) is HAPPY FOURTH OF JULY.
do they want	WANTED	THEY		The WANTED icon shows a wanted criminal; THEY = They; Hence DO THEY WANT.
Merry Christmas	WANTED	THINK		WANTED = Holiday-related words; The holiday greeting for Christmas (THINK) is MERRY CHRISTMAS.
Happy New Year	WANTED	TIME		WANTED = Holiday-related words; The holiday greeting for New Year's Day (TIME) is HAPPY NEW YEAR.
to want	WANTED	TO+VERB		The WANTED icon shows a WANTed criminal.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
want	WANTED	VERB		The WANTED icon shows a WANTed criminal.
wanted	WANTED	VERB+ED		The WANTED icon shows a WANTed criminal.
wanting	WANTED	VERB+ING		The WANTED icon shows a WANTed criminal.
wants	WANTED	VERB+S		The WANTED icon shows a WANTed criminal.
Happy Birthday	WANTED	WANTED		WANTED = Holiday-related words; The holiday greeting for one's birthday (WANTED) is HAPPY BIRTHDAY.
do we want	WANTED	WE		The WANTED icon shows a wanted criminal; WE = We; Hence DO WE WANT.
Happy Halloween	WANTED	X-RAY		WANTED = Holiday-related words; The holiday greeting for Halloween (X-RAY) is HAPPY HALLOWEEN.
do you want	WANTED	YOU		The WANTED icon shows a wanted criminal; YOU = You; Hence DO YOU WANT.
when	*WATCH*	*? WORD*		*WHEN (WATCH) do you plan to come?*
round	WATCH	ADJ		The WATCH is ROUND.
rounder	WATCH	ADJ+ER		The WATCH is ROUND.
roundest	WATCH	ADJ+EST		The WATCH is ROUND.
ready	*WATCH*	*ADVERB*		*READY, set, go, and the WATCH was activated.*
dinner	WATCH	FAMILY		WATCH = Watch-related time words; The FAMILY is usually together for DINNER.
was he	WATCH	HE		Was that WATCH correct?; HE = He; Hence WAS HE.
was I	WATCH	I		Was that WATCH correct?; I = I; Hence WAS I.
was it	WATCH	IT		Was that WATCH correct?; IT = It; Hence WAS IT.
wasn't he	WATCH	KNOT	HE	Was that WATCH correct?; KNOT = Negation; HE = He; Hence WASN'T HE.
wasn't I	WATCH	KNOT	I	Was that WATCH correct?; KNOT = Negation; I = I; Hence WASN'T I.
wasn't it	WATCH	KNOT	IT	Was that WATCH correct?; KNOT = Negation; IT = It; Hence WASN'T IT.
wasn't she	WATCH	KNOT	SHE	Was that WATCH correct?; KNOT = Negation; SHE = She; Hence WASN'T SHE.
weren't they	WATCH	KNOT	THEY	The WATCHes were telling the correct time; KNOT = Negation; THEY = They; Hence WEREN'T THEY.
weren't we	WATCH	KNOT	WE	The WATCHes were telling the correct time; KNOT = Negation; WE = We; Hence WEREN'T WE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
weren't you	WATCH	KNOT	YOU	The WATCHes were telling the correct time; KNOT = Negation; YOU = You; Hence WEREN'T YOU.
breakfast	WATCH	MORNING		WATCH = Watch-related time words; You eat BREAKFAST in the MORNING.
supper	WATCH	NIGHT		WATCH = Watch-related time words; You eat SUPPER at NIGHT.
time	WATCH	NOUN		A WATCH tells you the time.
times	WATCH	NOUN PL		A WATCH tells you the time.
around	*WATCH*	*PREP*		*The hands of the WATCH go AROUND and around.*
minute	WATCH	REMEMBER		WATCH = Watch-related time words; You often point your finger (REMEMBER) when saying "Wait one MINUTE."
to begin	*WATCH*	*SECOND*	*TO+VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begin	*WATCH*	*SECOND*	*VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
began	*WATCH*	*SECOND*	*VERB+ED*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begun	*WATCH*	*SECOND*	*VERB+EN*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
beginning	*WATCH*	*SECOND*	*VERB+ING*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begins	*WATCH*	*SECOND*	*VERB+S*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
was she	WATCH	SHE		Was that WATCH correct?; SHE = She; Hence WAS SHE.
second	WATCH	SPACE		WATCH = Watch-related time words; You count down in SECONDs before the rocket (SPACE) lifts off.
were they	WATCH	THEY		The WATCHes were telling the correct time; THEY = They; Hence WERE THEY.
lunch	WATCH	THINK		WATCH = Watch-related time words; You eat LUNCH at noon when the sun is over-head (THINK).
hour	WATCH	TIME		WATCH = Watch-related time words; The TIME icon shows an HOUR-glass.
to start	WATCH	TO+VERB		The stopWATCH is activated at the START of a race.
start	WATCH	VERB		The stopWATCH is activated at the START of a race.
started	WATCH	VERB+ED		The stopWATCH is activated at the START of a race.
starting	WATCH	VERB+ING		The stopWATCH is activated at the START of a race.
starts	WATCH	VERB+S		The stopWATCH is activated at the START of a race.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
o'clock	WATCH	WATCH		WATCH = Watch-related time words; You may say it is three O'CLOCK (WATCH) if asked.
were we	WATCH	WE		The WATCHes were telling the correct time; WE = We; Hence WERE WE.
were you	WATCH	YOU		The WATCHes were telling the correct time; YOU = You; Hence WERE YOU.
we will	WE	BOOK		WE = We; Will you read me a book?; Hence WE WILL.
we might	WE	ELEPHANT		WE = We; The ELEPHANTs are mighty; Hence WE MIGHT.
we did	WE	FAMILY		WE = We; The FAMILY did dress up for their picture; Hence WE DID.
we may	WE	FLOWERS		WE = We; May FLOWERS; Hence WE MAY.
we are going	WE	FROG		WE = We; The FROGs are going to jump; Hence WE ARE GOING.
we must	WE	HAMMER		WE = We; We must go to work (HAMMER); Hence WE MUST.
we would	WE	HOUSE		WE = We; You build HOUSEs with wood (sounds like would); Hence WE WOULD.
we can	WE	JUICE		WE = We; You drink a can of JUICE; Hence WE CAN.
we won't	WE	KNOT	BOOK	WE = We; KNOT = Negation; Will you read me a BOOK?; Hence WE WON'T.
we might not	WE	KNOT	ELEPHANT	WE = We; KNOT = Negation; The ELEPHANTs are mighty; Hence WE MIGHT NOT.
we didn't	WE	KNOT	FAMILY	WE = We; KNOT = Negation; The FAMILY did dress up for their picture; Hence WE DIDN'T.
we may not	WE	KNOT	FLOWERS	WE = We; KNOT = Negation; May FLOWERS; Hence WE MAY NOT.
we aren't going	WE	KNOT	FROG	WE = We; KNOT = Negation; The FROGs are going to jump; Hence WE AREN'T GOING.
we mustn't	WE	KNOT	HAMMER	WE = We; KNOT = Negation; We must go to work (HAMMER); Hence WE MUSTN'T.
we wouldn't	WE	KNOT	HOUSE	WE = We; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WE WOULDN'T.
we can't	WE	KNOT	JUICE	WE = We; KNOT = Negation; You drink a can of JUICE; Hence WE CAN'T.
we don't know	WE	KNOT	KNOW	WE = We; KNOT = Negation; Icon name; Hence WE DON'T KNOW.
we don't love	*WE*	*KNOT*	*LOVE*	*WE = WE; KNOT = Negation; LOVE is the icon name; Hence WE DON'T LOVE.*

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Message	Icon 1	Icon 2	Icon 3	Rationale
we don't feel	*WE*	*KNOT*	*MASKS*	*WE = WE; KNOT = Negation The MASKS express emotion or how you feel; Hence WE DON'T FEEL.*
we haven't	WE	KNOT	MONEY	WE = We; KNOT = Negation; It's always good to have MONEY; Hence WE HAVEN'T.
we shouldn't	WE	KNOT	POLICE	WE = We; KNOT = Negation; You should obey the POLICE officer; Hence WE SHOULDN'T.
we aren't	WE	KNOT	QUEENBEE	WE = We; KNOT = Negation; QUEENBEEs are busy; Hence WE AREN'T.
we don't	WE	KNOT	REMEMBER	WE = We; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence, WE DON'T.
we shall not	WE	KNOT	SNAIL	WE = We; KNOT = Negation; Most SNAILs live in shallow waters; Hence WE SHALL NOT.
we don't like	WE	KNOT	SUN	WE = We; KNOT = Negation; The SUN is happy and lik(e)able; Hence WE DON'T LIKE.
we don't think	WE	KNOT	THINK	WE = We; KNOT = Negation; Icon name; Hence WE DON'T THINK.
we didn't used to	WE	KNOT	TIME	WE = We; KNOT = Negation; Father TIME used to be young; Hence WE DIDN'T USED TO.
we couldn't	WE	KNOT	TRUCK	WE = We; KNOT = Negation; The TRUCK has a little engine that could; Hence WE COULDN'T.
we don't need	WE	KNOT	UMBRELLA	WE = We; KNOT = Negation; An UMBRELLA is needed when it rains; Hence WE DON'T NEED.
we don't have to	WE	KNOT	VOLT	WE = We; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence WE DON'T HAVE TO.
we don't want	WE	KNOT	WANTED	WE = We; KNOT = Negation; The WANTED icon shows a wanted man; Hence WE DON'T WANT.
we weren't	WE	KNOT	WATCH	WE = We; KNOT = Negation; The WATCHes were telling the correct time; Hence WE WEREN'T.
we hadn't	WE	KNOT	YORK	WE = We; KNOT = Negation; Everyone had a good time in the city (YORK); Hence WE HADN'T.
we know	WE	KNOW		WE = We; Icon name; Hence WE KNOW.
we love	*WE*	*LOVE*		*WE = WE; LOVE is the icon name; Hence WE LOVE.*
we feel	*WE*	*MASKS*		*WE = WE; The MASKS express emotion or how you feel; Hence WE FEEL.*
we have	WE	MONEY		WE = We; It's always good to have MONEY; Hence WE HAVE.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
us	WE	OBJ		Objective Pronoun (US) follows sequence: Pronoun (WE) + OBJ.
we should	WE	POLICE		WE = We; You should obey the POLICE officer; Hence WE SHOULD.
our	WE	POSS		Possessive Adjective (OUR) follows sequence: Pronoun (WE) + POSS.
we are	WE	QUEENBEE		WE = We; QUEENBEEs are busy; Hence WE ARE.
we do	WE	REMEMBER		WE = We; You say "I do" (REMEMBER) when you are being married; Hence WE DO.
we shall	WE	SNAIL		WE = We; Most SNAILs live in shallow waters; Hence WE SHALL.
we like	WE	SUN		WE = We; The SUN is happy and lik(e)able; Hence WE LIKE.
we think	WE	THINK		WE = We; Icon name; Hence WE THINK.
we used to	WE	TIME		WE = We; Father TIME used to be young; Hence WE USED TO.
we could	WE	TRUCK		WE = We; The TRUCK has a little engine that could; Hence WE COULD.
we need	WE	UMBRELLA		WE = We; An UMBRELLA is needed when it rains; Hence WE NEED.
we're	WE	VERB		WE = We; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence WE'RE.
we'd	WE	VERB+ED		WE = We; VERB+ED is used because of the "d" in "+ED"; Hence WE'D.
we'll	WE	VERB+ING		WE = We; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence WE'LL.
we've	WE	VERB+S		WE = We; VERB+S is used for the contracted "has" form because of the "+S"; Hence WE'VE.
we have to	WE	VOLT		WE = We; You HAVE TO come in when it's lightning (VOLT) during a storm; Hence WE HAVE TO.
we want	WE	WANTED		WE = We; The WANTED icon shows a wanted criminal; Hence WE WANT.
we were	WE	WATCH		WE = We; The WATCHes were telling the correct time; Hence WE WERE.
we	WE	WE		Subject Pronoun (WE) follows sequence: Pronoun (WE) + Pronoun (WE).
we had	WE	YORK		WE = We; Everyone had a good time in the city (YORK); Hence WE HAD.
wrong	WRONG	ADJ		Icon name.
wrongly	WRONG	ADVERB		Icon name.
yesterday	*WRONG*	*ADVERB*		*Mark YESTERDAY off your calendar with an "X" (WRONG).*
therefore	*WRONG*	*CONJ*		*The answer is WRONG, THEREFORE try it again.*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
none	*WRONG*	*DET*		*NONE of the problems (WRONG) are correct.*
a pair of	WRONG	DICE		WRONG = Math-related words; The icon shows A PAIR OF DICE.
a couple of	WRONG	ELEPHANT		WRONG = Math-related words; A COUPLE OF ELEPHANTs are on the icon.
divide	WRONG	HE		WRONG = Math-related words; The HE icon shows the "/" (DIVIDE) symbol.
oops	*WRONG*	*INTERJ*		*You say " OOPS" if you get the WRONG answer.*
many	WRONG	NIGHT		WRONG = Math-related words; There are MANY stars out at NIGHT.
problem	WRONG	NOUN		The WRONG icon shows a math PROBLEM.
problems	WRONG	NOUN PL		The WRONG icon shows a math PROBLEM.
sixteenth	WRONG	NUMBER		The NUMBER "16th" (SIXTEENTH) falls one row below the "6" icon (WRONG).
few	WRONG	PEOPLE		WRONG = Math-related words; You can see a FEW PEOPLE.
instead	*WRONG*	*PREP*		*The answer (WRONG) is 4 INSTEAD of 5.*
add	WRONG	PREVERB		WRONG = Math-related words; The "+" (ADD) symbol is on the PREVERB icon.
subtract	WRONG	PREVRB+S		WRONG = Math-related words; The symbol "-" (SUBTRACT) is shown on the PREVERB+S icon.
several	WRONG	SCALES		WRONG = Math-related words; SEVERAL sausages are on the SCALES.
to calculate	*WRONG*	*SECOND*	*TO+VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculate	*WRONG*	*SECOND*	*VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculated	*WRONG*	*SECOND*	*VERB+ED*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculating	*WRONG*	*SECOND*	*VERB+ING*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculates	*WRONG*	*SECOND*	*VERB+S*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
multiply	WRONG	SHE		WRONG = Math-related words; The symbol "*" (MULTIPLY) is shown on the SHE icon.
incorrect	WRONG	THMBS DN		WRONG = Math-related words; Give THMBS DN to a INCORRECT answer.
correct	WRONG	THMBS UP		WRONG = Math-related words; Give THMBS UP to a CORRECT answer.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to figure	WRONG	TO+VERB		FIGURE the math (WRONG) correctly.
figure	WRONG	VERB		FIGURE the math (WRONG) correctly.
figured	WRONG	VERB+ED		FIGURE the math (WRONG) correctly.
figuring	WRONG	VERB+ING		FIGURE the math (WRONG) correctly.
figures	WRONG	VERB+S		FIGURE the math (WRONG) correctly.
wrongly	*WRONG*	*YES*		*Icon name; YES = Adverbs.*
ugly	X-RAY	ADJ		The skull (X-RAY) looks UGLY!
uglier	X-RAY	ADJ+ER		The skull (X-RAY) looks UGLY!
ugliest	X-RAY	ADJ+EST		The skull (X-RAY) looks UGLY!
boo	*X-RAY*	*INTERJ*		*On Halloween (X-RAY), you may hear someone say "BOO!"*
death	X-RAY	NOUN		The skull (X-RAY) represents DEATH.
deaths	X-RAY	NOUN PL		The skull (X-RAY) represents DEATH.
to hate	*X-RAY*	*SECOND*	*TO+VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hate	*X-RAY*	*SECOND*	*VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hated	*X-RAY*	*SECOND*	*VERB+ED*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hating	*X-RAY*	*SECOND*	*VERB+ING*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
hates	*X-RAY*	*SECOND*	*VERB+S*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
to die	X-RAY	TO+VERB		The skull (X-RAY) represents those that DIE.
die	X-RAY	VERB		The skull (X-RAY) represent those that DIE.
died	X-RAY	VERB+ED		The skull (X-RAY) represent those that DIE.
dying	X-RAY	VERB+ING		The skull (X-RAY) represent those that DIE.
dies	X-RAY	VERB+S		The skull (X-RAY) represent those that DIE.
yes	YES			Quick access to the frequently used word YES; Icon name.
poor	YORK	ADJ		Many cities (YORK) house those who are POOR.
poorer	YORK	ADJ+ER		Many cities (YORK) house those who are POOR.
poorest	YORK	ADJ+EST		Many cities (YORK) house those who are POOR.
poorly	YORK	ADVERB		Many cities (YORK) house those who are POOR.
quite	*YORK*	*ADVERB*		*YORK is QUITE an "old English city."*

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
grocery shop(UK)/grocery store(US)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY SHOP/STORE.
grocery store(US)/grocery shop(UK)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY STORE/SHOP.
hotel	YORK	BED		YORK = Building-related words; You sleep (BED) in a HOTEL.
library	YORK	BOOK		YORK = Building-related words; The LIBRARY has many BOOKs.
barber shop	YORK	BOY		YORK = Building-related words; The BOY goes to the BARBER SHOP.
apartment	YORK	DICE		YORK = Building-related words; APARTMENTs tend to be small like the DICE.
window	YORK	EYE		YORK = Building-related words; You look (EYE) through a WINDOW.
church	YORK	FAMILY		YORK = Building-related words; A FAMILY may go to CHURCH together.
door	YORK	FLOWERS		YORK = Building-related words; You can hang a wreath of FLOWERS on the DOOR.
beauty shop	YORK	GIRL		YORK = Building-related words; The GIRL goes to the BEAUTY SHOP.
temple	YORK	GOD		YORK = Building-related words; Some TEMPLEs show the Star (GOD) of David.
hardware shop(UK)/ hardware store(US)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE SHOP/STORE.
hardware store(US)/ hardware shop(UK)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE STORE/SHOP.
had he	YORK	HE		Everyone had a good time in the city (YORK); HE = He; Hence HAD HE.
house	YORK	HOUSE		YORK = Building-related words; Icon name.
had I	YORK	I		Everyone had a good time in the city (YORK); I = I; Hence HAD I.
you're welcome	*YORK*	*INTERJ*		*When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."*
caravan(UK)/ trailer(US)	YORK	ISLAND		YORK = Building-related words; A CARAVAN/TRAILER can be moved across the country (ISLAND).
trailer(US)/ caravan(UK)	YORK	ISLAND		YORK = Building-related words; A TRAILER/CARAVAN can be moved across the country (ISLAND).
had it	YORK	IT		Everyone had a good time in the city (YORK); IT = It; Hence HAD IT.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
restaurant	YORK	KITCHEN		YORK = Building-related words; There are condiments (KITCHEN) on the table in RESTAURANTs.
hadn't he	YORK	KNOT	HE	Everyone had a good time in the city (YORK); KNOT = Negation; HE = He; Hence HADN'T HE.
hadn't I	YORK	KNOT	I	Everyone had a good time in the city (YORK); KNOT = Negation; I = I; Hence HADN'T I.
hadn't it	YORK	KNOT	IT	Everyone had a good time in the city (YORK); KNOT = Negation; IT = It; Hence HADN'T IT.
hadn't she	YORK	KNOT	SHE	Everyone had a good time in the city (YORK); KNOT = Negation; SHE = She; Hence HADN'T SHE.
hadn't they	YORK	KNOT	THEY	Everyone had a good time in the city (YORK); KNOT = Negation; THEY = They; Hence HADN'T THEY.
hadn't we	YORK	KNOT	WE	Everyone had a good time in the city (YORK); KNOT = Negation; WE = We; Hence HADN'T WE.
hadn't you	YORK	KNOT	YOU	Everyone had a good time in the city (YORK); KNOT = Negation; YOU = You; Hence HADN'T YOU.
school	YORK	KNOW		YORK = Building-related words; You go to SCHOOL to learn (KNOW).
theater(US)/ theatre(UK)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATER/THEATRE.
theatre(UK)/ theater(US)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATRE/THEATER.
hospital	YORK	MEDICAL		YORK = Building-related words; You receive MEDICAL treatment at the HOSPITAL.
bank	YORK	MONEY		YORK = Building-related words; You put your MONEY in the BANK.
tent	YORK	MOUNTAIN		YORK = General types of buildings; You can camp out (TENT) in the MOUNTAINs.
post office	YORK	NAME		YORK = General types of buildings; You write the NAME and address on the envelope before going to the POST OFFICE.
building	YORK	NOUN		The YORK castle is a BUILDING.
buildings	YORK	NOUN PL		The YORK castle is a BUILDING.
twenty-fifth	YORK	NUMBER		The NUMBER "25th" (TWENTY-FIFTH) falls two rows below the "5" icon (YORK).
museum	YORK	OPEN		YORK = General types of buildings; A MUSEUM is a place for antiques (OPEN).
police station	YORK	POLICE		YORK = Building-related words; POLICE work at a POLICE STATION.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
within	*YORK*	*PREP*		*You can live WITHIN the city (YORK) boundaries.*
courthouse	YORK	SCALES		YORK = General types of buildings; Justice (SCALES) is served in the COURTHOUSE
to build	*YORK*	*SECOND*	*TO+VERB*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
build	*YORK*	*SECOND*	*VERB*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
built	*YORK*	*SECOND*	*VERB+ED*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
building	*YORK*	*SECOND*	*VERB+ING*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
builds	*YORK*	*SECOND*	*VERB+S*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
had she	YORK	SHE		Everyone had a good time in the city (YORK); SHE = She; Hence HAD SHE.
shoe shop(UK)/shoe store(US)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE SHOP/STORE.
shoe store(US)/shoe shop(UK)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE STORE/SHOP.
station	YORK	STOP		YORK = General types of buildings; The train STOPs at the STATION.
fire station	YORK	SUN		YORK = General types of buildings; The SUN is a ball of fire; Hence FIRE STATION.
had they	YORK	THEY		Everyone had a good time in the city (YORK); THEY = They; Hence HAD THEY.
short	YORK	THMBS DN		YORK = General types of buildings; Some buildings are SHORT (THUMBS DOWN).
tall	YORK	THMBS UP		YORK = General types of buildings; Some buildings are TALL (THUMBS UP).
to welcome	YORK	TO+VERB		WELCOME to YORK city.
gas station(US)/ petrol station(UK)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets gas/petrol from a GAS/PETROL STATION.
petrol station(UK)/ gas station(US)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets petrol/gas from a PETROL/GAS STATION.
cinema(UK)/ movie theater(US)	YORK	TV		YORK = General types of buildings; You go to the CINEMA/MOVIE THEATER to see films (TV).
movie theater(US)/ cinema(UK)	YORK	TV		YORK = General types of buildings; You go to the MOVIE THEATER/CINEMA to see films (TV).

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
cafe	YORK	UMBRELLA		YORK = General types of buildings; You sit at an UMBRELLA table in a CAFE.
welcome	YORK	VERB		WELCOME to YORK city.
welcomed	YORK	VERB+ED		WELCOME to YORK city.
welcoming	YORK	VERB+ING		WELCOME to YORK city.
welcomes	YORK	VERB+S		WELCOME to YORK city.
jail	YORK	WANTED		YORK = General types of buildings; A criminal (WANTED) will go to JAIL
had we	YORK	WE		Everyone had a good time in the city (YORK); WE = We; Hence HAD WE.
chemist(UK)/ drug store(US)/	YORK	X-RAY		YORK = General types of buildings; Medicine sold at CHEMIST/ a DRUG STORE is marked with warnings (X-RAY).
drug store(US)/ chemist(UK)	YORK	X-RAY		YORK = General types of buildings; Medicine sold at a DRUG STORE/CHEMIST is marked with warnings (X-RAY).
poorly	*YORK*	*YES*		*Many cities (YORK) house those who are POOR; YES = Adverbs.*
castle	YORK	YORK		YORK = General types of buildings; YORK looks like a CASTLE.
had you	YORK	YOU		Everyone had a good time in the city (YORK); YOU = You; Hence HAD YOU.
barn	YORK	ZEBRA		YORK = General types of buildings; Animals (ZEBRA) live in BARNs.
you will	YOU	BOOK		YOU = You; Will you read me a book?; Hence YOU WILL.
you might	YOU	ELEPHANT		YOU = You; The ELEPHANTs are mighty; Hence YOU MIGHT.
you did	YOU	FAMILY		YOU = You; The FAMILY did dress up for their picture; Hence YOU DID.
you may	YOU	FLOWERS		YOU = You; May FLOWERS; Hence YOU MAY.
you are going	YOU	FROG		YOU = You; The FROGs are going to jump; Hence YOU ARE GOING.
you must	YOU	HAMMER		YOU = You; We must go to work (HAMMER); Hence YOU MUST.
you would	YOU	HOUSE		YOU = You; You build HOUSEs with wood (sounds like would); Hence YOU WOULD.
you can	YOU	JUICE		YOU = You; You drink a can of JUICE; Hence YOU CAN.
you won't	YOU	KNOT	BOOK	YOU = You; KNOT = Negation; Will you read me a BOOK!; Hence YOU WON'T.
you might not	YOU	KNOT	ELEPHANT	YOU = You; KNOT = Negation; The ELEPHANTs are mighty; Hence YOU MIGHT NOT.
you didn't	YOU	KNOT	FAMILY	YOU = You; KNOT = Negation; The FAMILY did dress up for their picture; Hence YOU DIDN'T.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
you may not	YOU	KNOT	FLOWERS	YOU = You; KNOT = Negation; May FLOWERS; Hence YOU MAY NOT.
you aren't going	YOU	KNOT	FROG	YOU = You; KNOT = Negation; The FROGs are going to jump; Hence YOU AREN'T GOING.
you mustn't	YOU	KNOT	HAMMER	YOU = You; KNOT = Negation; We must go to work (HAMMER); Hence YOU MUSTN'T.
you wouldn't	YOU	KNOT	HOUSE	YOU = You; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence YOU WOULDN'T.
you can't	YOU	KNOT	JUICE	YOU = You; KNOT = Negation; You drink a can of JUICE; Hence YOU CAN'T.
you don't know	YOU	KNOT	KNOW	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T KNOW.
you don't love	*YOU*	*KNOT*	*LOVE*	*YOU = YOU; KNOT = Negation; LOVE is the icon name; Hence YOU DON'T LOVE.*
you don't feel	*YOU*	*KNOT*	*MASKS*	*YOU = YOU; KNOT = Negation The MASKS express emotion or how you feel; Hence YOU DON'T FEEL.*
you haven't	YOU	KNOT	MONEY	YOU = You; KNOT = Negation; It's always good to have MONEY; Hence YOU HAVEN'T.
you shouldn't	YOU	KNOT	POLICE	YOU = You; KNOT = Negation; You should obey the POLICE officer; Hence YOU SHOULDN'T.
you aren't	YOU	KNOT	QUEENBEE	YOU = You; KNOT = Negation; QUEENBEEs are busy; Hence YOU AREN'T.
you don't	YOU	KNOT	REMEMBER	YOU = You; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence YOU DON'T.
you shall not	YOU	KNOT	SNAIL	YOU = You; KNOT = Negation; Most SNAILs live in shallow waters; Hence YOU SHALL NOT.
you don't like	YOU	KNOT	SUN	YOU = You; KNOT = Negation; The SUN is happy and lik(e)able; Hence YOU DON'T LIKE.
you don't think	YOU	KNOT	THINK	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T THINK.
you didn't used to	YOU	KNOT	TIME	YOU = You; KNOT = Negation; Father TIME used to be young; Hence YOU DIDN'T USED TO.
you couldn't	YOU	KNOT	TRUCK	YOU = You; KNOT = Negation; The TRUCK has a little engine that could; Hence YOU COULDN'T.
you don't need	YOU	KNOT	UMBRELLA	YOU = You; KNOT = Negation; An UMBRELLA is needed when it rains; Hence YOU DON'T NEED.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
you don't have to	YOU	KNOT	VOLT	YOU = You; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence YOU DON'T HAVE TO.
you don't want	YOU	KNOT	WANTED	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T WANT.
you weren't	YOU	KNOT	WATCH	YOU = You; KNOT = Negation; The WATCHes were telling the correct time; Hence YOU WEREN'T.
you hadn't	YOU	KNOT	YORK	YOU = You; KNOT = Negation; Everyone had a good time in the city (YORK); Hence YOU HADN'T.
you know	YOU	KNOW		YOU = You; Icon name; Hence YOU KNOW.
you love	*YOU*	*LOVE*		*YOU = YOU; LOVE is the icon name; Hence YOU LOVE.*
you feel	*YOU*	*MASKS*		*YOU = YOU; The MASKS express emotion or how you feel; Hence YOU FEEL.*
you have	YOU	MONEY		YOU = You; It's always good to have MONEY; Hence YOU HAVE.
you	YOU	OBJ		Objective Pronoun (YOU) follows sequence: Pronoun (YOU) + OBJ.
you should	YOU	POLICE		YOU = You; You should obey the POLICE officer; Hence YOU SHOULD.
your	YOU	POSS		Possessive Adjective (YOUR) follows sequence: Pronoun (YOU) + POSS.
you are	YOU	QUEENBEE		YOU = You; QUEENBEEs are busy; Hence YOU ARE.
you do	YOU	REMEMBER		YOU = You; You say "I do" (REMEMBER) when you are being married; Hence YOU DO.
you shall	YOU	SNAIL		YOU = You; Most SNAILs live in shallow waters; Hence YOU SHALL.
you like	YOU	SUN		YOU = You; The SUN is happy and lik(e)able; Hence YOU LIKE.
you think	YOU	THINK		YOU = You; Icon name; Hence YOU THINK.
you used to	YOU	TIME		YOU = You; Father TIME used to be young; Hence YOU USED TO.
you could	YOU	TRUCK		YOU = You; The TRUCK has a little engine that could; Hence YOU COULD.
you need	YOU	UMBRELLA		YOU = You; An UMBRELLA is needed when it rains; Hence YOU NEED.
you're	YOU	VERB		YOU = You; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence YOU'RE.
you'd	YOU	VERB+ED		YOU = You; VERB+ED is used because of the "d" in "+ED"; Hence YOU'D.

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Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
you'll	YOU	VERB+ING		YOU = You; VERB+ING is progressing into the future; The "I" resembles the "ll"; Hence YOU'LL.
you've	YOU	VERB+S		YOU = You; VERB+S is used for the contracted "has" form because of the "+S"; Hence YOU'VE.
you have to	YOU	VOLT		YOU = You; You have to come in when it's lightning (VOLT) during a storm; Hence YOU HAVE TO.
you want	YOU	WANTED		YOU = You; The WANTED icon shows a wanted man; Hence YOU WANT.
you were	YOU	WATCH		YOU = You; The WATCHes were telling the correct time; Hence YOU WERE.
you had	YOU	YORK		YOU = You; Everyone had a good time in the city (YORK); Hence YOU HAD.
you	YOU	YOU		Subject Pronoun (YOU) follows sequence: Pronoun (YOU) + Pronoun (YOU).
different	ZEBRA	ADJ		The ZEBRA has DIFFERENT colored stripes.
more different	ZEBRA	ADJ+ER		The ZEBRA has DIFFERENT colored stripes.
most different	ZEBRA	ADJ+EST		The ZEBRA has DIFFERENT colored stripes.
also	*ZEBRA*	*ADVERB*		*The ZEBRA looks like a horse ALSO.*
differently	ZEBRA	ADVERB		The ZEBRA has DIFFERENT colored stripes.
horse	ZEBRA	APPLE		ZEBRA = Animal-related words; HORSEs love to eat APPLEs.
rabbit	ZEBRA	EAR		ZEBRA = Animal-related words; A RABBIT has big EARs.
elephant	ZEBRA	ELEPHANT		ZEBRA = Animal-related words; Icon name.
frog	ZEBRA	FROG		ZEBRA = Animal-related words; Icon name.
cow	ZEBRA	GOD		ZEBRA = Animal-related words; Hey diddle diddle, the COW jumps over the moon (GOD).
whoa	*ZEBRA*	*INTERJ*		*You can say "WHOA" to a horse (ZEBRA).*
fish	ZEBRA	ISLAND		ZEBRA = Animals; The map (ISLAND) shows many nice areas to FISH.
giraffe	ZEBRA	KITCHEN		ZEBRA = Animal-related words; The thermometer (KITCHEN) is long like the GIRAFFE's neck.
bear	ZEBRA	LOVE		ZEBRA = Animal-related words; The baby (LOVE) plays with a teddy BEAR.
snake	ZEBRA	MEDICAL		ZEBRA = Animal-related words; The MEDICAL symbol has two SNAKEs.
chicken	ZEBRA	MORNING		ZEBRA = Animal-related words; CHICKENs peck for food in the MORNING.
monkey	ZEBRA	NIGHT		ZEBRA = Zoo animals; MONKEYs like to eat bananas (NIGHT).

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
animal	ZEBRA	NOUN		ZEBRAs are ANIMALs.
animals	ZEBRA	NOUN PL		ZEBRAs are ANIMALS.
squirrel	ZEBRA	OPEN		ZEBRA = Animal-related words; The gold nuggets in the chest (OPEN) look like SQUIRREL nuts.
toward	*ZEBRA*	*PREP*		*The ZEBRA is looking TOWARD the left.*
tiger	ZEBRA	RAINBOW		ZEBRA = Animal-related words; The RAINBOW has stripes like a TIGER.
pig	ZEBRA	SCALES		ZEBRA = Animal-related words; Pork sausages (SCALES) come from PIGs.
snail	ZEBRA	SNAIL		ZEBRA = Animal-related words; Icon name.
bird	ZEBRA	SPACE		ZEBRA = Animal-related words; BIRDs fly in the sky or SPACE.
sheep	ZEBRA	SUIT		ZEBRA = Animal-related words; The SUIT is made of wool from a SHEEP.
lion	ZEBRA	SUN		ZEBRA = Animal-related words; The LION's mane looks like the SUN.
dinosaur	ZEBRA	TIME		ZEBRA = Animal-related words; DINOSAURs are old (TIME) reptiles.
to ride	ZEBRA	TO+VERB		You may RIDE on a horse or a ZEBRA.
duck	ZEBRA	UMBRELLA		ZEBRA = Animal-related words; DUCKs like to go out in the rain (UMBRELLA).
ride	ZEBRA	VERB		You may RIDE on a horse or a ZEBRA.
rode	ZEBRA	VERB+ED		You may RIDE on a horse or a ZEBRA.
ridden	ZEBRA	VERB+EN		You may RIDE on a horse or a ZEBRA.
riding	ZEBRA	VERB+ING		You may RIDE on a horse or a ZEBRA.
rides	ZEBRA	VERB+S		You may RIDE on a horse or a ZEBRA.
differently	*ZEBRA*	*YES*		*The ZEBRA has DIFFERENT colored stripes; YES = Adverbs.*
zebra	ZEBRA	ZEBRA		ZEBRA = Animal-related words; Icon name.

Italicized words are available in the extended vocabulary.

ADJ=Adjectives; CONJ=Conjunctions; DET=Determiners; INTERJ=Interjections; PREP=Prepositions; ?WORD=Questions.

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
ADJECTIVE		ADJ	I2
ADJECTIVE+ER		ADJ +ER	J2
ADJECTIVE+EST		ADJ +EST	K2
ADVERB		ADVERB	K1
APPLE		APPLE	C6
BATH		BATH	H7
BED		BED	O7
BOOK		BOOK	L3
BOY		BOY	K3
CACTUS		CACTUS	C4
CHAIR		CHAIR	G8
COMPUTER		COMPUTER	F7
CONJUNCTION		CONJ	H1
DETERMINER		DET	G1
DICE		DICE	D4
DOG		DOG	E6
EAR		EAR	E5
ELEPHANT		ELEPHANT	M6
EXIT		EXIT	I3
EYE		EYE	N4
FAMILY		FAMILY	F6

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
FLOWERS		FLOWERS	H3
FROG		FROG	J4
GIRL		GIRL	G4
GOD		GOD	G6
HAMMER		HAMMER	E3
HE		HE	A5
HOUSE		HOUSE	H6
I-FEMALE		I	A3
I-MALE		I	A3
IT		IT	A7
INTERJECTION		INTERJ	F1
ISLAND		ISLAND	J5
JUICE		JUICE	I6
KITCHEN		KITCHEN	J6
KNOT		KNOT	B7
KNOW		KNOW	C3
LOVE		LOVE	K6
MASKS		MASKS	K7
MEDICAL		MEDICAL	M4
MONEY		MONEY	J7
MORNING		MORNING	K4

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
MOUNTAIN		MOUNTAIN	H4
MUSIC		MUSIC	M3
NAME		NAME	I7
NIGHT		NIGHT	L4
NOTEBOOKS ***IN LIBERATOR ONLY!***		NOTEBOOK ***IN LIBERATOR ONLY!***	P1
NOUN		NOUN	L2
NOUN PLURAL		NOUN PL	M2
NUMBER		NUMBER	B8
OBJECT		OBJ	A2
OPEN		OPEN	K5
PEOPLE		PEOPLE	L5
PHONE		PHONE	E4
POLICE		POLICE	O6
POSSESSIVE		POSS	B2
PREPOSITION		PREP	I1
PREVERB		PREVERB	B5
PREVERB+S		PREVRB+S	B6
QUEENBEE		QUEENBEE	C5
? WORD		? WORD	J1
RAINBOW		RAINBOW	M5
REMEMBER		REMEMBER	F5

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
RETURN		RETURN	N7
SCALES		SCALES	F3
SENTENCE		SENTENCE	K8
SHE		SHE	A6
SHOE		SHOE	J3
SNAIL		SNAIL	D6
SPACE		SPACE	H8
STOP		STOP	L7
SUIT		SUIT	G3
SUN		SUN	D3
THEY		THEY	B4
THINK		THINK	F4
THUMBS DOWN		THMBS DN	N6
THUMBS UP		THMBS UP	N5
TIME		TIME	G5
TO+VERB		TO+VERB	H2
TRIANGLE		TRIANGLE	I8
TRUCK		TRUCK	L6
TV		TV	M7
UMBRELLA		UMBRELLA	I5
VERB		VERB	C2

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
VERB +ED		VERB+ED	F2
VERB +EN		VERB+EN	G2
VERB +ING		VERB+ING	E2
VERB +S		VERB+S	D2
VOLT		VOLT	G7
WANTED		WANTED	D5
WATCH		WATCH	C7
WE		WE	B3
WRONG		WRONG	I4
X-RAY		X-RAY	E7
YORK		YORK	H5
YOU		YOU	A4
ZEBRA		ZEBRA	D7

NEW ICON LABELS FOR EXTENDED VOCABULARY ONLY!

ICON NAME	ICON	ICON LABEL	LOCATION
ADVERB		ADVERB	K1
DET		DET	G1
FOOD		FOOD	E8

Unity 128-Location Condensed Version
Icon Label Names and Locations

ICON NAME	ICON	ICON LABEL	LOCATION
QUESTION		QUESTION	L8
SECOND		SECOND	C1
SPEAK ALL ***IN DELTATALKER ONLY!***	**SPEAK ALL**	SPEAK ALL ***IN DELTATALKER ONLY!***	M1
STORY ***IN DELTATALKER ONLY!***		STORY ***IN DELTATALKER ONLY!***	P1
TOOLS		TOOLS	O5
TV		TV	M7
YES	**ly** **YES**	YES	L1

Music Synthesizer

(Liberator ONLY)

The icon sequence MUSIC + KNOT + COMPUTER in the Basic Version and TOOLS + MUSIC in the Extended Version, puts you into the Liberator's Music Synthesizer. The components needed in the Music Synthesizer are all stored under a two icon theme that is inaccessible to the person using the device. This is all taken care of by the macro putting you into the Music Synthesizer. The third icon is the only icon you need to sequence, and these are the only icons predicted when you are in the Music Synthesizer.

- To hear the whole song, choose the icon.
- To play it again, choose the icon.
- To insert an 1/8th rest, choose the icon.

As you will notice, each note you choose displays four (4) characters on the display. To delete notes perform the following:

- To move one note to the left, choose the icon.
- To move one note to the right, choose the icon.
- To delete the note to the left of the cursor, choose the icon.
- To leave the Music Synthesizer and return to normal Minspeak Mode, choose the icon.

Below is a listing of the notes that are stored and also tells the value (eighth, quarter, half, etc.) of each note. Sharps and flats have also been stored in Liberator II only. Since sharps are one-half note higher than the original note, the PREVERB icon was chosen as the icon to preceed the usual because the plus (+) sign is shown in the upper corner of the location. Likewise, since flats are one-half note lower than the original note, the PREVERB+S icon has been chosen as the icon to preceed the usual note because the minus sign (-)is shown in the upper corner of the location.

To play a quarter note of middle C, choose the following icon sequence:

C =

C# = in Liberator II only

Cb = in Liberator II only

For an explanation of how to store music, refer to the Liberator Manual. Below is a picture to help you find the notes that are stored.

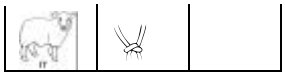
Use the following guide to find the musical notes.

Middle C

	A	B	C	D	E	F	G	A	B	C	D	E
	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
1/4 notes p													
1/2 notes p													
whole notes p														

Music Synthesizer

(Liberator ONLY)



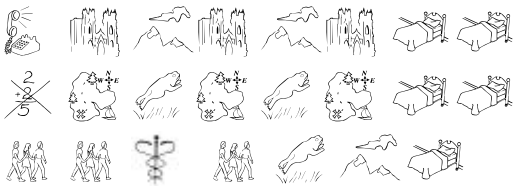
Following are songs that you can sequence and play on your Liberator.

Mary Had a Little Lamb

Row, Row, Row Your Boat

London Bridge

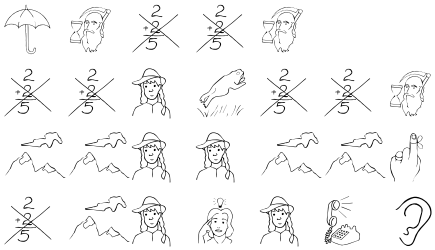
The Farmer in the Dell



Twinkle, Twinkle, Little Star

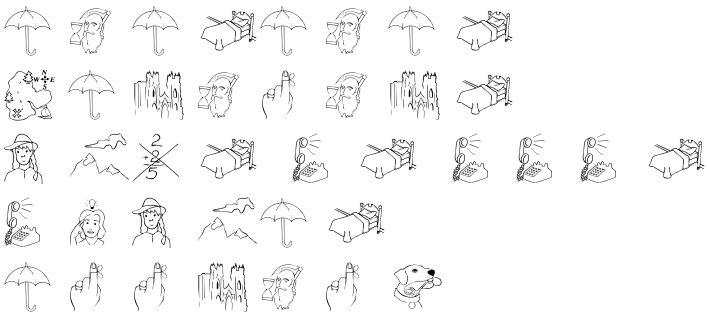
Bingo

Rain, Rain, Go Away



The Mulberry Bush

This Old Man



Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
a couple of	WRONG	ELEPHANT		WRONG = Math-related words; A COUPLE OF ELEPHANTs are on the icon.
a pair of	WRONG	DICE		WRONG = Math-related words; The icon shows A PAIR OF DICE.
able	*THINK*	*SECOND*	*ADJ*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
accept	LOVE	THMBS UP		LOVE = Loving-related words; The mother ACCEPTs (THMBS UP) her child's request
accessible	*CHAIR*	*SECOND*	*ADJ*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
actual	*MONEY*	*SECOND*	*ADJ*	*The MONEY in the icon is not ACTUALly real; SECOND = Second level words.*
afraid	MASKS	VOLT		MASKS = Feeling-related words; Some people are AFRAID of lightning (VOLT).
agree	PEOPLE	THMBS UP		PEOPLE AGREE (THMBS UP) and disagree on things.
alike	*EYE*	*SECOND*	*ADJ*	*SECOND = Second level words; The EYEs look ALIKE.*
angry	MASKS	QUEENBEE		MASKS = Feeling-related words; You may get stung if you make the bee (QUEENBEE) ANGRY.
another	*ISLAND*	*SECOND*	*ADJ*	*ISLAND = Place-related words; SECOND = Second level words; You use a map to get to ANOTHER place.*
ashamed	MASKS	WANTED		MASKS = Feeling-related words; The criminal (WANTED) is ASHAMED.
asleep	BED	THMBS DN		You lay down (THMBS DN) when you are ASLEEP.
awake	BED	THMBS UP		You get up (THMBS UP) when you are AWAKE.
back	EXIT	TRUCK		EXIT = Direction-related words; You put things in BACK of a TRUCK.
bad	THMBS DN	ADJ		You may signal THUMBS DOWN if things are BAD.
bald	*TIME*	*SECOND*	*ADJ*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
beautiful	*RAINBOW*	*SECOND*	*ADJ*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
big	ELEPHANT	ADJ		The ELEPHANTs are BIG.
black	RAINBOW	POLICE		RAINBOW = Color-related words; The POLICE uniform is BLACK.
blonde	RAINBOW	PEOPLE		RAINBOW = Color-related words; The girl in the PEOPLE icon has BLONDE hair.
blue	RAINBOW	BOY		RAINBOW = Color-related words; The water in the pool (BOY) looks BLUE.
bored	MASKS	TV		MASKS = Feeling-related words; Some TV shows are BOR(E)ing.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
bright	THINK	ADJ		The THINK icon shows a BRIGHT light.
brown	RAINBOW	SNAIL		RAINBOW = Color-related words; The SNAIL in the icon is BROWN.
brunette	RAINBOW	GIRL		RAINBOW = Color-related words; The GIRL in the icon is a BRUNETTE.
busy	QUEENBEE	ADJ		The QUEENBEE is very BUSY.
careful	PEOPLE	ADJ		Take CARE of PEOPLE.
certain	*KNOW*	*SECOND*	*ADJ*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
clean	BATH	ADJ		You take a BATH to get CLEAN.
close	OPEN	THMBS DN		OPEN = Chest-related words; Bring the chest lid down (THMBS DN) to CLOSE it.
cold	MOUNTAIN	ADJ		The MOUNTAIN tops are COLD.
comfortable	*HOUSE*	*SECOND*	*ADJ*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
common	*RETURN*	*SECOND*	*ADJ*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
cool	*MOUNTAIN*	*SECOND*	*ADJ*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
correct	WRONG	THMBS UP		WRONG = Math-related words; Give THMBS UP to a CORRECT answer.
crooked	*QUESTION*	*ADJ*		*The QUESTION mark looks CROOKED.*
crooked	TV	ADJ		The question mark (TV) looks CROOKED.
dark	NIGHT	ADJ		It is DARK at NIGHT.
delicious	*APPLE*	*SECOND*	*ADJ*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
different	ZEBRA	ADJ		The ZEBRA has DIFFERENT colored stripes.
dirty	HOUSE	ADJ		You can get DIRTY working in the yard (HOUSE).
disabled	CHAIR	ADJ		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
disagree	PEOPLE	THMBS DN		PEOPLE agree and DISAGREE (THMBS DN) on things.
drop	ELEPHANT	THMBS DN		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to lift or DROP (THMBS DN) things.
dry	CACTUS	ADJ		The desert (CACTUS) is DRY.
dumb	*THINK*	*THMBS DN*		*THINK = Thinking-related words; At times, you may think you are DUMB (THMBS DN).*
east	EXIT	OPEN		EXIT = Direction-related words; The OPEN icon is EAST of the island.
easy	EAR	ADJ		It's EASY to hear (EAR) loud noises.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
embarassed	MASKS	STOP		MASKS = Feeling-related words; Your face can turn red (STOP) when you are EMBARRASSED.
empty	JUICE	THMBS DN		JUICE = Drinking-related words; The glass of juice is EMPTY (THUMBS DOWN).
exact	TRIANGLE	ADJ		The TRIANGLE ruler makes an EXACT line.
excited	MASKS	FROG		MASKS = Feeling-related words; Some people jump (FROG) when EXCITED.
expensive	MONEY	THMBS UP		MONEY = Money-related words; EXPENSIVE items are high (THMBS UP) in price.
false	KNOW	THMBS DN		KNOW = School-related words; To give FALSE information is bad (THUMBS DOWN).
far	ISLAND	THMBS DN		ISLAND = Place-related words; It is harder (THUMBS DOWN) to travel to FAR places.
fast	VOLT	ADJ		You can move as FAST as lightning (VOLT).
fat	SCALES	ADJ		Some sausages (SCALES) contain a lot of FAT.
favorite	BOOK	ADJ		This is my FAVORITE BOOK.
few	WRONG	PEOPLE		WRONG = Math-related words; You can see a FEW PEOPLE.
first	SPACE	SUN		SPACE = Spatial-related words; The number "1" (FIRST) is on the SUN icon.
forget	REMEMBER	THMBS DN		Sometimes you REMEMBER; sometimes you FORGET (THMBS DN).
front	EXIT	HOUSE		EXIT = Direction-related words; The truck drives in FRONT of the HOUSE.
frustrated	MASKS	WRONG		MASKS = Feeling-related words; Some math problems (WRONG) can be FRUSTRAT(E)ing.
full	JUICE	THMBS UP		JUICE = Drinking-related words; The glass of juice is FULL (THUMBS UP).
funny	SUN	ADJ		You smile (SUN) when you are having FUN.
gold	RAINBOW	OPEN		RAINBOW = Color-related words; The chest (OPEN) is full of GOLD.
good	THMBS UP	ADJ		You may signal THMBS UP if things are GOOD.
gray(US)/grey(UK)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GRAY/GREY.
great	*THMBS UP*	*SECOND*	*ADJ*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
green	RAINBOW	FROG		RAINBOW = Color-related words; The FROG and the grass are GREEN.
grey(UK)/gray(US)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GREY/GRAY.
hand	BOY	THMBS DN		BOY = Body-related words; The THUMBS DOWN icon shows a HAND.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
happy	MASKS	SUN		MASKS = Feeling-related words; The SUN makes us feel HAPPY.
hard	HAMMER	ADJ		The HAMMER feels HARD.
healthy	GIRL	ADJ		The GIRL looks HEALTHY.
heavy	*SCALES*	*SECOND*	*ADJ*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
high	SPACE	ADJ		The rocket (SPACE) flies HIGH into space.
hot	KITCHEN	ADJ		The water in the pot (KITCHEN) is boiling HOT.
hungry	APPLE	ADJ		You can eat an APPLE when you are HUNGRY.
important	REMEMBER	ADJ		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
incorrect	WRONG	THMBS DN		WRONG = Math-related words; Give THMBS DN to a INCORRECT answer.
inexpensive	MONEY	THMBS DN		MONEY = Money-related words; INEXPENSIVE items are low (THMBS DN) in price.
kind	*FLOWERS*	*SECOND*	*ADJ*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
large	*ELEPHANT*	*SECOND*	*ADJ*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
last	SPACE	ELEPHANT		SPACE = Spatial-related words; One ELEPHANT is LAST.
left	EXIT	SNAIL		EXIT = Direction-related words; The SNAIL is looking to the LEFT.
less	NUMBER	ADJ		Some NUMBERs are LESS than other numbers.
lift	ELEPHANT	THMBS UP		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to LIFT (THMBS UP) or drop things.
light	MORNING	ADJ		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
little	DICE	ADJ		The DICE are LITTLE.
lonely	MASKS	GIRL		MASKS = Feeling-related words; The GIRL looks LONELY.
long	FROG	ADJ		The FROG is making a LONG leap into the air.
loose	SUIT	THMBS DN		SUIT = Clothing-related words; You slide a tie's knot down (THMBS DN) to LOOSEn it.
lose	DICE	THMBS DN		DICE = Game-related words; You may signal THUMBS DOWN if you LOSE a game.
loud	EAR	THMBS UP		EAR = Hearing-related words; You raise (THUMBS UP) the volume to make it LOUD.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
low	*MORNING*	*SECOND*	*ADJ*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
mad	MASKS	HAMMER		MASKS = Feeling-related words; You may get MAD if you hit yourself with a HAMMER.
many	WRONG	NIGHT		WRONG = Math-related words; There are MANY stars out at NIGHT.
middle	SPACE	FAMILY		SPACE = Spatial-related words; The child (FAMILY) is sitting in the MIDDLE.
more	MUSIC	ADJ		Do you want to hear MORE MUSIC?
near	ISLAND	THMBS UP		ISLAND = Place-related words; It is easier (THUMBS UP) to travel to NEAR places.
neat	*NAME*	*ADJ*		*You should always try to write (NAME) as NEATly as possible.*
necessary	UMBRELLA	ADJ		An UMBRELLA is NECESSARY when it rains.
nervous	MASKS	DOG		MASKS = Feeling-related words; Some people are NERVOUS around DOGs.
new	LOVE	ADJ		The woman (LOVE) is holding a NEW baby.
next	SPACE	PEOPLE		SPACE = Spatial-related words; The PEOPLE are walking NEXT to one another.
nice	FLOWERS	ADJ		It's NICE to receive FLOWERS from a friend.
noisy	*EAR*	*SECOND*	*ADJ*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
north	EXIT	FROG		EXIT = Direction-related words; The FROG is NORTH of the island.
old	TIME	ADJ		Father TIME is an OLD man.
only	*REMEMBER*	*SECOND*	*ADJ*	*REMEMBER = Hand-related words; SECOND = Second level words; ONLY one hand is seen in the icon.*
open	OPEN	THMBS UP		OPEN = Chest-related words; The chest is OPEN (THMBS UP).
orange	RAINBOW	SPACE		RAINBOW = Color-related words; One of the planets in the SPACE icon is ORANGE in color.
other	ISLAND	ADJ		The map (ISLAND) shows you OTHER countries.
pink	RAINBOW	FLOWERS		RAINBOW = Color-related words; Some FLOWERS are PINK.
poor	YORK	ADJ		Many cities (YORK) house those who are POOR.
pretty	RAINBOW	ADJ		A single RAINBOW is PRETTY.
purple	RAINBOW	UMBRELLA		RAINBOW = Color-related words; The UMBRELLA on the icon has PURPLE stripes.
quick	*VOLT*	*SECOND*	*ADJ*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
quiet	EAR	THMBS DN		EAR = Hearing-related words; You lower (THUMBS DOWN) the volume to make it QUIET.
rainy	*UMBRELLA*	*SECOND*	*ADJ*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
real	MONEY	ADJ		You need REAL MONEY to buy things.
red	RAINBOW	STOP		RAINBOW = Color-related words; The STOP sign is RED.
reject	LOVE	THMBS DN		LOVE = Loving-related words; The mother REJECTs (THMBS DN) her child's request.
remember	REMEMBER	THMBS UP		Sometimes you REMEMBER (THMBS UP); sometimes you forget.
rich	OPEN	ADJ		A chest (OPEN) full of gold would make you RICH.
right	EXIT	ADJ		The EXIT points you in the RIGHT direction.
right	EXIT	DOG		EXIT = Direction-related words; The DOG is looking to the RIGHT.
round	WATCH	ADJ		The WATCH is ROUND.
sad	MASKS	MASKS		One of the MASKS looks SAD.
same	EYE	ADJ		The EYEs look the SAME.
scared	MASKS	X-RAY		MASKS = Feeling-related words; The skull (X-RAY) makes you SCARED.
several	WRONG	SCALES		WRONG = Math-related words; SEVERAL sausages are on the SCALES.
shiny	*NIGHT*	*SECOND*	*ADJ*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
short	YORK	THMBS DN		YORK = General types of buildings ; Some buildings are SHORT (THUMBS DOWN).
shy	MASKS	PHONE		MASKS = Feeling-related words; It is difficult for people who are SHY to speak (PHONE) in certain situations.
sick	MEDICAL	ADJ		You need MEDICAL attention when you are SICK.
side	EXIT	TRIANGLE		EXIT = Direction-related words; A TRIANGLE has three SIDEs.
silly	*SUN*	*SECOND*	*ADJ*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silver	RAINBOW	HAMMER		RAINBOW = Color-related words; The head of the HAMMER is SILVER.
sleepy	*BED*	*SECOND*	*ADJ*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
slow	SNAIL	ADJ		Some people move as SLOW as a SNAIL.
small	*DICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
smart	*THINK*	*THMBS UP*		*THINK = Thinking-related words; At times, you may think you are SMART (THMBS UP).*
soft	DOG	ADJ		The DOG's fur feels SOFT.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
sour	APPLE	THMBS DN		APPLE = Food-related words; Some foods are SOUR (THUMBS DOWN).
south	EXIT	KITCHEN		EXIT = Direction-related words; The KITCHEN icon is SOUTH of the island.
straight	SUIT	ADJ		The tie (SUIT) is STRAIGHT.
sure	KNOW	ADJ		To KNOW is to be SURE.
sweet	APPLE	THMBS UP		APPLE = Food-related words; Some foods are SWEET (THUMBS UP).
tall	YORK	THMBS UP		YORK = General types of buildings; Some buildings are TALL (THUMBS UP).
tan	RAINBOW	DOG		RAINBOW = Color-related words; Some DOGs are TAN in color.
terrible	*THMBS DN*	*SECOND*	*ADJ*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
thin	*JUICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thirsty	JUICE	ADJ		You need a drink (JUICE) when you are THIRSTY.
thumb	BOY	THMBS UP		BOY = Body-related words; The THUMBS UP icon shows a THUMB.
tight	SUIT	THMBS UP		SUIT = Clothing-related words; You slide a tie's knot up (THMBS UP) to TIGHTen it.
tired	BED	ADJ		You go to BED when you're TIRED.
true	KNOW	THMBS UP		KNOW = School-related words; The answer is TRUE (THUMBS UP).
ugly	X-RAY	ADJ		The skull (X-RAY) looks UGLY!
usual	RETURN	ADJ		When things happen repeatedly (RETURN), it may become USUAL.
warm	*KITCHEN*	*SECOND*	*ADJ*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
wealthy	*OPEN*	*SECOND*	*ADJ*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
west	EXIT	UMBRELLA		EXIT = Direction-related words; The UMBRELLA icon is WEST of the island.
wet	BOY	ADJ		You get WET in the pool (BOY).
wide	*BOY*	*SECOND*	*ADJ*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
win	DICE	THMBS UP		DICE = Game-related words; You may signal THUMBS UP if you WIN a game.
worried	MASKS	LOVE		MASKS = Feeling-related words; Mothers (LOVE) may get WORRIED.
wrong	WRONG	ADJ		Icon name.
yellow	RAINBOW	SUN		RAINBOW = Color-related words; The SUN is YELLOW.
young	*LOVE*	*SECOND*	*ADJ*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
a couple of	WRONG	ELEPHANT		WRONG = Math-related words; A COUPLE OF ELEPHANTs are on the icon.
a pair of	WRONG	DICE		WRONG = Math-related words; The icon shows A PAIR OF DICE.
able	*THINK*	*SECOND*	*ADJ*	*SECOND = Second level words; If you THINK you can do it, then you are more ABLE to do it.*
accept	LOVE	THMBS UP		LOVE = Loving-related words; The mother ACCEPTs (THMBS UP) her child's request
accessible	*CHAIR*	*SECOND*	*ADJ*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
actual	*MONEY*	*SECOND*	*ADJ*	*The MONEY in the icon is not ACTUALly real; SECOND = Second level words.*
afraid	MASKS	VOLT		MASKS = Feeling-related words; Some people are AFRAID of lightning (VOLT).
agree	PEOPLE	THMBS UP		PEOPLE AGREE (THMBS UP) and disagree on things.
alike	*EYE*	*SECOND*	*ADJ*	*SECOND = Second level words; The EYEs look ALIKE.*
angry	MASKS	QUEENBEE		MASKS = Feeling-related words; You may get stung if you make the bee (QUEENBEE) ANGRY.
another	*ISLAND*	*SECOND*	*ADJ*	*ISLAND = Place-related words; SECOND = Second level words; You use a map to get to ANOTHER place.*
ashamed	MASKS	WANTED		MASKS = Feeling-related words; The criminal (WANTED) is ASHAMED.
asleep	BED	THMBS DN		You lay down (THMBS DN) when you are ASLEEP.
awake	BED	THMBS UP		You get up (THMBS UP) when you are AWAKE.
back	EXIT	TRUCK		EXIT = Direction-related words; You put things in BACK of a TRUCK.
bad	THMBS DN	ADJ		You may signal THUMBS DOWN if things are BAD.
bald	*TIME*	*SECOND*	*ADJ*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man.*
beautiful	*RAINBOW*	*SECOND*	*ADJ*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL.*
big	ELEPHANT	ADJ		The ELEPHANTs are BIG.
black	RAINBOW	POLICE		RAINBOW = Color-related words; The POLICE uniform is BLACK.
blonde	RAINBOW	PEOPLE		RAINBOW = Color-related words; The girl in the PEOPLE icon has BLONDE hair.
blue	RAINBOW	BOY		RAINBOW = Color-related words; The water in the pool (BOY) looks BLUE.
bored	MASKS	TV		MASKS = Feeling-related words; Some TV shows are BOR(E)ing.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
bright	THINK	ADJ		The THINK icon shows a BRIGHT light.
brown	RAINBOW	SNAIL		RAINBOW = Color-related words; The SNAIL in the icon is BROWN.
brunette	RAINBOW	GIRL		RAINBOW = Color-related words; The GIRL in the icon is a BRUNETTE.
busy	QUEENBEE	ADJ		The QUEENBEE is very BUSY.
careful	PEOPLE	ADJ		Take CARE of PEOPLE.
certain	*KNOW*	*SECOND*	*ADJ*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
clean	BATH	ADJ		You take a BATH to get CLEAN.
close	OPEN	THMBS DN		OPEN = Chest-related words; Bring the chest lid down (THMBS DN) to CLOSE it.
cold	MOUNTAIN	ADJ		The MOUNTAIN tops are COLD.
comfortable	*HOUSE*	*SECOND*	*ADJ*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live.*
common	*RETURN*	*SECOND*	*ADJ*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON.*
cool	*MOUNTAIN*	*SECOND*	*ADJ*	*SECOND = Second level words; It gets COOL on top of the MOUNTAIN.*
correct	WRONG	THMBS UP		WRONG = Math-related words; Give THMBS UP to a CORRECT answer.
crooked	*QUESTION*	*ADJ*		*The QUESTION mark looks CROOKED.*
crooked	TV	ADJ		The question mark (TV) looks CROOKED.
dark	NIGHT	ADJ		It is DARK at NIGHT.
delicious	*APPLE*	*SECOND*	*ADJ*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
different	ZEBRA	ADJ		The ZEBRA has DIFFERENT colored stripes.
dirty	HOUSE	ADJ		You can get DIRTY working in the yard (HOUSE).
disabled	CHAIR	ADJ		Many people who are DISABLED use wheelCHAIRs and other assistive technologies.
disagree	PEOPLE	THMBS DN		PEOPLE agree and DISAGREE (THMBS DN) on things.
drop	ELEPHANT	THMBS DN		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to lift or DROP (THMBS DN) things.
dry	CACTUS	ADJ		The desert (CACTUS) is DRY.
dumb	*THINK*	*THMBS DN*		*THINK = Thinking-related words; At times, you may think you are DUMB (THMBS DN).*
east	EXIT	OPEN		EXIT = Direction-related words; The OPEN icon is EAST of the island.
easy	EAR	ADJ		It's EASY to hear (EAR) loud noises.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
embarassed	MASKS	STOP		MASKS = Feeling-related words; Your face can turn red (STOP) when you are EMBARRASSED.
empty	JUICE	THMBS DN		JUICE = Drinking-related words; The glass of juice is EMPTY (THUMBS DOWN).
exact	TRIANGLE	ADJ		The TRIANGLE ruler makes an EXACT line.
excited	MASKS	FROG		MASKS = Feeling-related words; Some people jump (FROG) when EXCITED.
expensive	MONEY	THMBS UP		MONEY = Money-related words; EXPENSIVE items are high (THMBS UP) in price.
false	KNOW	THMBS DN		KNOW = School-related words; To give FALSE information is bad (THUMBS DOWN).
far	ISLAND	THMBS DN		ISLAND = Place-related words; It is harder (THUMBS DOWN) to travel to FAR places.
fast	VOLT	ADJ		You can move as FAST as lightning (VOLT).
fat	SCALES	ADJ		Some sausages (SCALES) contain a lot of FAT.
favorite	BOOK	ADJ		This is my FAVORITE BOOK.
few	WRONG	PEOPLE		WRONG = Math-related words; You can see a FEW PEOPLE.
first	SPACE	SUN		SPACE = Spatial-related words; The number "1" (FIRST) is on the SUN icon.
forget	REMEMBER	THMBS DN		Sometimes you REMEMBER; sometimes you FORGET (THMBS DN).
front	EXIT	HOUSE		EXIT = Direction-related words; The truck drives in FRONT of the HOUSE.
frustrated	MASKS	WRONG		MASKS = Feeling-related words; Some math problems (WRONG) can be FRUSTRAT(E)ing.
full	JUICE	THMBS UP		JUICE = Drinking-related words; The glass of juice is FULL (THUMBS UP).
funny	SUN	ADJ		You smile (SUN) when you are having FUN.
gold	RAINBOW	OPEN		RAINBOW = Color-related words; The chest (OPEN) is full of GOLD.
good	THMBS UP	ADJ		You may signal THMBS UP if things are GOOD.
gray(US)/grey(UK)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GRAY/GREY.
great	*THMBS UP*	*SECOND*	*ADJ*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job.*
green	RAINBOW	FROG		RAINBOW = Color-related words; The FROG and the grass are GREEN.
grey(UK)/gray(US)	RAINBOW	ELEPHANT		RAINBOW = Color-related words; The ELEPHANTs are GREY/GRAY.
hand	BOY	THMBS DN		BOY = Body-related words; The THUMBS DOWN icon shows a HAND.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
happy	MASKS	SUN		MASKS = Feeling-related words; The SUN makes us feel HAPPY.
hard	HAMMER	ADJ		The HAMMER feels HARD.
healthy	GIRL	ADJ		The GIRL looks HEALTHY.
heavy	*SCALES*	*SECOND*	*ADJ*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES.*
high	SPACE	ADJ		The rocket (SPACE) flies HIGH into space.
hot	KITCHEN	ADJ		The water in the pot (KITCHEN) is boiling HOT.
hungry	APPLE	ADJ		You can eat an APPLE when you are HUNGRY.
important	REMEMBER	ADJ		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
incorrect	WRONG	THMBS DN		WRONG = Math-related words; Give THMBS DN to a INCORRECT answer.
inexpensive	MONEY	THMBS DN		MONEY = Money-related words; INEXPENSIVE items are low (THMBS DN) in price.
kind	*FLOWERS*	*SECOND*	*ADJ*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers.*
large	*ELEPHANT*	*SECOND*	*ADJ*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big."*
last	SPACE	ELEPHANT		SPACE = Spatial-related words; One ELEPHANT is LAST.
left	EXIT	SNAIL		EXIT = Direction-related words; The SNAIL is looking to the LEFT.
less	NUMBER	ADJ		Some NUMBERs are LESS than other numbers.
lift	ELEPHANT	THMBS UP		ELEPHANT = Words related to what an elephant does with his trunk; Elephants use their trunks to LIFT (THMBS UP) or drop things.
light	MORNING	ADJ		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
little	DICE	ADJ		The DICE are LITTLE.
lonely	MASKS	GIRL		MASKS = Feeling-related words; The GIRL looks LONELY.
long	FROG	ADJ		The FROG is making a LONG leap into the air.
loose	SUIT	THMBS DN		SUIT = Clothing-related words; You slide a tie's knot down (THMBS DN) to LOOSEn it.
lose	DICE	THMBS DN		DICE = Game-related words; You may signal THUMBS DOWN if you LOSE a game.
loud	EAR	THMBS UP		EAR = Hearing-related words; You raise (THUMBS UP) the volume to make it LOUD.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
low	*MORNING*	*SECOND*	*ADJ*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING.*
mad	MASKS	HAMMER		MASKS = Feeling-related words; You may get MAD if you hit yourself with a HAMMER.
many	WRONG	NIGHT		WRONG = Math-related words; There are MANY stars out at NIGHT.
middle	SPACE	FAMILY		SPACE = Spatial-related words; The child (FAMILY) is sitting in the MIDDLE.
more	MUSIC	ADJ		Do you want to hear MORE MUSIC?
near	ISLAND	THMBS UP		ISLAND = Place-related words; It is easier (THUMBS UP) to travel to NEAR places.
neat	*NAME*	*ADJ*		*You should always try to write (NAME) as NEATly as possible.*
necessary	UMBRELLA	ADJ		An UMBRELLA is NECESSARY when it rains.
nervous	MASKS	DOG		MASKS = Feeling-related words; Some people are NERVOUS around DOGs.
new	LOVE	ADJ		The woman (LOVE) is holding a NEW baby.
next	SPACE	PEOPLE		SPACE = Spatial-related words; The PEOPLE are walking NEXT to one another.
nice	FLOWERS	ADJ		It's NICE to receive FLOWERS from a friend.
noisy	*EAR*	*SECOND*	*ADJ*	*EAR = Hearing-related words; SECOND = Second level words; It can be NOISY in a full room.*
north	EXIT	FROG		EXIT = Direction-related words; The FROG is NORTH of the island.
old	TIME	ADJ		Father TIME is an OLD man.
only	*REMEMBER*	*SECOND*	*ADJ*	*REMEMBER = Hand-related words; SECOND = Second level words; ONLY one hand is seen in the icon.*
open	OPEN	THMBS UP		OPEN = Chest-related words; The chest is OPEN (THMBS UP).
orange	RAINBOW	SPACE		RAINBOW = Color-related words; One of the planets in the SPACE icon is ORANGE in color.
other	ISLAND	ADJ		The map (ISLAND) shows you OTHER countries.
pink	RAINBOW	FLOWERS		RAINBOW = Color-related words; Some FLOWERS are PINK.
poor	YORK	ADJ		Many cities (YORK) house those who are POOR.
pretty	RAINBOW	ADJ		A single RAINBOW is PRETTY.
purple	RAINBOW	UMBRELLA		RAINBOW = Color-related words; The UMBRELLA on the icon has PURPLE stripes.
quick	*VOLT*	*SECOND*	*ADJ*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
quiet	EAR	THMBS DN		EAR = Hearing-related words; You lower (THUMBS DOWN) the volume to make it QUIET.
rainy	*UMBRELLA*	*SECOND*	*ADJ*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella when it is RAINY.*
real	MONEY	ADJ		You need REAL MONEY to buy things.
red	RAINBOW	STOP		RAINBOW = Color-related words; The STOP sign is RED.
reject	LOVE	THMBS DN		LOVE = Loving-related words; The mother REJECTs (THMBS DN) her child's request.
remember	REMEMBER	THMBS UP		Sometimes you REMEMBER (THMBS UP); sometimes you forget.
rich	OPEN	ADJ		A chest (OPEN) full of gold would make you RICH.
right	EXIT	ADJ		The EXIT points you in the RIGHT direction.
right	EXIT	DOG		EXIT = Direction-related words; The DOG is looking to the RIGHT.
round	WATCH	ADJ		The WATCH is ROUND.
sad	MASKS	MASKS		One of the MASKS looks SAD.
same	EYE	ADJ		The EYEs look the SAME.
scared	MASKS	X-RAY		MASKS = Feeling-related words; The skull (X-RAY) makes you SCARED.
several	WRONG	SCALES		WRONG = Math-related words; SEVERAL sausages are on the SCALES.
shiny	*NIGHT*	*SECOND*	*ADJ*	*NIGHT = Night-related words; SECOND = Second level words; Stars are SHINY at night.*
short	YORK	THMBS DN		YORK = General types of buildings; Some buildings are SHORT (THUMBS DOWN).
shy	MASKS	PHONE		MASKS = Feeling-related words; It is difficult for people who are SHY to speak (PHONE) in certain situations.
sick	MEDICAL	ADJ		You need MEDICAL attention when you are SICK.
side	EXIT	TRIANGLE		EXIT = Direction-related words; A TRIANGLE has three SIDEs.
silly	*SUN*	*SECOND*	*ADJ*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; You laugh at SILLY things.*
silver	RAINBOW	HAMMER		RAINBOW = Color-related words; The head of the HAMMER is SILVER.
sleepy	*BED*	*SECOND*	*ADJ*	*You go to BED when you are SLEEPY; SECOND = Second level words.*
slow	SNAIL	ADJ		Some people move as SLOW as a SNAIL.
small	*DICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The DICE are SMALL: synonym of "little" (DICE).*
smart	*THINK*	*THMBS UP*		*THINK = Thinking-related words; At times, you may think you are SMART (THMBS UP).*
soft	DOG	ADJ		The DOG's fur feels SOFT.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
sour	APPLE	THMBS DN		APPLE = Food-related words; Some foods are SOUR (THUMBS DOWN).
south	EXIT	KITCHEN		EXIT = Direction-related words; The KITCHEN icon is SOUTH of the island.
straight	SUIT	ADJ		The tie (SUIT) is STRAIGHT.
sure	KNOW	ADJ		To KNOW is to be SURE.
sweet	APPLE	THMBS UP		APPLE = Food-related words; Some foods are SWEET (THUMBS UP).
tall	YORK	THMBS UP		YORK = General types of buildings; Some buildings are TALL (THUMBS UP).
tan	RAINBOW	DOG		RAINBOW = Color-related words; Some DOGs are TAN in color.
terrible	*THMBS DN*	*SECOND*	*ADJ*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words.*
thin	*JUICE*	*SECOND*	*ADJ*	*SECOND = Second level words; The straw in the JUICE icon is THIN.*
thirsty	JUICE	ADJ		You need a drink (JUICE) when you are THIRSTY.
thumb	BOY	THMBS UP		BOY = Body-related words; The THUMBS UP icon shows a THUMB.
tight	SUIT	THMBS UP		SUIT = Clothing-related words; You slide a tie's knot up (THMBS UP) to TIGHTen it.
tired	BED	ADJ		You go to BED when you're TIRED.
true	KNOW	THMBS UP		KNOW = School-related words; The answer is TRUE (THUMBS UP).
ugly	X-RAY	ADJ		The skull (X-RAY) looks UGLY!
usual	RETURN	ADJ		When things happen repeatedly (RETURN), it may become USUAL.
warm	*KITCHEN*	*SECOND*	*ADJ*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
wealthy	*OPEN*	*SECOND*	*ADJ*	*OPEN = Chest-related words; SECOND = Second level words; The chest is filled with WEALTH.*
west	EXIT	UMBRELLA		EXIT = Direction-related words; The UMBRELLA icon is WEST of the island.
wet	BOY	ADJ		You get WET in the pool (BOY).
wide	*BOY*	*SECOND*	*ADJ*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
win	DICE	THMBS UP		DICE = Game-related words; You may signal THUMBS UP if you WIN a game.
worried	MASKS	LOVE		MASKS = Feeling-related words; Mothers (LOVE) may get WORRIED.
wrong	WRONG	ADJ		Icon name.
yellow	RAINBOW	SUN		RAINBOW = Color-related words; The SUN is YELLOW.
young	*LOVE*	*SECOND*	*ADJ*	*LOVE = Loving-related words; SECOND = Second level words; A YOUNG baby is seen on the love icon.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
accessibly	*CHAIR*	*SECOND*	*YES*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings; YES = Adverbs.*
actually	*MONEY*	*SECOND*	*YES*	*The MONEY in the icon is not ACTUALLY real; SECOND = Second level words; YES = Adverbs.*
again	ADVERB	RETURN		If you RETURN, you do something AGAIN.
again	*RETURN*	*ADVERB*		*If you RETURN, you do something AGAIN*
all right	ADVERB	THMBS UP		You put your THUMBS UP if things are ALL RIGHT.
all right	*THMBS UP*	*ADVERB*		*You put your THMBS UP if things are ALL RIGHT.*
almost	ADVERB	JUICE		The glass (JUICE) is ALMOST full.
almost	*JUICE*	*ADVERB*		*The glass (JUICE) is ALMOST full.*
already	ADVERB	KITCHEN		The water is ALREADY boiling (KITCHEN).
already	*KITCHEN*	*ADVERB*		*The water is ALREADY boiling (KITCHEN).*
also	ADVERB	ZEBRA		The ZEBRA looks like a horse ALSO.
also	*ZEBRA*	*ADVERB*		*The ZEBRA looks like a horse ALSO.*
always	ADVERB	EYE		ALWAYS look (EYE) at what you are doing.
always	*EYE*	*ADVERB*		*ALWAYS look (EYE) at what you are doing.*
away	ADVERB	ISLAND		Everyone likes to go AWAY to visit new places (ISLAND).
away	*ISLAND*	*ADVERB*		*Everyone likes to go AWAY to visit new places (ISLAND).*
backwards	ADVERB	TRUCK		Sometimes a TRUCK moves BACKWARDS.
backwards	*TRUCK*	*ADVERB*		*Sometimes a TRUCK moves BACKWARDS.*
badly	THMBS DN	ADVERB		You may signal THUMBS DOWN if things are BAD.
badly	*THMBS DN*	*YES*		*You may signal THUMBS DOWN if things are BAD; YES = Adverbs.*
baldly	*TIME*	*SECOND*	*YES*	*TIME = Calendar-related time words; SECOND = Second level words; The time icon shows a BALD man; YES = Adverbs.*
beautifully	*RAINBOW*	*SECOND*	*YES*	*SECOND = Second level words; RAINBOWs are BEAUTIFUL; YES = Adverbs.*
brightly	THINK	ADVERB		The THINK icon shows a BRIGHT light.
brightly	*THINK*	*YES*		*The THINK icon shows a BRIGHT light; YES = Adverbs.*
busily	QUEENBEE	ADVERB		The QUEENBEE is very BUSY.
busily	*QUEENBEE*	*YES*		*The QUEENBEE is very BUSY; YES = Adverbs.*
carefully	PEOPLE	ADVERB		Take CARE of PEOPLE.
carefully	*PEOPLE*	*YES*		*God takes CARE of the PEOPLE; YES = Adverbs.*
certainly	*KNOW*	*SECOND*	*YES*	*SECOND = Second level words; To KNOW is to be CERTAIN.*
cleanly	BATH	ADVERB		You take a BATH to get CLEAN.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
cleanly	*BATH*	*YES*		*You take a BATH to get CLEAN; YES = Adverbs.*
coldly	MOUNTAIN	ADVERB		The MOUNTAIN tops are COLD.
coldly	*MOUNTAIN*	*YES*		*The MOUNTAIN tops are COLD. YES = Adverbs.*
comfortably	*HOUSE*	*SECOND*	*YES*	*HOUSE = Home-related words; SECOND = Second level words; Homes are COMFORTABLE places to live; YES = Adverbs.*
commonly	*RETURN*	*SECOND*	*YES*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Things that occur repeatedly can become COMMON; YES = Adverbs.*
darkly	NIGHT	ADVERB		It is DARK at NIGHT.
darkly	*NIGHT*	*YES*		*It is DARK at NIGHT. YES = Adverbs.*
deliciously	*APPLE*	*SECOND*	*YES*	*APPLE = Food-related words; SECOND = Second level words; Pasta dishes are DELICIOUS.*
differently	ZEBRA	ADVERB		The ZEBRA has DIFFERENT colored stripes.
differently	*ZEBRA*	*YES*		*The ZEBRA has DIFFERENT colored stripes; YES = Adverbs.*
dirtily	HOUSE	ADVERB		You can get DIRTY working in the yard (HOUSE).
dirtily	*HOUSE*	*YES*		*You can get DIRTY working in the yard (HOUSE); YES = Adverbs.*
dryly	CACTUS	ADVERB		The desert (CACTUS) is DRY; YES = Adverbs.
dryly	*CACTUS*	*YES*		*The desert (CACTUS) is DRY.*
easily	EAR	ADVERB		It's EASY to hear (EAR) loud noises.
easily	*EAR*	*YES*		*It's EASY to hear (EAR) loud noises; YES = Adverbs.*
else	ADVERB	TV		What ELSE is there to watch on TV?
else	*TV*	*ADVERB*		*What ELSE is there to watch on TV?*
even	ADVERB	SCALES		You balance the SCALES until they are EVEN.
even	*SCALES*	*ADVERB*		*You balance the SCALES until they are EVEN.*
exactly	TRIANGLE	ADVERB		The TRIANGLE ruler makes an EXACT line.
exactly	*TRIANGLE*	*YES*		*The TRIANGLE ruler makes an EXACT line; YES = Adverbs.*
forward	ADVERB	FROG		The FROG is jumping FORWARD.
forward	*FROG*	*ADVERB*		*The FROG is jumping FORWARD.*
greatly	*THMBS UP*	*SECOND*	*YES*	*THMBS UP = Positive-related words; SECOND = Second level words; You did a GREAT (THMBS UP) job; YES = Adverbs.*
hardly	HAMMER	ADVERB		The HAMMER feels HARD.
hardly	*HAMMER*	*YES*		*The HAMMER feels HARD; YES = Adverbs.*
healthily	GIRL	ADVERB		The GIRL looks HEALTHY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
healthily	*GIRL*	*YES*		*The GIRL looks HEALTHY; YES = Adverbs.*
heavily	*SCALES*	*SECOND*	*YES*	*SECOND = Second level words; The sausages are weighing HEAVILY on the SCALES; YES = Adverbs.*
here	ADVERB	REMEMBER		The finger (REMEMBER) points HERE.
here	*REMEMBER*	*ADVERB*		*The finger (REMEMBER) points HERE.*
highly	SPACE	ADVERB		The rocket (SPACE) flies HIGH into space.
highly	*SPACE*	*YES*		*The rocket (SPACE) flies HIGH into space; YES = Adverbs.*
hotly	KITCHEN	ADVERB		The water in the pot (KITCHEN) is boiling HOT.
hotly	*KITCHEN*	*YES*		*The water in the pot (KITCHEN) is boiling HOT; YES = Adverbs.*
hungrily	APPLE	ADVERB		You can eat an APPLE when you are HUNGRY.
hungrily	*APPLE*	*YES*		*You can eat an APPLE when you are HUNGRY; YES = Adverbs.*
importantly	REMEMBER	ADVERB		A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT.
importantly	*REMEMBER*	*YES*		*A piece of string was placed around your finger (REMEMBER) to remind you of something IMPORTANT; YES = Adverbs.*
indoors	ADVERB	HOUSE		When the weather is bad, you must stay INDOORS (HOUSE).
indoors	*HOUSE*	*ADVERB*		*When the weather is bad, you must stay INDOORS (HOUSE).*
just	ADVERB	SHOE		There's JUST one SHOE.
just	*SHOE*	*ADVERB*		*There's JUST one SHOE.*
kindly	*FLOWERS*	*SECOND*	*YES*	*FLOWERS = Greeting-related words; SECOND = Second level words; It is KIND to give flowers; YES = Adverbs.*
largely	*ELEPHANT*	*SECOND*	*YES*	*ELEPHANT = Largeness-related words; SECOND = Second level words; The elephants are LARGE: synonym of "big." YES = Adverbs.*
lightly	MORNING	ADVERB		When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.
lightly	*MORNING*	*YES*		*When the sun rises (MORNING), it turns the darkness of night into the LIGHT of day. YES = Adverbs.*
lowly	*MORNING*	*SECOND*	*YES*	*SECOND = Second Level words; The sun is LOW in the sky as it rises in the MORNING. YES = Adverbs.*
maybe	ADVERB	MASKS		MAYBE you're happy, maybe you're sad (MASKS).
maybe	*MASKS*	*ADVERB*		*MAYBE you're happy, maybe you're sad (MASKS).*
mostly	MUSIC	ADVERB		Do you like to hear MOST MUSIC? *YES = Adverbs.*
mostly	*MUSIC*	*YES*		*Do you like to hear MOST MUSIC?*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
much	ADVERB	MONEY		There is MUCH money in the MONEY icon.
much	*MONEY*	*ADVERB*		*There is MUCH money in the MONEY icon.*
neatly	*NAME*	*ADVERB*		*You should always try to write (NAME) as NEATLY as possible. YES = Adverbs.*
neatly	*NAME*	*YES*		*You should always try to write (NAME) as NEATLY as possible.*
necessarily	UMBRELLA	ADVERB		An UMBRELLA is NECESSARY when it rains.
necessarily	*UMBRELLA*	*YES*		*An UMBRELLA is NECESSARY when it rains; YES = Adverbs.*
never	ADVERB	POLICE		NEVER cross the street until the POLICEman stops the traffic.
never	*POLICE*	*ADVERB*		*NEVER cross the street until the POLICEman stops the traffic.*
newly	LOVE	ADVERB		The woman (LOVE) is holding a NEW baby.
newly	*LOVE*	*YES*		*The woman (LOVE) is holding a NEW baby. YES = Adverbs.*
nicely	FLOWERS	ADVERB		It's NICE to receive FLOWERS from a friend.
nicely	*FLOWERS*	*YES*		*It's NICE to receive FLOWERS from a friend; YES = Adverbs.*
noisily	*EAR*	*SECOND*	*YES*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears; YES = Adverbs.*
now	ADVERB	BOY		The BOY is stepping into the pool NOW.
now	*BOY*	*ADVERB*		*The BOY is stepping into the pool NOW.*
often	ADVERB	PHONE		Some people talk on the PHONE OFTEN.
often	*PHONE*	*ADVERB*		*Some people talk on the PHONE OFTEN.*
once	ADVERB	BOOK		Some stories (BOOK) start with ONCE upon a time.
once	*BOOK*	*ADVERB*		*Some stories (BOOK) start with ONCE upon a time.*
outdoors	ADVERB	MOUNTAIN		When the weather is good, we can play in the OUTDOORS (MOUNTAIN).
outdoors	*MOUNTAIN*	*ADVERB*		*When the weather is good, we can play in the OUTDOORS (MOUNTAIN).*
poorly	YORK	ADVERB		Many cities (YORK) house those who are POOR.
poorly	*YORK*	*YES*		*Many cities (YORK) house those who are POOR; YES = Adverbs.*
prettily	RAINBOW	ADVERB		A single RAINBOW is PRETTY.
prettily	*RAINBOW*	*YES*		*A single RAINBOW is PRETTY; YES = Adverbs.*
quickly	*VOLT*	*SECOND*	*YES*	*VOLT = Speed-related words; SECOND = Second level words; Lightning is QUICK; YES = Adverbs.*
quite	ADVERB	YORK		YORK is QUITE an "old English city."
quite	*YORK*	*ADVERB*		*YORK is QUITE an "old English city."*
ready	ADVERB	WATCH		READY, set, go, and the WATCH was activated.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ready	*WATCH*	*ADVERB*		*READY, set, go, and the WATCH was activated.*
really	MONEY	ADVERB		MONEY is REALLY important to survival.
really	*MONEY*	*YES*		*MONEY is REALLY important to survival; YES = Adverbs.*
richly	OPEN	ADVERB		A chest (OPEN) full of gold would make you RICH.
richly	*OPEN*	*YES*		*A chest (OPEN) full of gold would make you RICH; YES = Adverbs.*
rightly	EXIT	ADVERB		The EXIT points you in the RIGHT direction.
rightly	*EXIT*	*YES*		*The EXIT points you in the RIGHT direction; YES = Adverbs.*
sickly	MEDICAL	ADVERB		You need MEDICAL attention when you are SICK.
sickly	*MEDICAL*	*YES*		*You need MEDICAL attention when you are SICK; YES = Adverbs.*
sleepily	*BED*	*SECOND*	*YES*	*You go to BED when you are SLEEPY; SECOND = Second level words; YES = Adverbs.*
slowly	SNAIL	ADVERB		Some people move as SLOW as a SNAIL.
slowly	*SNAIL*	*YES*		*Some people move as SLOW as a SNAIL; YES = Adverbs.*
so	ADVERB	SUIT		You look SO good when you dress (SUIT) up.
so	*SUIT*	*ADVERB*		*You look SO good when you dress (SUIT) up.*
softly	DOG	ADVERB		The DOG's fur feels SOFT; YES = Adverbs.
softly	*DOG*	*YES*		*The DOG's fur feels SOFT.*
still	ADVERB	GIRL		The GIRL is sitting STILL while her picture is taken.
still	*GIRL*	*ADVERB*		*The GIRL is sitting STILL while her picture is taken.*
surely	KNOW	ADVERB		To KNOW is to be SURE.
surely	*KNOW*	*YES*		*To KNOW is to be SURE; YES = Adverbs.*
terribly	*THMBS DN*	*SECOND*	*YES*	*Yuk (THMBS DN), that is TERRIBLE; SECOND = Second level words; YES = Adverbs.*
then	ADVERB	PEOPLE		There is one person (PEOPLE) THEN another and then another.
then	*PEOPLE*	*ADVERB*		*There is one person (PEOPLE) THEN another and then another.*
there	ADVERB	ADVERB		Quick access to the frequently used adverb "THERE."
there	ADVERB	EXIT		The EXIT points over THERE.
there	*EXIT*	*ADVERB*		*The EXIT points over THERE.*
thirstily	JUICE	ADVERB		You need a drink (JUICE) when you are THIRSTY.
thirstily	*JUICE*	*YES*		*You need a drink (JUICE) when you are THIRSTY; YES = Adverbs.*
though	ADVERB	UMBRELLA		It looks as THOUGH it might rain (UMBRELLA).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
though	*UMBRELLA*	*ADVERB*		*It looks as THOUGH it might rain (UMBRELLA).*
today	ADVERB	SUN		The SUN may be shining TODAY.
today	*SUN*	*ADVERB*		*The SUN may be shining TODAY.*
together	ADVERB	FAMILY		The FAMILY is standing TOGETHER.
together	*FAMILY*	*ADVERB*		*The FAMILY is standing TOGETHER.*
tomorrow	ADVERB	MORNING		The sun will rise (MORNING) TOMORROW.
tomorrow	*MORNING*	*ADVERB*		*The sun will rise (MORNING) TOMORROW.*
tonight	ADVERB	NIGHT		The moon (NIGHT) may shine TONIGHT.
tonight	*NIGHT*	*ADVERB*		*The moon (NIGHT) may shine TONIGHT.*
too	ADVERB	QUEENBEE		The QUEENBEE looks TOO real!
too	*QUEENBEE*	*ADVERB*		*The QUEENBEE looks TOO real!*
usually	RETURN	ADVERB		When things happen repeatedly (RETURN), it may become USUAL.
usually	*RETURN*	*YES*		*When things happen repeatedly (RETURN), it may become USUAL; YES = Adverbs.*
very	ADVERB	MUSIC		The MUSIC is VERY loud.
very	*MUSIC*	*ADVERB*		*The MUSIC is VERY loud.*
warmly	*KITCHEN*	*SECOND*	*YES*	*KITCHEN = Cooking-related words; SECOND = Second level words; Things get WARM as the temperature goes up.*
wetly	BOY	ADVERB		You get WET in the pool (BOY).
wetly	*BOY*	*YES*		*You get WET in the pool (BOY); YES = Adverbs.*
widely	*BOY*	*SECOND*	*YES*	*SECOND = Second level words; Many pools (BOY) are WIDE.*
wrongly	WRONG	ADVERB		Icon name.
wrongly	*WRONG*	*YES*		*Icon name; YES = Adverbs.*
yesterday	ADVERB	WRONG		Mark YESTERDAY off your calendar with an "X" (WRONG).
yesterday	*WRONG*	*ADVERB*		*Mark YESTERDAY off your calendar with an "X" (WRONG).*
yet	ADVERB	BED		Many kids say, "I don't want to go to BED YET!"
yet	*BED*	*ADVERB*		*Many kids say, "I don't want to go to BED YET!"*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale

The following books are stored in the DeltaTalker. Each book is accessed by selecting the appropriate icon sequence. The book has to be read line by line. All you need to do is to hit ANY KEY to read the next line. This makes it a very simple task, even for individuals using a switch.

Brown Bear Brown Bear, What Do You See?	STORY	ZEBRA		STORY = Reading Books; ZEBRA = Animal; *Brown Bear , Brown Bear, What Do You See?*
Inside, Outside, Upside Down	STORY	PREP		STORY = Reading Books; PREP = Book of Prepositions; *Inside, Outside, Upside Down* .

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

The following books are stored in the Liberator . Each book is accessed by selecting the appropriate icon sequence.

Brown Bear Brown Bear, What Do You See?	NOTEBOOK	NOTEBOOK	ZEBRA	NOTEBOOK + NOTEBOOK = Reading Books; ZEBRA = Animal; *Brown Bear , Brown Bear, What Do You See?*
Inside, Outside, Upside Down	NOTEBOOK	NOTEBOOK	PREP	NOTEBOOK + NOTEBOOK = Reading Books; PREP = Book of Prepositions; *Inside, Outside, Upside Down* .

In the Liberator, the books are stored so that you can:

- speak one sentence at a time,
- speak one word at a time,
- return to the previous sentence,
- return to the beginning of the book, and
- exit

This icon sequence takes you up one sentence.	THMBS UP	
This icon sequence takes you down one sentence.	THMBS DN	
This icon sequence lets you exit.	POLICE	
This icon sequence takes you to the beginning.	RETURN	
Speaks one sentence at a time.	SPEAK SENTENCE	(LOC B1)
Speaks one word at a time.	SPEAK WORD	(LOC C1)

When you are finished reading a book in the Liberator, you must always close it by pressing the POLICE.

It is important to close the Liberator reading notebook to prevent accidentally writing in it. If the reading notebook should accidentally become corrupted, you can reload using the "Memory Transfer Interface (MTI)" and the NOTEBOOK MENU. The books are on your MTI disk as "brownb.txt" and "inside.txt." Use the LOAD NOTEBOOK FROM DISK option of the NOTEBOOK MENU.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message **Icon 1** **Icon 2** **Icon 3** **Rationale**

The Liberator has a calculator feature that allows you to calculate basic math problems. In the Basic Version, the calculator is stored under the icon sequence COMPUTER + KNOT + TRIANGLE. In the Extended Version, the calculator is stored under the icon sequence of TOOLS + TRIANGLE.

The numbers along with the addition, subtraction, multiplication, and division symbols are lit by icon prediction. Other icons are also lit so you can add a decimal point (STOP), print (EYE), advance the printer paper (THUMBS UP), or exit (POLICE).

To copy an answer of a basic math problem from the calculator feature to a notebook or another workspace, simply follow the procedure listed below:

- After calculating the basic math problem, select the COMPUTER icon which will "store" your math problem.
- Next, select the TRUCK icon which will close the calculator and send you back to your regular communication-mode screen. You should now see the answer to the math problem that was just calculated on the screen.
- If you want this math problem to be entered into a special notebook (e.g., a "math" notebook), then use the following editing procedures to copy this problem to that particular notebook.
    1. In the Toolbox, select EDIT MENU.
    2. Select #1 - Set Block Marker at Cursor.
    3. Use your arrow keys to highlight the answer to the math problem.
    4. Select BLOCK MARK.
    5. Open the notebook in which you wish to enter the math answer.
    6. In the Toolbox, select EDIT MENU.
    7. Select #3 - Copy Block
    8. Next select BLOCK MARK, BLOCK MARK, to cancel the highlighting. The answer to the math problem is now in the notebook.

Refer to your Liberator manual for more details in using the calculator and editing.

Message	**Icon 3**
0 (zero)	KNOW
1 (one)	SUN
2 (two)	HAMMER
3 (three)	SCALES
4 (four)	SUIT
5 (five)	FLOWERS
6 (six)	EXIT
7 (seven)	SHOE
8 (eight)	BOY
9 (nine)	BOOK
/ (divide)	HE

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
* (multiply)			SHE	
+ (add)			PREVERB	
- (subtract)			PREVERB+S	
= (equals)			THEY	
Exit Calculator			POLICE	
<CALC><NO THEME><CTRL> Escape Storage			TRUCK	
<STORE>			COMPUTER	
<PRINT>			EYE	
<PAPER FEED>			THUMBS UP	
. (decimal point)			STOP	

Italicized words are available in the extended vocabulary.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
although	CONJ	FAMILY		"All in the FAMILY" is a phrase with ALl in it; Hence ALTHOUGH.
although	*FAMILY*	*CONJ*		*"All in the FAMILY" is a phrase with ALl in it; Hence ALTHOUGH.*
and	CONJ	CONJ		Quick access to the most frequently used CONJunction, AND.
as	CONJ	ELEPHANT		AS big as an ELEPHANT.
as	*ELEPHANT*	*CONJ*		*AS big as an ELEPHANT.*
because	CONJ	LOVE		The mother (LOVE) is holding the baby BECAUSE it's crying.
because	*LOVE*	*CONJ*		*The mother (LOVE) is holding the baby BECAUSE it's crying.*
billionth	CONJ	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "1,000,000,000th" (BILLIONTH) is associated with the CONJ icon.
both	CONJ	DICE		You can roll BOTH of the DICE.
both	*DICE*	*CONJ*		*You can roll BOTH of the DICE.*
but	CONJ	BED		It's time for BED BUT I'm not sleepy.
but	*BED*	*CONJ*		*It's time for BED BUT I'm not sleepy.*
either	CONJ	MASKS		The MASKS are EITHER happy or sad.
either	*MASKS*	*CONJ*		*The MASKS are EITHER happy or sad.*
if	*CONJ*	*QUESTION*		*IF you do your homework, then you can watch TV (QUESTION).*
if	CONJ	TV		IF you do your homework, then you can watch TV.
if	*QUESTION*	*CONJ*		*IF you do your homework, then you can watch TV.*
or	CONJ	OPEN		You can put toys OR money in a chest (OPEN).
or	*OPEN*	*CONJ*		*You can put toys OR money in a chest (OPEN).*
since	CONJ	TIME		It's been a long TIME SINCE that happened.
since	*TIME*	*CONJ*		*It's been a long TIME SINCE that happened.*
than	CONJ	SCALES		This weighs (SCALES) more THAN that.
than	*SCALES*	*CONJ*		*This weighs (SCALES) more THAN that.*
therefore	CONJ	WRONG		The answer is WRONG, THEREFORE try it again.
therefore	*WRONG*	*CONJ*		*The answer is WRONG, THEREFORE try it again.*
unless	CONJ	BOY		Don't go in the pool (BOY) UNLESS you can swim.
unless	*BOY*	*CONJ*		*Don't go in the pool (BOY) UNLESS you can swim.*
until	CONJ	POLICE		Don't cross the street UNTIL the POLICEman tells you to.
until	*POLICE*	*CONJ*		*Don't cross the street UNTIL the POLICEman tells you to.*
whether	CONJ	UMBRELLA		The UMBRELLA represents weather (sounds like WHETHER).

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
whether	*UMBRELLA*	*CONJ*		*The UMBRELLA represents weather (sounds like WHETHER).*
while	CONJ	PHONE		WHILE you were out, someone PHONEd.
while	*PHONE*	*CONJ*		*WHILE you were out, someone PHONEd.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he'd	HE	VERB+ED		HE = He; VERB+ED is used because of the "d" in "+ED"; Hence HE'D.
he'll	HE	VERB+ING		HE = He; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence HE'LL.
he's	HE	VERB		HE = He; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence HE'S.
he's	HE	VERB+S		HE = He; VERB+S is used for the contracted "has" form because of the "+S"; Hence HE'S.
I'd	I	VERB+ED		I = I; VERB+ED is used because of the "d" in "+ED"; Hence I'D.
I'll	I	VERB+ING		I = I; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence I'LL.
I'm	I	VERB		I = I; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence I'M.
I've	I	VERB+S		I = I; VERB+S is used for the contracted "has" form because of the "+S"; Hence I'VE.
it'd	IT	VERB+ED		IT = It; VERB+ED is used because of the "d" in "+ED"; Hence IT'D.
it'll	IT	VERB+ING		IT = It; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence IT'LL.
it's	IT	VERB		IT = It; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence IT'S.
it's	IT	VERB+S		IT = It; VERB+S is used for the contracted "has" form because of the "+S"; Hence IT'S.
she'd	SHE	VERB+ED		SHE = She; VERB+ED is used because of the "d" in "+ED"; Hence SHE'D.
she'll	SHE	VERB+ING		SHE = She; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence SHE'LL.
she's	SHE	VERB		SHE = She; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence SHE'S.
she's	SHE	VERB+S		SHE = She; VERB+S is used for the contracted "has" form because of the "+S"; Hence SHE'S.
they'd	THEY	VERB+ED		THEY = They; VERB+ED is used because of the "d" in "+ED"; Hence THEY'D.
they'll	THEY	VERB+ING		THEY = They; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence THEY'LL.
they're	THEY	VERB		THEY = They; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence THEY'RE.
they've	THEY	VERB+S		THEY = They; VERB+S is used for the contracted "has" form because of the "+S"; Hence THEY'VE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
we'd	WE	VERB+ED		WE = We; VERB+ED is used because of the "d" in "+ED"; Hence WE'D.
we'll	WE	VERB+ING		WE = We; VERB+ING is progressing into the future; The "I" in "+ING" resembles the "ll"; Hence WE'LL.
we're	WE	VERB		WE = We; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence WE'RE.
we've	WE	VERB+S		WE = We; VERB+S is used for the contracted "has" form because of the "+S"; Hence WE'VE.
you'd	YOU	VERB+ED		YOU = You; VERB+ED is used because of the "d" in "+ED"; Hence YOU'D.
you'll	YOU	VERB+ING		YOU = You; VERB+ING is progressing into the future; The "I" resembles the "ll"; Hence YOU'LL.
you're	YOU	VERB		YOU = You; VERB is present like the contracted "is" form; The VERB icon is the first in the row; Hence YOU'RE.
you've	YOU	VERB+S		YOU = You; VERB+S is used for the contracted "has" form because of the "+S"; Hence YOU'VE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
a	DET	STOP		A STOP sign is shown on the icon.
a	*STOP*	*DET*		*A STOP sign is shown on the icon.*
all	DET	FAMILY		Note the common phrase, "ALL in the FAMILY."
all	*FAMILY*	*DET*		*Note the common phrase, "ALL in the FAMILY."*
an	DET	EYE		AN EYE is shown on the icon.
an	*EYE*	*DET*		*AN EYE is shown on the icon.*
any	DET	APPLE		ANY fruit (APPLE) is good for a snack.
any	*APPLE*	*DET*		*ANY fruit (APPLE) is good for a snack.*
each	DET	PEOPLE		EACH person (PEOPLE) is different.
each	*PEOPLE*	*DET*		*EACH person (PEOPLE) is different.*
every	DET	EAR		EVERYone needs to listen (EAR) carefully.
every	*EAR*	*DET*		*EVERYone needs to listen (EAR) carefully.*
millionth	DET	NUMBER		The NUMBER "1,000,000th" (MILLIONTH) is associated with the DET icon.
none	DET	WRONG		NONE of the problems (WRONG) are correct.
none	*WRONG*	*DET*		*NONE of the problems (WRONG) are correct.*
some	DET	SNAIL		SOME people are as slow as a SNAIL.
some	*SNAIL*	*DET*		*SOME people are as slow as a SNAIL.*
that	DET	DET		Quick access to the frequently used DETerminer, THAT.
that	DET	EXIT		You may point someone THAT way to the EXIT.
that	*EXIT*	*DET*		*You may point someone THAT way to the EXIT.*
the	DET	BOY		THE BOY is shown on the icon.
the	*BOY*	*DET*		*THE BOY is shown on the icon.*
these	DET	DICE		THESE DICE are made for rolling.
these	*DICE*	*DET*		*THESE DICE are made for rolling.*
thing	DET	TRUCK		Put THINGs in a TRUCK.
this	DET	REMEMBER		The finger (REMEMBER) points to THIS.
this	*REMEMBER*	*DET*		*The finger (REMEMBER) points to THIS.*
those	DET	MOUNTAIN		THOSE MOUNTAINs are far away.
those	*MOUNTAIN*	*DET*		*THOSE MOUNTAINs are far away.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Icon 4	Rationale
*BATTERY STATUS	VOLT	VOLT			VOLT = Electrical; Check the charge (VOLT) remaining.
**BATTERY STATUS*	*TOOLS*	*VOLT*			*Check the charge (VOLT) remaining.*
*DICTIONARY MENU	COMPUTER	KNOT	STOP		COMPUTER = Devices; KNOT = Caution; The DICTIONARY MENU allows you to change the pronunciation of words (STOP).
*FEEDBACK MENU	COMPUTER	KNOT	EYE		COMPUTER = Devices; KNOT = Caution; The EYE observes FEEDBACK.
*OUTPUT MENU	COMPUTER	KNOT	COMPUTER		COMPUTER = Devices; KNOT = Caution; The COMPUTER gives OUTPUT.
*REVIEW VOCABULARY MENU	COMPUTER	KNOT	REMEMBER		COMPUTER = Devices; KNOT = Caution; Running a REVIEW VOCABULARY helps us to REMEMBER where words are stored.
*SPEECH MENU	COMPUTER	KNOT	PHONE		COMPUTER = Devices; KNOT = Caution; You speak (SPEECH) on the PHONE.
CALCULATOR	COMPUTER	KNOT	TRIANGLE		COMPUTER = Devices; KNOT = Caution; You can calculate (TRIANGLE) math problems using a CALCULATOR.
CALCULATOR	*TOOLS*	*TRIANGLE*			*You can calculate (TRIANGLE) math problems using a CALCULATOR.*
DATE	PHONE	TIME	SUN		PHONE = Communications; TIME = Time; What is today's (SUN) DATE?
DATE	*TOOLS*	*SUN*			*What is today's (SUN) DATE?*
Erase all notebook contents	*TOOLS*	*NOTEBOOK*	*VOLT*		*Zap (VOLT) the contents of your notebook!*
NOTEBOOK MENU	COMPUTER	KNOT	MUSIC		COMPUTER = Devices; KNOT = Caution; You can keep your sheet MUSIC in a NOTEBOOK.
PAPER FEED	NAME	EYE	THMBS UP		NAME = Name; EYE = Print; The THUMBS UP icon points up as in PAPER FEED.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Icon 4	Rationale
PAPER FEED	*TOOLS*	*THMBS UP*			*The THUMBS UP icon points up as in PAPER FEED.*
Pause for half second	*TOOLS*	*NOTEBOOK*	*BED*		*Take a nap (BED) and pause for a while.*
PRINT	NAME	EYE	EYE		NAME = Name; EYE = Print; The EYE icon represents PRINT.
PRINT	*TOOLS*	*EYE*			*The EYE icon represents PRINT.*
PRINT DISPLAY	NAME	EYE	COMPUTER		NAME = Name; EYE = Print; The COMPUTER has a DISPLAY.
PRINT DISPLAY	*TOOLS*	*COMPUTER*			*The COMPUTER has a DISPLAY.*
PRINT NOTEBOOK	NAME	EYE	NOTEBOOK		NAME = Name; EYE = Print; Icon name.
PRINT NOTEBOOK	*TOOLS*	*NOTEBOOK*	*EYE*		*NOTEBOOK = Notebook; EYE = Print.*
PRINT SENTENCE	NAME	EYE	SENTENCE		NAME = Name; EYE = Print; Icon name.
PRINT SENTENCE	*TOOLS*	*SENTENCE*			*SENTENCE = Sentence.*
Print the entire notebook	*TOOLS*	*NOTEBOOK*	*EYE*		*The EYE icon represents PRINT.*
SCRATCHPAD	COMPUTER	KNOT	WRONG		COMPUTER = Devices, KNOT = Caution; The problem on the icon would not be WRONG if it was done long-hand using the SCRATCHPAD.
SCRATCHPAD	*TOOLS*	*WRONG*			*The problem on the icon would not be WRONG if it was done long-hand using the SCRATCHPAD.*
Speak the entire notebook	*TOOLS*	*NOTEBOOK*	*PHONE*		*You SPEAK on the PHONE.*
Stress the next word.	*TOOLS*	*NOTEBOOK*	*HAMMER*		*Hit (HAMMER) down on a table to STRESS something.*
TIME	PHONE	TIME	WATCH		PHONE = Communications; TIME = Time; You look at your WATCH for the TIME.
TIME	*TOOLS*	*WATCH*			*You look at your WATCH for the TIME.*
Voice - Beautiful Betty	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*LOVE*	*A BEAUTIFFUL baby (LOVE).*
Voice - Doctor Dennis	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*MEDICAL*	*A DOCTOR is a MEDICAL person.*
Voice - Frail Frank	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*TIME*	*The man (TIME) looks FRAIL.*
Voice - Huge Harry	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*ELEPHANT*	*The ELEPHANT is HUGE.*
Voice - Kit the Kid	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*BOY*	*The BOY is a KID.*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Icon 4	Rationale
Voice - Perfect Paul	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*BOOK*	*PAUL is reading a BOOK.*
Voice - Rough Rita	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*MASKS*	*RITA is an actress (MASKS).*
Voice - Uppity Ursula	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*THINK*	*The woman (THINK) is URSULA.*
Voice - Whispering Wendy	*TOOLS*	*NOTEBOOK*	*SENTENCE*	*EAR*	*WHISPER in someone's EAR.*

*These functions are available in both Liberator and DeltaTalker. All other functions listed are only for Liberator.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
any time	APPLE	WATCH		APPLE = Any (A for APPLE/ Any); A WATCH tells us the time; Hence ANY TIME.
anybody	APPLE	BOY		APPLE = Any (A for APPLE/Any); The BOY icon represents body parts; Hence ANYBODY.
anyhow	APPLE	HAMMER		APPLE = Any (A for APPLE/ Any); You may say "Ow!" if you hit yourself with a HAMMER (Ow sounds like how); Hence ANYHOW.
anymore	APPLE	MUSIC		APPLE = Any (A for APPLE/ Any); Do you want to hear more MUSIC?; Hence ANYMORE.
anyone	APPLE	SUN		APPLE = Any (A for APPLE/ Any); Only one SUN is seen on the icon; Hence ANYONE.
anything	APPLE	TRUCK		APPLE = Any (A for APPLE/Any); You can haul almost ANYTHING in a TRUCK.
anyway	APPLE	EXIT		APPLE = Any (A for APPLE/ Any); The EXIT sign points the way; Hence ANYWAY.
anywhere	APPLE	ISLAND		APPLE = Any (A for APPLE/ Any); You use a map (ISLAND) to find out where you are and where you are going; Hence ANYWHERE.
every time	EAR	WATCH		EAR = Every (E for EAR/Every); A WATCH tells us the time; Hence EVERY TIME.
every way	EAR	EXIT		EAR = Every (E for EAR/Every); The EXIT points the way; Hence EVERY WAY.
everybody	EAR	BOY		EAR = Every (E for EAR/Every); The BOY icon represents body parts; Hence EVERYBODY.
everyone	EAR	SUN		EAR = Every (E for EAR/Every); Only one SUN is seen on the icon; Hence EVERYONE.
everything	EAR	TRUCK		EAR = Every (E for EAR/Every); You can haul almost everything in a TRUCK; Hence EVERYTHING.
everywhere	EAR	ISLAND		EAR = Every (E for EAR/Every); You use a map (ISLAND) to find out where you are and where you are going; Hence EVERYWHERE.
no more	NAME	MUSIC		NAME = No (N for NAME/No); Do you want to hear more MUSIC?; Hence NO MORE.
no one	NAME	SUN		NAME = No (N for NAME/No); Only one SUN is seen on the icon; Hence NO ONE.
no time	NAME	WATCH		NAME = No (N for NAME/No); A WATCH tells us the time; Hence NO TIME.
no way	NAME	EXIT		NAME = No (N for NAME/No); The EXIT points the way; Hence NO WAY.
nobody	NAME	BOY		NAME = No (N for NAME/No); The BOY icon represents body parts; Hence NOBODY.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
nothing	NAME	TRUCK		NAME = No (N for NAME/No); You can haul almost anything in a TRUCK; Hence NOTHING.
nowhere	NAME	ISLAND		NAME = No (N for NAME/No); You use a map (ISLAND) to find out where you are and where you are going; Hence NOWHERE.
some more	SNAIL	MUSIC		SNAIL = Some (S for SNAIL/Some); Do you want to hear more MUSIC?; Hence SOME MORE.
somebody	SNAIL	BOY		SNAIL = Some (S for SNAIL/Some); The BOY icon represents body parts; Hence SOMEBODY.
somehow	SNAIL	HAMMER		SNAIL = Some (S for SNAIL/Some); You may say "Ow!" if you hit yourself with a HAMMER ("Ow" sounds like how); Hence SOMEHOW.
someone	SNAIL	SUN		SNAIL = Some (S for SNAIL/Some); Only one SUN is seen on the icon; Hence SOMEONE.
something	SNAIL	TRUCK		SNAIL = Some (S for SNAIL/Some); You can haul almost anything in a TRUCK; Hence SOMETHING.
sometime	SNAIL	WATCH		SUN = Some (S for SNAIL/Some); A WATCH tells us the time; Hence SOMETIME.
someway	SNAIL	EXIT		SNAIL = Some (S for SNAIL/Some); The EXIT points the way; Hence SOMEWAY.
somewhat	*SNAIL*	*QUESTION*		*SNAIL = Some (S for SNAIL/Some); We ask the QUESTION "what" ; Hence SOMEWHAT.*
somewhat	SNAIL	TV		SNAIL = Some (S for SNAIL/Some); We ask the question "what" (TV); Hence SOMEWHAT.
somewhere	SNAIL	ISLAND		SNAIL = Some (S for SNAIL/Some); You use a map (ISLAND) to find out where you are and where you are going; Hence SOMEWHERE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
ah	INTERJ	MEDICAL		Often you say "AH" at the doctor's (MEDICAL) office.
ah	*MEDICAL*	*INTERJ*		*Often you say "AH" at the doctor's (MEDICAL) office.*
awesome	INTERJ	SPACE		Outer SPACE is AWESOME.
awesome	*SPACE*	*INTERJ*		*Outer SPACE is AWESOME.*
Bingo	INTERJ	DOG		The family's DOG is named BINGO.
Bingo	*DOG*	*INTERJ*		*The DOG's name is BINGO.*
boo	INTERJ	X-RAY		On Halloween (X-RAY), you may hear someone say "BOO!"
boo	*X-RAY*	*INTERJ*		*On Halloween (X-RAY), you may hear someone say "BOO!"*
chill out	INTERJ	MOUNTAIN		The MOUNTAINs are cold and chilly; Hence CHILL OUT.
chill out	*MOUNTAIN*	*INTERJ*		*The MOUNTAINs are cold and chilly; Hence CHILL OUT.*
congratulations	INTERJ	KNOW		People say, "CONGRATULATIONS" when you graduate from school (KNOW).
congratulations	*KNOW*	*INTERJ*		*People say, "CONGRATULATIONS" when you graduate from school (KNOW).*
cool	*INTERJ*	*JUICE*		*A COOL glass of JUICE.*
cool	*JUICE*	*INTERJ*		*A COOL glass of JUICE.*
eek	INTERJ	QUEENBEE		Insects (QUEENBEE) can cause some to say "EEK."
eek	*QUEENBEE*	*INTERJ*		*Insects (QUEENBEE) can cause some to say "EEK."*
excuse me	INTERJ	EXIT		You would say EXCUSE ME if you needed to leave (EXIT).
excuse me	*EXIT*	*INTERJ*		*You would say EXCUSE ME if you needed to leave (EXIT).*
fine	INTERJ	MORNING		"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.
fine	*MORNING*	*INTERJ*		*"I'm FINE," is a common greeting when asked, "How are you?" in the MORNING.*
good-bye	INTERJ	TRUCK		You wave GOOD-BYE if you leave in a car or TRUCK.
good-bye	*TRUCK*	*INTERJ*		*You wave GOOD-BYE if you leave in a car or TRUCK.*
ha ha ha	INTERJ	SUN		The SUN looks like it's laughing "HA HA HA!"
ha ha ha	*SUN*	*INTERJ*		*The SUN looks like it's laughing "HA HA HA!"*
hello	INTERJ	PHONE		You say HELLO when answering the PHONE.
hello	*PHONE*	*INTERJ*		*You say HELLO when answering the PHONE.*
hi	INTERJ	PEOPLE		You would say HI to lots of PEOPLE.
hi	*PEOPLE*	*INTERJ*		*You would say HI to lots of PEOPLE.*
let's	INTERJ	POLICE		LET'S play cops (POLICE) and robbers.
let's	*POLICE*	*INTERJ*		*LET'S play cops (POLICE) and robbers.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
of course	INTERJ	ISLAND		OF COURSE I want to go sailing (ISLAND).
of course	*ISLAND*	*INTERJ*		*OF COURSE I want to go sailing (ISLAND).*
oh	INTERJ	OPEN		"OH" sounds like the long "o" in OPEN.
oh	*OPEN*	*INTERJ*		*"OH" sounds like the long "o" in OPEN.*
okay	INTERJ	THMBS UP		You put your THUMBS UP to indicate everything is OKAY.
okay	*THMBS UP*	*INTERJ*		*You put your THMBS UP to indicate everything is OKAY.*
oops	INTERJ	WRONG		You say " OOPS" if you get the WRONG answer.
oops	*WRONG*	*INTERJ*		*You say " OOPS" if you get the WRONG answer.*
ouch	INTERJ	HAMMER		If you hit yourself with a HAMMER, you may say, "OUCH."
ouch	*HAMMER*	*INTERJ*		*If you hit yourself with a HAMMER, you may say, "OUCH."*
please	INTERJ	WANTED		I WANT(ED) it PLEASE.
please	*WANTED*	*INTERJ*		*I WANT(ED) it PLEASE.*
sorry	INTERJ	MASKS		You may say you are SORRY if you made someone sad (MASKS).
sorry	*MASKS*	*INTERJ*		*You may say you are SORRY if you made someone sad (MASKS).*
surprise	INTERJ	RAINBOW		Seeing a RAINBOW can be a wonderful SURPRISE.
surprise	*RAINBOW*	*INTERJ*		*Seeing a RAINBOW can be a wonderful SURPRISE.*
thank you	INTERJ	FLOWERS		You say, "THANK YOU" when given FLOWERS.
thank you	*FLOWERS*	*INTERJ*		*You say, "THANK YOU" when given FLOWERS.*
thousandth	INTERJ	NUMBER		The NUMBER "1,000th" (THOUSANDTH) is associated with the INTERJ icon.
well	INTERJ	INTERJ		Quick access to the frequently used INTERJection, WELL.
whoa	INTERJ	ZEBRA		You can say "WHOA" to a horse (ZEBRA).
whoa	*ZEBRA*	*INTERJ*		*You can say "WHOA" to a horse (ZEBRA).*
yeah	INTERJ	SHOE		Yell "YEAH" for the winner of the race (SHOE).
yeah	*SHOE*	*INTERJ*		*Yell "YEAH" for the winner of the race (SHOE).*
yikes	INTERJ	KITCHEN		YIKES, it's hot (KITCHEN).
yikes	*KITCHEN*	*INTERJ*		*YIKES, it's hot (KITCHEN).*
you're welcome	INTERJ	YORK		When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."
you're welcome	*YORK*	*INTERJ*		*When someone says "thank you" for opening the door of a building (YORK), you say "YOU'RE WELCOME."*
yuk	INTERJ	THMBS DN		When you do not like something (THUMBS DOWN), you may say ,"YUK!"

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
yuk	*THMBS DN*	*INTERJ*		*When you do not like something (THUMBS DOWN), you may say ,"YUK!"*
yum	INTERJ	APPLE		Some foods (APPLE) are YUMmy.
yum	*APPLE*	*INTERJ*		*Some foods (APPLE) are YUMmy.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Math Notebook	NOTEBOOK	WRONG		You can write math (WRONG) problems in this NOTEBOOK.
PRC Phone Numbers	NOTEBOOK	PHONE		You can document PHONE numbers in this NOTEBOOK. The following message is stored in the notebook: "Prentke Romich Company General Phone Number - 216-262-1984 Toll Free - 800-262-1984 Consultant Network - 800-848-8008 24 Hour Tech. Service - 800-262-1990"
Science Notebook	NOTEBOOK	SPACE		You can write science (SPACE) notes in this NOTEBOOK. The following message is stored in the notebook: "Did you know that the white puffy clouds in the sky are called cumulus clouds? These clouds contain prticles of water and look like they are floating in air. When these clouds hold too much water they let it go and it rains."
Writing Notebook	NOTEBOOK	NAME		You can practice journal writing (NAME) in this NOTEBOOK. The following message is stored in the notebook: "Whether you're a child or an adult, journal writing is great for practicing fluid writing or to express personal thoughts."
Blank Notebook	NOTEBOOK	KNOW		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	SUN		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	HAMMER		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	SCALES		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	SUIT		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	FLOWERS		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	EXIT		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	SHOE		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	BOY		Untitled blank notebook for your use.
Blank Notebook	NOTEBOOK	BOOK		Untitled blank notebook for your use.

Italicized words are available in the extended vocabulary.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
adult	PEOPLE	POLICE		PEOPLE = People-related words; The POLICEman is an ADULT.
aeroplane(UK)/ airplane(US)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
afternoon	MORNING	CACTUS		MORNING = Time of day-related words; The sun in the CACTUS icon is low in the sky representing AFTERNOON.
aide	POLICE	BATH		POLICE = Occupations; AIDEs help with activities of daily living, such as BATHing.
air	MOUNTAIN	ISLAND		MOUNTAIN = Nature-related words; The AIR is crisp and cool off the shore of the ISLAND.
airplane(US)/ aeroplane(UK)	TRUCK	SPACE		TRUCK = Transportation-related words; The AIRPLANEs/ AEROPLANEs fly (SPACE).
airport	ISLAND	SPACE		ISLAND = Place-related words; The airplane flies in the air (SPACE) to the AIRPORT.
alarm clock	PHONE	BED		PHONE = Small appliances; The sound of the ALARM CLOCK gets you out of BED.
AlphaTalker	CHAIR	APPLE		CHAIR = Assistive technology-related words; ALPHATALKER begins with "A" like APPLE.
animal	ZEBRA	NOUN		ZEBRAs are ANIMALs.
animals	ZEBRA	NOUN PL		ZEBRAs are ANIMALS.
ankle	BOY	TRIANGLE		BOY = External body parts; Your ANKLE can hold your foot at a right angle like the TRIANGLE.
answering machine	PHONE	RETURN		PHONE = Small appliances; You have to RETURN a call from an ANSWERING MACHINE.
ant	QUEENBEE	TRIANGLE		QUEENBEE = Insects; An ANT builds a hill (TRIANGLE).
apartment	YORK	DICE		YORK = Building-related words; APARTMENTs tend to be small like the DICE.
apple	APPLE	APPLE		APPLE = Food-related words; Icon name.
April	TIME	SUIT		TIME = Calendar-related time words; The fourth (SUIT) month of the year is APRIL; People wear lightweight clothes (SUIT) in the spring (APRIL).
arm	BOY	POLICE		BOY = Body-related words; The POLICEman is raising an ARM.
art	KNOW	RAINBOW		KNOW = School-related words; The RAINBOW icon is related to colors in ART.
art room	HOUSE	RAINBOW		HOUSE = Rooms; RAINBOW represents colors found in an ART ROOM.
art supplies	GIRL	NOUN PL		The GIRL icon is associated with ART SUPPL(Y)IES.
art supply	GIRL	NOUN		The GIRL icon is associated with ART SUPPL(Y)ies.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
aspirin	MEDICAL	THINK		MEDICAL = Health-related words; You may take ASPIRIN for a headache (THINK).
assistive technologies	CHAIR	NOUN PL		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGIES.
assistive technology	CHAIR	NOUN		Many people with disabilities (CHAIR) use ASSISTIVE TECHNOLOGies.
astronaut	POLICE	NIGHT		POLICE = General types of occupations; ASTRONAUTs fly rockets (NIGHT).
athletics(UK)/ track(US)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of an ATHLETICS/TRACK field.
atlas	BOOK	MOUNTAIN		BOOK = Reading-related words; An ATLAS shows MOUNTAINs, plains, rivers, etc.
August	TIME	BOY		TIME = Calendar-related time words; The eighth (BOY) month of the year is AUGUST; Many people swim (BOY) in AUGUST.
baby	PEOPLE	LOVE		PEOPLE = People-related words; A BABY is shown on the LOVE icon.
baby-sitter	POLICE	LOVE		POLICE = Occupations; The BABY-SITTER cares for the baby (LOVE).
back	BOY	SNAIL		BOY = External body parts; The SNAIL has a shell on his BACK.
bacon	SCALES	RAINBOW		SCALES = Meats; The RAINBOW looks like strips of BACON.
ball	OPEN	SPACE		OPEN = Chest-related words; One of the planets (SPACE) looks like a BALL.
balloon	OPEN	SUN		OPEN = Chest-related words; The SUN looks like a helium BALLOON.
banana	APPLE	NIGHT		APPLE = Food-related words; The moon on the NIGHT icon looks like a BANANA.
bandage(US)/ plaster(UK)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a BANDAGE/PLASTER on a scraped finger (REMEMBER).
bank	YORK	MONEY		YORK = Building-related words; You put your MONEY in the BANK.
barber shop	YORK	BOY		YORK = Building-related words; The BOY goes to the BARBER SHOP.
barn	YORK	ZEBRA		YORK = General types of buildings; Animals (ZEBRA) live in BARNs.
baseball	SHOE	HOUSE		SHOE = Sports-related words; Children play BASEBALL in their yard (HOUSE).
basketball	SHOE	WATCH		SHOE = Sports-related words; The BASKETBALL is round like the WATCH.
bathroom	HOUSE	BATH		HOUSE = Home-related words; The BATHtub is in the BATHROOM.
battery	PHONE	VOLT		PHONE = Small appliances; You must charge (VOLT) your BATTERY regularly.
beach	ISLAND	SUN		ISLAND = Place-related words; You play in the SUN on the BEACH.
bead	OPEN	FLOWERS		OPEN = Chest-related words; You may wear toy BEADs around your neck (FLOWERS).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
bean	FLOWERS	OPEN		FLOWERS = Vegetables; A bag (OPEN) of BEANs.
bear	ZEBRA	LOVE		ZEBRA = Animal-related words; The baby (LOVE) plays with a teddy BEAR.
beard	BOY	TIME		BOY = External body parts; Father TIME has a BEARD.
beauty shop	YORK	GIRL		YORK = Building-related words; The GIRL goes to the BEAUTY SHOP.
bed	BED	BED		BED = Furniture; Icon name.
bedroom	HOUSE	BED		HOUSE = Rooms; The BED is in the BEDROOM.
bee	QUEENBEE	QUEENBEE		QUEENBEE = Insects; The QUEENBEE icon shows a BEE.
beef	SCALES	ZEBRA		SCALES = Meats; The ZEBRA is hoofed like a cow (BEEF).
beer	JUICE	TIME		JUICE = Drinking-related words; Father TIME has a beard (sounds like BEER).
beet	FLOWERS	MUSIC		FLOWERS = Vegetables; The beat (sounds like BEET) of the MUSIC is fast.
beetle	QUEENBEE	MUSIC		QUEENBEE = Insects; The MUSIC icon looks like a BEETLE's leg.
bell	MUSIC	HOUSE		MUSIC = Musical instruments; You can ring a door BELL on a HOUSE.
belt	SUIT	CHAIR		SUIT = Clothing-related words; The CHAIR has a BELT on it.
bench	BED	PEOPLE		BED = Furniture; Many PEOPLE can sit on a BENCH.
berry	APPLE	OPEN		APPLE = Fruits; BERR(Y)ies can come in containers (OPEN).
beverage	JUICE	NOUN		JUICE is a BEVERAGE.
beverages	JUICE	NOUN PL		JUICE is a BEVERAGE.
Bible	BOOK	GOD		BOOK = Reading-related words; The BIBLE is a religious (GOD) book.
bike	TRUCK	HOUSE		TRUCK = Transportation-related words; You ride your BIKE around the HOUSE.
bird	ZEBRA	SPACE		ZEBRA = Animal-related words; BIRDs fly in the sky or SPACE.
birthday	GOD	WANTED		GOD = Holiday-related words; I got everything I WANTED for my BIRTHDAY.
biscuit (UK)/cookie (US)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a BISCUIT /COOKIE.
blender	PHONE	JUICE		PHONE = Small appliances; You can mix a drink (JUICE) in a BLENDER.
block	OPEN	DICE		OPEN = Toys; The DICE look like a couple of BLOCKs.
blood	BOY	STOP		BOY = Body-related words; You must try to STOP the bleeding (BLOOD).
blush(US)/blusher(UK)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSH/BLUSHER.
blusher(UK)/blush(US)	BATH	STOP		BATH = Toiletries; The STOP icon is red like BLUSHER/BLUSH.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
boat	TRUCK	ISLAND		TRUCK = Transportation-related words; You can take a BOAT around the ISLAND.
bodies	BOY	NOUN PL		The BOY's BODY is shown on the icon.
body	BOY	NOUN		The BOY's BODY is shown on the icon.
bologna	SCALES	SPACE		SCALES = Meats; The round shapes of the planets (SPACE) are like BOLOGNA.
Bonfire Night(UK)/ Fourth of July(US)	GOD	SPACE		GOD = Holiday-related words; BONFIRE NIGHT/ FOURTH OF JULY is celebrated with fireworks (SPACE).
book	BOOK	NOUN		Icon name.
bookcase	BED	BOOK		BED = Furniture; You put BOOKs in the BOOKCASE.
books	BOOK	NOUN PL		Plural of icon name.
boot	SUIT	MOUNTAIN		SUIT = Clothing-related words; You wear your BOOTs when climbing MOUNTAINs.
bottle	KITCHEN	LOVE		KITCHEN = Kitchen items; The baby (LOVE) drinks from a BOTTLE.
bowl	KITCHEN	SPACE		KITCHEN = Kitchen items; The SPACE icon has a planet that looks like a BOWLing ball.
bowling	SHOE	SPACE		SHOE = Sports-related words; The SPACE icon has a planet that looks like a BOWLING ball.
box	OPEN	TRUCK		OPEN = Chest-related words; TRUCK = Containers; The chest looks like a BOX.
boy	PEOPLE	BOY		PEOPLE = People-related words; Icon name.
bra	SUIT	MORNING		SUIT = Clothing-related words; You put on your BRA in the MORNING.
brace	CHAIR	MEDICAL		CHAIR = Assistive technology-related words; A doctor (MEDICAL) will help you get BRACEs.
Braille	CHAIR	REMEMBER		CHAIR = General types of assistive technology; You read BRAILLE with your fingers (REMEMBER).
breakfast	WATCH	MORNING		WATCH = Watch-related time words; You eat BREAKFAST in the MORNING.
breast	BOY	MORNING		BOY = Body-related words; You can see a rooster stick out his BREAST in the MORNING.
broccoli	FLOWERS	HOUSE		FLOWERS = Vegetables; The tree by the HOUSE looks like BROCCOLI.
brother	FAMILY	BOY		FAMILY = Family-related words; Your BROTHER is a BOY.
brush	BATH	GIRL		BATH = Cleaning-related words; The GIRL uses a BRUSH.
brussels sprout	FLOWERS	SNAIL		FLOWERS = Vegetables; The SNAIL looks like a BRUSSELS SPROUT.
bubble	OPEN	KITCHEN		OPEN = Chest-related words; There are BUBBLEs in the pot (KITCHEN).
bug	QUEENBEE	NOUN		A QUEENBEE is a BUG.
bugs	QUEENBEE	NOUN PL		A QUEENBEE is a BUG.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
building	YORK	NOUN		The YORK castle is a BUILDING.
buildings	YORK	NOUN PL		The YORK castle is a BUILDING.
bus	TRUCK	PEOPLE		TRUCK = Transportation-related words; A BUS carries lots of PEOPLE.
bus driver	POLICE	PEOPLE		POLICE = Occupations; The BUS DRIVER drives lots of PEOPLE around town.
butterfly	QUEENBEE	FLOWERS		QUEENBEE = Insects; A BUTTERFLY will fly around the FLOWERS.
cabbage	FLOWERS	WATCH		FLOWERS = Vegetables; The CABBAGE is round like a WATCH.
cafe	YORK	UMBRELLA		YORK = General types of buildings; You sit at an UMBRELLA table in a CAFE.
cafeteria	HOUSE	APPLE		HOUSE = Home-related words; You eat food (APPLE) in the CAFETERIA.
cake	THMBS UP	WANTED		THMBS UP = Desserts/Puddings; A common CAKE is a birthday (WANTED) cake.
calculator	PHONE	TRIANGLE		PHONE = Small appliances; You calculate (TRIANGLE) math problems with a CALCULATOR.
camera	PHONE	WANTED		PHONE = Small appliances; The WANTED icon looks like a photo from a CAMERA.
candy(US)/ sweets(UK)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; CAND(Y)ies/SWEETs are good (THMBS UP).
car	TRUCK	FAMILY		TRUCK = Transportation-related words; The FAMILY rides in a CAR.
caravan(UK)/ trailer(US)	YORK	ISLAND		YORK = Building-related words; A CARAVAN/TRAILER can be moved across the country (ISLAND).
card	OPEN	WANTED		OPEN = Chest-related words; The WANTED poster looks like a CARD.
carrot	FLOWERS	EYE		FLOWERS = Vegetables; Eating CARROTs is supposed to help you see (EYE) better.
cartoon	TV	SUN		TV = TV-related words; Some CARTOONs make us laugh (SUN).
caseworker	POLICE	FAMILY		POLICE = Occupations; CASEWORKERs help with families (FAMILY).
cashier	POLICE	MONEY		POLICE = Occupations; The CASHIER handles the MONEY in a store.
cast	CHAIR	MUSIC		CHAIR = General types of assistive technology; The MUSICal note looks like a leg CAST.
castle	YORK	YORK		YORK = General types of buildings; YORK looks like a CASTLE.
cat	DOG	BED		DOG = Pets; The CAT sleeps on the BED.
catalog	BOOK	SUIT		BOOK = General types of books; You can buy clothes (SUIT) from a CATALOG.
caterpillar	QUEENBEE	APPLE		QUEENBEE = Insects; A very hungry CATERPILLAR eats the APPLE.
cauliflower	FLOWERS	FLOWERS		FLOWERS = Vegetables; The word CAULIFLOWER has FLOWER in it.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
CD player	PHONE	SPACE		PHONE = Small appliances; A CD PLAYER plays CD's which look like the planets on the SPACE icon.
celery	FLOWERS	WANTED		FLOWERS = Vegetables; The bars of the cell (WANTED) are like CELERY sticks.
cent	MONEY	THINK		MONEY = Money-related words; It makes sense (THINK); (sounds like CENTs).
chair	BED	CHAIR		BED = Furniture; Icon name.
chalk	GIRL	HOUSE		GIRL = Art-related words; You draw with CHALK on the pavement next to the HOUSE.
cheeseburger	SCALES	SUN		SCALES = Meats; The SUN icon looks like a CHEESEBURGER.
chef	POLICE	KITCHEN		POLICE = General types of occupations; CHEFs cook in the KITCHEN.
chemist(UK)/ drug store(US)/	YORK	X-RAY		YORK = General types of buildings; Medicine sold at CHEMIST/ a DRUG STORE is marked with warnings (X-RAY).
cherry	APPLE	UMBRELLA		APPLE = Food-related words; A CHERRY has a stem like the UMBRELLA handle.
chest	BOY	SUIT		BOY = External body parts; You can see someone's CHEST on the SUIT icon.
chicken	SCALES	MORNING		SCALES = Meats; You might hear a CHICKEN in the MORNING.
chicken	ZEBRA	MORNING		ZEBRA = Animal-related words; CHICKENs peck for food in the MORNING.
child	PEOPLE	OPEN		PEOPLE = People-related words; Some CHILDren have toy chests (OPEN).
chin	BOY	MASKS		BOY = External body parts; See the CHINs on the MASKS.
chip(UK)/french fry(US)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.
Christmas	GOD	THINK		GOD = Holiday-related words; Some people decorate their home with lights (THINK) at CHRISTMAS.
church	YORK	FAMILY		YORK = Building-related words; A FAMILY may go to CHURCH together.
cider	JUICE	APPLE		JUICE = Drinking-related words; CIDER is made from APPLEs.
cinema(UK)/ movie theater(US)	YORK	TV		YORK = General types of buildings; You go to the CINEMA/MOVIE THEATER to see films (TV).
circle	TRIANGLE	WATCH		TRIANGLE = Shape-related words; The WATCH is in the shape of a CIRCLE.
circus	ISLAND	ELEPHANT		ISLAND = Place-related words; You can see ELEPHANTs at a CIRCUS.
city	ISLAND	YORK		ISLAND = Place-related words; The YORK icon shows a CITY.
class	KNOW	NOUN		KNOW = School-related words; You attend many CLASSes in school.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
classes	KNOW	NOUN PL		KNOW = School-related words; You attend many CLASSES in school.
classroom	HOUSE	KNOW		HOUSE = Home-related words; The CLASSROOM is where you learn and gain knowledge (KNOW).
clock	PHONE	WATCH		PHONE = Small appliances; The CLOCK (WATCH) is hung on the wall.
clothes	SUIT	NOUN PL		SUITs are a type of clothing (CLOTHES).
clothing	SUIT	NOUN		SUITs are a type of CLOTHING.
cloud	UMBRELLA	MORNING		UMBRELLA = Weather-related words; In the MORNING, the sun comes through the CLOUDs.
coat	SUIT	SUIT		SUIT = Clothing-related words; The SUIT icon shows a COAT.
coffee	JUICE	MORNING		JUICE = Drinking-related words; You drink COFFEE in the MORNING.
color(US)/ colour(UK)	RAINBOW	NOUN		Many COLORs/COLOURs are seen in a RAINBOW.
colors(US)/ colours(UK)	RAINBOW	NOUN PL		Many COLORS/COLOURS are seen in a RAINBOW.
colour(UK)/ color(US)	RAINBOW	NOUN		Many COLOURs/COLORs are seen in a RAINBOW.
colours(UK)/ colors(US)	RAINBOW	NOUN PL		Many COLOURS/COLORS are seen in a RAINBOW.
comb	BATH	BOY		BATH = Cleaning-related words; The BOY uses a COMB.
comic	BOOK	SUN		BOOK = General types of books; A COMIC book can make you laugh (SUN).
computer	COMPUTER	NOUN		Icon name.
computer class	KNOW	COMPUTER		KNOW = Class-related words; You use a COMPUTER in COMPUTER CLASS.
computers	COMPUTER	NOUN PL		Plural of icon name.
cooker (UK)/stove (US)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a COOKER/STOVE.
cookie (US)/biscuit (UK)	THUMBS UP	WATCH		THMBS UP = Desserts/Puddings; The WATCH looks like a COOKIE /BISCUIT.
cookie cutter (US)/pastry cutter (UK)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use COOKIE CUTTERs/PASTRY CUTTERs to cut shapes (TRIANGLE) in the dough.
corn	FLOWERS	EAR		FLOWERS = Vegetables; A favorite summer vegetable is an EAR of CORN.
couch	BED	FAMILY		BED = Furniture; The FAMILY is sitting on a COUCH.
cough syrup	MEDICAL	SUIT		MEDICAL = Health-related words; You may take COUGH SYRUP to calm a cough in the chest (SUIT).
courthouse	YORK	SCALES		YORK = General types of buildings; Justice (SCALES) is served in the COURTHOUSE
cousin	FAMILY	PEOPLE		FAMILY = Family-related words; The PEOPLE are COUSINs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
cow	ZEBRA	GOD		ZEBRA = Animal-related words; Hey diddle diddle, the COW jumps over the moon (GOD).
crayon	GIRL	RAINBOW		GIRL = Art-related words; CRAYONs come in many colors (RAINBOW).
crib	BED	LOVE		BED = Furniture; A CRIB is a baby's (LOVE) bed.
cricket	SHOE	APPLE		SHOE = Sports-related words; The APPLE looks like a CRICKET ball.
crutch	*CHAIR*	*QUESTION*		*CHAIR = Assistive technology-related words; A QUESTION mark looks like a CRUTCH.*
crutch	CHAIR	TV		CHAIR = Assistive technology-related words; A question mark (TV) looks like a CRUTCH.
cucumber	FLOWERS	CACTUS		FLOWERS = Vegetables; The CACTUS looks a little like a CUCUMBER.
cup	KITCHEN	MORNING		KITCHEN = Kitchen items; You drink your tea or coffee from a CUP in the MORNING.
cupcake	THMBS UP	KNOW		THMBS UP = Desserts/Puddings; You take CUPCAKEs to school (KNOW).
custard(UK)/pudding(US)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
cymbal	MUSIC	EAR		MUSIC = Music-related words; CYMBALs are noisy (EAR).
day	MORNING	NOUN		Each MORNING is the start of a new DAY.
days	MORNING	NOUN PL		Each MORNING is the start of a new DAY.
death	X-RAY	NOUN		The skull (X-RAY) represents DEATH.
deaths	X-RAY	NOUN PL		The skull (X-RAY) represents DEATH.
December	TIME	PHONE		TIME = Calendar-related time words; The twelfth (PHONE) month of the year is DECEMBER; Many people call (PHONE) relatives during DECEMBER's holidays.
DeltaTalker	CHAIR	PHONE		CHAIR = Assistive technology-related words; Use the DELTATALKER to speak on the PHONE.
dentist	POLICE	DOG		POLICE = Occupations; The DENTIST looks at your teeth which you can see on the DOG.
deodorant	BATH	SUIT		BATH = Cleaning-related words; You put on DEODORANT before getting dressed (SUIT).
desk	BED	KNOW		BED = Furniture; You work at a DESK at school (KNOW).
dessert	THMBS UP	NOUN		DESSERTs/PUDDINGs are sweet (THMBS UP).
desserts	THMBS UP	NOUN PL		DESSERTs/PUDDINGs are sweet (THMBS UP).
diamond	TRIANGLE	KNOW		TRIANGLE = Shape-related words; The graduation cap (KNOW) is shaped like a DIAMOND.

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Message	Icon 1	Icon 2	Icon 3	Rationale
diaper(US)/ nappy(UK)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a DIAPER/NAPPY.
dictionary	BOOK	STOP		BOOK = General types of books; You look up the definition of a word (STOP) in the DICTIONARY.
dime	MONEY	TIME		MONEY = Money-related words; TIME rhymes with DIME.
dining room	HOUSE	JUICE		HOUSE = Rooms; You eat and drink (JUICE) in the DINING ROOM.
dinner	WATCH	FAMILY		WATCH = Watch-related time words; The FAMILY is usually together for DINNER.
dinosaur	ZEBRA	TIME		ZEBRA = Animal-related words; DINOSAURs are old (TIME) reptiles.
dishes	KITCHEN	BATH		KITCHEN = Kitchen items; You wash (BATH) the DISHES.
dishwasher	VOLT	BATH		VOLT = Large appliances; A DISHWASHER washes (BATH) the dishes.
doctor	POLICE	MEDICAL		POLICE = Occupations; A DOCTOR will help you with your MEDICAL problems.
dog	DOG	DOG		DOG = Pets; Icon name.
doll	OPEN	LOVE		OPEN = Chest-related words; The baby (LOVE) could be a baby DOLL.
dollar(US)/ pound(UK)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (DOLLAR/POUND).
door	YORK	FLOWERS		YORK = Building-related words; You can hang a wreath of FLOWERS on the DOOR.
doughnut	THMBS UP	SPACE		THMBS UP = Desserts/Puddings; The ring around the planet (SPACE) looks like a DOUGHNUT.
dress	SUIT	MASKS		SUIT = Clothing-related words; You DRESS up when you go to the theater/theatre (MASKS).
dress up	OPEN	MASKS		OPEN = Chest-related words; You may DRESS UP with MASKS.
dresser	BED	SUIT		BED = Furniture; A DRESSER is a place for clothing (SUIT).
driver	POLICE	TRUCK		POLICE = Occupations; All vehicles (TRUCK) need a DRIVER.
drug store(US)/ chemist(UK)	YORK	X-RAY		YORK = General types of buildings; Medicine sold at a DRUG STORE/CHEMIST is marked with warnings (X-RAY).
drum	MUSIC	HAMMER		MUSIC = Music-related words; You pound on a DRUM like using a HAMMER.
dryer	VOLT	CACTUS		VOLT = Large appliances; The DRYER dries (CACTUS) clothing.
duck	ZEBRA	UMBRELLA		ZEBRA = Animal-related words; DUCKs like to go out in the rain (UMBRELLA).
ear	BOY	EAR		BOY = Body-related words; Icon name.

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Message	Icon 1	Icon 2	Icon 3	Rationale
earring	SUIT	EAR		SUIT = Clothing-related words; You wear an EARRING on your EAR.
Easter	GOD	MORNING		GOD = Holiday-related words; Many celebrate EASTER with a MORNING Mass/service.
elbow	BOY	BATH		BOY = External body parts; The shower head (BATH) is bent like an ELBOW joint.
elephant	ZEBRA	ELEPHANT		ZEBRA = Animal-related words; Icon name.
encyclopedia	BOOK	SPACE		BOOK = General types of books; You can find out about many topics like SPACE in an ENCYCLOPEDIA.
envelope	GIRL	MONEY		GIRL = Art-related words; MONEY is placed in an ENVELOPE at a bank.
environmental control unit (ECU)	CHAIR	HOUSE		CHAIR = Assistive technology-related words; ECU' s help you to become independent in everyday activities within a home (HOUSE) or work setting.
eraser	GIRL	WRONG		GIRL = Art-related words; You erase the math (WRONG) problem with an ERASER.
evening	MORNING	MASKS		MORNING = Time of day-related words; You often go to the theater/theatre (MASKS) in the EVENING.
eye	BOY	EYE		BOY = Body-related words; Icon name.
eye shadow	BATH	EYE		BATH = Toiletries; You put EYE SHADOW on your EYElids.
face	BOY	WANTED		BOY = Body-related words; The WANTED poster shows a picture of a FACE.
fair	ISLAND	RETURN		ISLAND = Place-related words; FAIR rides can turn (RETURN) you in circles.
families	FAMILY	NOUN PL		Plural of icon name.
family	FAMILY	NOUN		Icon name.
family room(US)/ lounge(UK)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the FAMILY ROOM/LOUNGE.
fan	PHONE	ISLAND		PHONE = Small appliances; A FAN blows wind (ISLAND).
farm	ISLAND	APPLE		ISLAND = Place-related words; You grow fruit (APPLE) on the FARM.
farmer	POLICE	APPLE		POLICE = Occupations; The FARMER grows food (APPLE).
father	FAMILY	FAMILY		FAMILY = Family-related words; The FATHER is part of the FAMILY icon.
Father's Day	GOD	FAMILY		GOD = Holiday-related words; We celebrate fathers (FAMILY) on FATHER'S DAY.
February	TIME	HAMMER		TIME = Calendar-related time words; The second (HAMMER) month of the year is FEBRUARY; Many people have to crack (HAMMER) ice off their car in FEBRUARY.
feeling	MASKS	NOUN		The MASKS express emotion or how you FEEL.

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Message	Icon 1	Icon 2	Icon 3	Rationale
feelings	MASKS	NOUN PL		The MASKS express emotion or how you FEEL.
feet	BOY	PEOPLE		BOY = Body-related words; The PEOPLE walk with their FEET.
finger	BOY	REMEMBER		BOY = Body-related words; The REMEMBER icon shows a FINGER .
fire engine	TRUCK	SUN		TRUCK = Transportation-related words; A FIRE ENGINE helps in putting out fires (SUN).
fire station	YORK	SUN		YORK = General types of buildings; The SUN is a ball of fire; Hence FIRE STATION.
fireman	POLICE	SUN		POLICE = Occupations; A FIREMAN puts out fires (SUN).
fish	ZEBRA	ISLAND		ZEBRA = Animals; The map (ISLAND) shows many nice areas to FISH.
fishing	SHOE	ISLAND		SHOE = Sports-related words; You go FISHING in the lake (ISLAND).
flower	MOUNTAIN	FLOWERS		MOUNTAIN = Nature-related words; Singular of icon name.
fog	UMBRELLA	NIGHT		UMBRELLA = Weather-related words; The NIGHT icon shows some FOG.
food	*FOOD*	*NOUN*		*Icon name.*
foot	BOY	SHOE		BOY = Body-related words; You wear a SHOE on your FOOT.
football	SHOE	SHOE		SHOE = Sports-related words; You kick (SHOE) the ball with your foot in FOOTBALL.
fork	KITCHEN	CACTUS		KITCHEN = Kitchen items; The CACTUS plant has three prongs like a FORK.
Fourth of July(US)/ Bonfire Night(UK)	GOD	SPACE		GOD = Holiday-related words; FOURTH OF JULY/BONFIRE NIGHT is celebrated with fireworks (SPACE).
freezer	VOLT	TRUCK		VOLT = Large appliances; Some TRUCKs have FREEZERs to keep frood frozen.
french fry(US)/ chip(UK)	FLOWERS	KITCHEN		FLOWERS = Vegetables; FRENCH FR(Y)ies/CHIPs are fried in a pot (KITCHEN) of oil.
Friday	MORNING	EXIT		MORNING = Time of day-related words; Day six (EXIT) of the week is FRIDAY; You leave (EXIT) work for the week on FRIDAY afternoons.
friend	PEOPLE	PEOPLE		PEOPLE = People-related words; The PEOPLE on the icon may be FRIENDs.
frog	ZEBRA	FROG		ZEBRA = Animal-related words; Icon name.
frost	UMBRELLA	TRUCK		UMBRELLA = Weather-related words; FROST can form on the TRUCK's window.
fruit	APPLE	NOUN		The APPLE icon shows a FRUIT.
fruits	APPLE	NOUN PL		The APPLE icon shows a FRUIT.
fun	SUN	NOUN		You smile (SUN) when you are having FUN.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
furniture	BED	NOUN		A BED is a piece of FURNITURE.
furniture	BED	NOUN PL		A BED is a piece of FURNITURE.
game	DICE	NOUN		You play GAMEs with DICE.
game room	HOUSE	DICE		HOUSE = Rooms; You play games (DICE) in the GAME ROOM.
game show	TV	DICE		TV = TV-related words; You can watch GAME (DICE) SHOWs on TV.
games	DICE	NOUN PL		You play GAMES with DICE.
gas station(US)/ petrol station(UK)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets gas/petrol from a GAS/PETROL STATION.
geography	KNOW	ISLAND		KNOW = School-related words; The ISLAND is related to GEOGRAPHY.
gerbil	DOG	CACTUS		DOG = Pets; GERBILs live in the desert (CACTUS).
ginger ale(US)/ginger beer(UK)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER ALE/GINGER BEER is often given when you are sick (MEDICAL) to your stomach.
ginger beer(UK)/ginger ale(US)	JUICE	MEDICAL		JUICE = Drinking-related words; GINGER BEER/GINGER ALE is often given when you are sick (MEDICAL) to your stomach.
giraffe	ZEBRA	KITCHEN		ZEBRA = Animal-related words; The thermometer (KITCHEN) is long like the GIRAFFE's neck.
girl	PEOPLE	GIRL		PEOPLE = People-related words; Icon name.
glass	KITCHEN	HOUSE		KITCHEN = Kitchen items; The windows in the HOUSE are made of GLASS.
glasses	CHAIR	EYE		CHAIR = Assistive technology-related words; You wear GLASSES to help you see (EYE).
golf	SHOE	MUSIC		SHOE = Sports-related words; The musical note (MUSIC) looks like a GOLF club.
grandfather	FAMILY	TIME		FAMILY = Family-related words; GRANDFATHER is the older father (TIME) in our FAMILY.
grandmother	FAMILY	THINK		FAMILY = Family-related words; THINK of your GRANDMOTHER as an older woman.
grape	APPLE	PEOPLE		APPLE = Food-related words; You can get a bunch (PEOPLE) of GRAPEs.
grass	MOUNTAIN	FROG		MOUNTAIN = Nature-related words; The FROG is green like GRASS.
grasshopper	QUEENBEE	FROG		QUEENBEE = Insects; A GRASSHOPPER is green and jumps (FROG).
greeting	WANTED	NOUN		The WANTED poster looks like a GREETING card.
greetings	WANTED	NOUN PL		The WANTED poster looks like a GREETING card.
grill	PHONE	CACTUS		PHONE = Small appliances; It has to be really hot (CACTUS) to use a GRILL.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
grocery shop(UK)/grocery store(US)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY SHOP/STORE.
grocery store(US)/grocery shop(UK)	YORK	APPLE		YORK = Building-related words; You can buy food (APPLE) at a GROCERY STORE/SHOP.
ground	MOUNTAIN	SHOE		MOUNTAIN = Nature-related words; People walk (SHOE) on the GROUND.
guinea pig	DOG	PHONE		DOG = Pets; The GUINEA PIG can be like a very noisy PHONE.
guitar	MUSIC	RAINBOW		MUSIC = Music-related words; The strings of a GUITAR look like a RAINBOW.
gym	HOUSE	SHOE		HOUSE = Rooms; You play sports (SHOE) in the GYM.
gymnastics	SHOE	FROG		SHOE = Sports-related words; The FROG tumbles and jumps as do people in GYMNASTICS.
hair	BOY	GIRL		BOY = Body-related words; The GIRL has long HAIR.
hair dryer	PHONE	GIRL		PHONE = Small appliances; The GIRL uses a HAIR DRYER
Halloween	GOD	X-RAY		GOD = Holiday-related words; The X-RAY is like a HALLOWEEN skeleton.
ham	SCALES	MASKS		SCALES = Meats; Actors (MASKS) are sometimes called HAMs.
hamburger	SCALES	OPEN		SCALES = Meats; You take away a HAMBURGER in a box (OPEN).
hamster	DOG	RETURN		DOG = Pets; HAMSTERs spin (RETURN) a wheel inside their cage.
Hanukah	GOD	CACTUS		GOD = Holiday-related words; A menorah, which looks like a CACTUS is lit at HANUKAH.
Happy Birthday	WANTED	WANTED		WANTED = Holiday-related words; The holiday greeting for one's birthday (WANTED) is HAPPY BIRTHDAY.
Happy Easter	WANTED	MORNING		WANTED = Holiday-related words; The holiday greeting for Easter (MORNING) is HAPPY EASTER.
Happy Fourth of July	WANTED	SPACE		WANTED = Holiday-related words; The holiday greeting for Independence Day (SPACE) is HAPPY FOURTH OF JULY.
Happy Halloween	WANTED	X-RAY		WANTED = Holiday-related words; The holiday greeting for Halloween (X-RAY) is HAPPY HALLOWEEN.
Happy Hanukah	WANTED	CACTUS		WANTED = Holiday-related words; The holiday greeting for Hanukah (CACTUS) is HAPPY HANUKAH.
Happy New Year	WANTED	TIME		WANTED = Holiday-related words; The holiday greeting for New Year's Day (TIME) is HAPPY NEW YEAR.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Happy Thanksgiving	WANTED	FLOWERS		WANTED = Holiday-related words; The holiday greeting for Thanksgiving (FLOWERS) is HAPPY THANKSGIVING.
Happy Valentine's Day	WANTED	APPLE		WANTED = Holiday-related words; The holiday greeting for Valentine's Day (APPLE) is HAPPY VALENTINE'S DAY.
hardware shop(UK)/ hardware store(US)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE SHOP/STORE.
hardware store(US)/ hardware shop(UK)	YORK	HAMMER		YORK = Building-related words; You buy tools (HAMMER) at a HARDWARE STORE/SHOP.
hat	SUIT	GIRL		SUIT = Clothing-related words; The GIRL is wearing a HAT.
head	BOY	THINK		BOY = Body-related words; The woman (THINK) is pointing to her HEAD.
headstick	CHAIR	KITCHEN		CHAIR = Assistive technology-related words; The thermometer (KITCHEN) is long and pointed like a HEADSTICK.
health	KNOW	MEDICAL		KNOW = School-related words; The MEDICAL icon refers to HEALTH topics.
hearing aid	CHAIR	EAR		CHAIR = Assistive technology-related words; You wear HEARING AIDs on your EARs.
heart	BOY	APPLE		BOY = Body-related words; The shape of the APPLE resembles a HEART.
heart	TRIANGLE	APPLE		TRIANGLE = Shape-related words; The shape of the APPLE resembles a HEART.
helicopter	TRUCK	RETURN		TRUCK = Transportation-related words; The rotors of a HELICOPTER spin (RETURN).
hill	ISLAND	TRIANGLE		ISLAND = Place-related words; The TRIANGLE slopes like a HILL.
hip	BOY	CHAIR		BOY = External body parts; You sit with your HIPs back in the CHAIR.
history	KNOW	TIME		KNOW = School-related words; HISTORY is about things from back in TIME.
holiday	GOD	NOUN		Many HOLIDAYs are religious (GOD) holidays.
holidays	GOD	NOUN PL		Many HOLIDAYS are religious (GOD) holidays.
home	HOUSE	NOUN		The HOUSE represents HOME.
homes	HOUSE	NOUN PL		The HOUSE represents HOME.
horse	ZEBRA	APPLE		ZEBRA = Animal-related words; HORSEs love to eat APPLEs.
hospital	YORK	MEDICAL		YORK = Building-related words; You receive MEDICAL treatment at the HOSPITAL.
hot dog	SCALES	DOG		SCALES = Meats; The DOG icon shows a dog; Hence HOT DOG.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
hotel	YORK	BED		YORK = Building-related words; You sleep (BED) in a HOTEL.
hour	WATCH	TIME		WATCH = Watch-related time words; The TIME icon shows an HOUR-glass.
house	YORK	HOUSE		YORK = Building-related words; Icon name.
ice	UMBRELLA	JUICE		UMBRELLA = Weather-related words; The JUICE icon shows ICE.
ice cream	THMBS UP	MOUNTAIN		THMBS UP = Desserts/Puddings; The snow on the MOUNTAINs resembles ICE CREAM.
ice hockey	SHOE	DICE		SHOE = Sports-related words; The DICE look like ice (ICE HOCKEY) cubes.
iced tea	JUICE	DICE		JUICE = Drinking-related words; The icon DICE sounds like ice (ICED TEA) and looks like ice cubes.
idea	THINK	NOUN		The THINK icon shows a woman who is thinking of an IDEA.
ideas	THINK	NOUN PL		The THINK icon shows a woman who is thinking of an IDEA.
iron	PHONE	SUIT		PHONE = Small appliances; We IRON our clothes (SUIT).
jacket	SUIT	POLICE		SUIT = Clothing-related words; The POLICEman is wearing a JACKET.
jail	YORK	WANTED		YORK = General types of buildings; A criminal (WANTED) will go to JAIL
January	TIME	SUN		TIME = Calendar-related time words; The first (SUN) month of the year is JANUARY; The SUN is coming up on a new year (JANUARY).
jeans	SUIT	THINK		SUIT = Clothing-related words; The woman (THINK) may go to school in JEANS.
job	HAMMER	NOUN		The JOB requires tools (HAMMER).
jobs	HAMMER	NOUN PL		The JOB requires tools (HAMMER).
joke	SUN	NOUN		The SUN icon is used to store JOKEs and riddles.
journal	BOOK	NAME		BOOK = General types of books; A JOURNAL contains the writer's NAME.
joystick	CHAIR	ISLAND		CHAIR = Assistive technology-related words; The JOYSTICK is used to help you move in all directions (ISLAND).
juice	JUICE	JUICE		JUICE = Drinking-related words; Icon name.
July	TIME	SHOE		TIME = Calendar-related time words; The seventh (SHOE) month of the year is JULY; You may put on your casual SHOEs to vacation in JULY.
jumper(UK)/ sweater(US)	SUIT	OPEN		SUIT = Clothing-related words; You store your JUMPERs/SWEATERs in a chest (OPEN).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
June	TIME	EXIT		TIME = Calendar-related time words; The sixth (EXIT) month of the year is JUNE; For many children, school is out (EXIT) in JUNE.
kitchen	HOUSE	KITCHEN		HOUSE = Home-related words; Icon name.
kitchen item	KITCHEN	NOUN		Many KITCHEN ITEMs are found in the KITCHEN.
kitchen items	KITCHEN	NOUN PL		Many KITCHEN ITEMS are found in the KITCHEN.
kite	OPEN	RAINBOW		OPEN = Chest-related words; You fly a KITE in the sky (RAINBOW).
kiwi	APPLE	DOG		APPLE = Fruits; A KIWI has a tan (DOG) peel.
knee	BOY	GOD		BOY = Body-related words; People go down on their KNEEs in church (GOD).
knickers(UK)/ panties(US)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the KNICKERS/ PANTIES looks like the RETURN icon.
knife	KITCHEN	TIME		KITCHEN = Kitchen items; Father TIME has a scythe which cuts like a KNIFE.
Labor Day(US)/ May Day(UK)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on LABOR DAY/MAY DAY.
lake	ISLAND	BATH		ISLAND = Place-related words; A LAKE is a large area of water like a BATHtub filled with water.
lamp	BED	THINK		BED = Furniture; A light bulb (THINK) goes in a LAMP.
language arts	KNOW	NAME		KNOW = School-related words; Writing (NAME) is an important part of LANGUAGE ARTS.
laptray	CHAIR	LOVE		CHAIR = Assistive technology-related words; The baby (LOVE) is sitting on mother's lap; Hence LAPTRAY.
large appliance	VOLT	NOUN		LARGE APPLIANCEs require a lot of electricity (VOLT).
large appliances	VOLT	NOUN PL		LARGE APPLIANCEs require a lot of electricity (VOLT).
laundry room	HOUSE	SUIT		HOUSE = Rooms; We wash our clothes (SUIT) in the LAUNDRY ROOM.
leg	BOY	FROG		BOY = Body-related words; The FROG has two LEGs.
lemonade	JUICE	SUN		JUICE = Drinking-related words; LEMONADE is drunk in the summer (SUN).
lettuce	FLOWERS	MONEY		FLOWERS = Vegetables; The MONEY looks like a LETTUCE leaf.
Liberator	CHAIR	COMPUTER		CHAIR = Assistive technology-related words; The LIBERATOR has COMPUTER capabilities.
library	YORK	BOOK		YORK = Building-related words; The LIBRARY has many BOOKs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
lid	KITCHEN	UMBRELLA		KITCHEN = Kitchen items; A LID goes over something, as does an UMBRELLA.
life	LOVE	NOUN		The baby (LOVE) represents a new LIFE.
lightning	UMBRELLA	VOLT		UMBRELLA = Weather-related words; The VOLT icon shows LIGHTNING.
lime	APPLE	FROG		APPLE = Fruits; A LIME is green like a FROG.
lion	ZEBRA	SUN		ZEBRA = Animal-related words; The LION's mane looks like the SUN.
lip	BOY	JUICE		BOY = External body parts; You place the cup to your LIPs when you take a drink (JUICE).
lipstick	BATH	SPACE		BATH = Toiletries; The rocket (SPACE) looks like an open tube of LIPSTICK.
lives	LOVE	NOUN PL		The baby (LOVE) represents a new LIFE.
living room	HOUSE	PEOPLE		HOUSE = Rooms; You entertain your guests (PEOPLE) in the LIVING ROOM.
lorry(UK)/ truck(US)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a LORRY/TRUCK.
lounge(UK)/ family room(US)	HOUSE	FAMILY		HOUSE = Home-related words; The FAMILY is in the LOUNGE/FAMILY ROOM.
lunch	WATCH	THINK		WATCH = Watch-related time words; You eat LUNCH at noon when the sun is over-head (THINK).
magazine	BOOK	WANTED		BOOK = General types of books; The WANTED picture looks like a MAGAZINE cover.
magic wand	OPEN	NIGHT		OPEN = Chest-related words; A MAGIC WAND is often shaped like a star (NIGHT).
mail carrier(US)/ postman(UK)	POLICE	NAME		POLICE = Occupations; The MAIL CARRIER/POSTMAN delivers addressed letters (NAME).
mall(US)/ shopping centre(UK)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a MALL/SHOPPING CENTRE.
man	PEOPLE	FAMILY		PEOPLE = People-related words; The father of the FAMILY is a MAN.
manual	BOOK	HAMMER		BOOK = Reading-related words; A MANUAL tells you how to use (HAMMER) something.
map	BOOK	ISLAND		BOOK = Reading-related words; The ISLAND icon shows a MAP.
marble	OPEN	EYE		OPEN = Chest-related words; The pupil of the EYE looks like a MARBLE.
March	TIME	SCALES		TIME = Calendar-related time words; The third (SCALES) month of the year is MARCH; Cold days of MARCH are balanced (SCALES) by warmer days.
marker	GIRL	BOOK		GIRL = Art-related words; You can highlight color in BOOKs with MARKERs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
market	ISLAND	SCALES		ISLAND = Place-related words; You need to weigh (SCALES) produce at the MARKET.
Martin Luther King Day	GOD	PEOPLE		GOD = General types of holidays; "I have a dream for PEOPLE to walk hand-in-hand..." (MARTIN LUTHER KING DAY.)
mascara	BATH	MASKS		BATH = Toiletries; People in the theater (MASKS) use MASCARA.
math	KNOW	WRONG		KNOW = School-related words; The icon shows a WRONG MATH problem.
May	TIME	FLOWERS		TIME = Calendar-related time words; The fifth (FLOWERS) month of the year is MAY; MAY FLOWERS.
May Day(UK)/ Labor Day(US)	GOD	HAMMER		GOD = Holiday-related words; Workers (HAMMER) throughout the world celebrate on MAY DAY /LABOR DAY.
meat	SCALES	NOUN		MEAT is shown on the SCALES.
meats	SCALES	NOUN PL		MEAT is shown on the SCALES.
medicine	MEDICAL	NOUN		MEDICAL = General pharmaceuticals (MEDICINEs).
medicines	MEDICAL	NOUN PL		MEDICAL = General pharmaceuticals (MEDICINEs).
meeting	ELEPHANT	NOUN		The MEETING of the ELEPHANTs' trunk and tail.
meetings	ELEPHANT	NOUN PL		The MEETING of the ELEPHANTs' trunk and tail.
Memorial Day	GOD	POLICE		GOD = General types of holidays; People wear uniforms (POLICE) and march in parades on MEMORIAL DAY.
menu	BOOK	APPLE		BOOK = Reading-related words; A MENU lists the foods (APPLE) you can eat.
Merry Christmas	WANTED	THINK		WANTED = Holiday-related words; The holiday greeting for Christmas (THINK) is MERRY CHRISTMAS.
milk	JUICE	LOVE		JUICE = Drinking-related words; Babies LOVE to drink MILK.
minute	WATCH	REMEMBER		WATCH = Watch-related time words; You often point your finger (REMEMBER) when saying "Wait one MINUTE."
mirror	BED	ISLAND		BED = Furniture; You see your reflection (MIRROR) in the water (ISLAND).
mitten	SUIT	REMEMBER		SUIT = Clothing-related words; Keep your fingers (REMEMBER) warm in a MITTEN.
mixer	PHONE	KITCHEN		PHONE = Small appliances; You mix (KITCHEN) the ingredients with a MIXER.
Monday	MORNING	HAMMER		MORNING = Time of day-related words; Day two (HAMMER) of the week is MONDAY; Many people go to work (HAMMER) on MONDAY.
money	MONEY	NOUN		Icon name.
monies	MONEY	NOUN PL		Plural of icon name.
monkey	ZEBRA	NIGHT		ZEBRA = Zoo animals; MONKEYs like to eat bananas (NIGHT).

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Message	Icon 1	Icon 2	Icon 3	Rationale
month	TIME	NOUN		The calendar (TIME) has twelve MONTHs.
months	TIME	NOUN PL		The calendar (TIME) has twelve MONTHS.
moon	UMBRELLA	GOD		UMBRELLA = Weather-related words; The GOD icon shows a MOON.
morning	MORNING	MORNING		MORNING = Time of day-related words; Icon name.
mosquito	QUEENBEE	VOLT		QUEENBEE = Insects; A MOSQUITO will zap (VOLT) you!
moth	QUEENBEE	SUIT		QUEENBEE = Insects; MOTHs can eat a SUIT.
mother	FAMILY	LOVE		FAMILY = Family-related words; The LOVE icon shows a MOTHER.
Mother's Day	GOD	LOVE		GOD = Holiday-related words; We celebrate mothers (LOVE) on MOTHER'S DAY.
motorcycle	TRUCK	POLICE		TRUCK = Transportation-related words; POLICE ride on MOTORCYCLEs.
mountain	MOUNTAIN	MOUNTAIN		MOUNTAIN = Nature-related words; Icon name.
mouse	DOG	COMPUTER		DOG = Pets; You can operate a COMPUTER using a MOUSE.
mouth	BOY	SUN		BOY = Body-related words; The SUN icon has a laughing MOUTH.
movie theater(US)/ cinema(UK)	YORK	TV		YORK = General types of buildings; You go to the MOVIE THEATER/CINEMA to see films (TV).
mug	KITCHEN	THMBS UP		KITCHEN = Kitchen items; You may hold a MUG in your hand with your THMBS UP.
museum	YORK	OPEN		YORK = General types of buildings; A MUSEUM is a place for antiques (OPEN).
mushroom	FLOWERS	UMBRELLA		FLOWERS = Vegetables; The UMBRELLA looks like a MUSHROOM.
music	MUSIC	NOUN		Icon name.
music	MUSIC	NOUN PL		Plural of icon name.
music	KNOW	MUSIC		KNOW = School-related words; Icon name.
music room	HOUSE	MUSIC		HOUSE = Rooms; You play MUSIC in the MUSIC ROOM.
music synthesizer	MUSIC	COMPUTER		MUSIC = Music-related words; Many COMPUTERs have MUSIC SYNTHESIZERs.
mustache	BOY	BOOK		BOY = External body parts; Shakespeare (BOOK) has a MUSTACHE.
nail	BOY	RAINBOW		BOY = External body parts; You can paint (RAINBOW) your NAILs.
name	NAME	NOUN		Icon name.
names	NAME	NOUN PL		Plural of icon name.
nappy(UK)/ diaper(US)	SUIT	LOVE		SUIT = Clothing-related words; The baby (LOVE) wears a NAPPY/DIAPER.
nature	MOUNTAIN	NOUN		MOUNTAINs are part of NATURE.
natures	MOUNTAIN	NOUN PL		MOUNTAINs are part of NATURE.

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Message	Icon 1	Icon 2	Icon 3	Rationale
neighbor	PEOPLE	HOUSE		PEOPLE = People-related words; A NEIGHBOR lives close to your HOUSE.
New Year's Day	GOD	TIME		GOD = General types of holidays; You ring out the old (TIME) and ring in the new on NEW YEAR'S DAY.
newspaper	BOOK	DOG		BOOK = Reading-related words; The DOG is carrying a NEWSPAPER.
nickel	MONEY	POLICE		MONEY = Money-related words; The POLICE officer is holding up five fingers; Hence five cents (NICKEL).
night	NIGHT	NOUN		Icon name.
night	MORNING	NIGHT		MORNING = Time of day-related words; Icon name.
nightie	SUIT	NIGHT		SUIT = Clothing-related words; You wear a NIGHTIE at NIGHT.
nights	NIGHT	NOUN PL		Plural of icon name.
nose	BOY	ELEPHANT		BOY = Body-related words; The ELEPHANT has a long NOSE.
notebook	BOOK	MUSIC		BOOK = Reading-related words; The MUSIC icon shows a note which is in the word "NOTEBOOK."
novel	BOOK	LOVE		BOOK = General types of books; You read romantic (LOVE) NOVELs.
November	TIME	DICE		TIME = Calendar-related time words; The eleventh (DICE) month of the year is NOVEMBER; You may find yourself playing games (DICE) inside on a cold cloudy NOVEMBER day.
nurse	POLICE	REMEMBER		POLICE = Occupations; The NURSE reminds (REMEMBER) you to take your medicine.
nursery	HOUSE	LOVE		HOUSE = Rooms; The baby (LOVE) sleeps in the NURSERY.
o'clock	WATCH	WATCH		WATCH = Watch-related time words; You may say it is three O'CLOCK (WATCH) if asked.
occupation	POLICE	NOUN		One OCCUPATION is a POLICE officer.
occupational therapist	POLICE	HAMMER		POLICE = Occupations; The OCCUPATIONAL THERAPIST prepares you to return to work (HAMMER).
occupations	POLICE	NOUN PL		One OCCUPATION is a POLICE officer.
ocean	ISLAND	ISLAND		ISLAND = Water; The OCEAN is a huge area of water like the water around an ISLAND.
October	TIME	CACTUS		TIME = Calendar-related time words; The tenth (CACTUS) month of the year is OCTOBER; For many places the air is dry (CACTUS) and cold in OCTOBER.
office	HOUSE	THINK		HOUSE = Rooms; You work and THINK in the OFFICE.
onion	FLOWERS	DOG		FLOWERS = Vegetables; The ONION peels like paper (DOG).

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Message	Icon 1	Icon 2	Icon 3	Rationale
orange	APPLE	SPACE		APPLE = Food-related words; One of the planets in the SPACE icon looks like an ORANGE.
oval	TRIANGLE	RETURN		TRIANGLE = Shape-related words; The RETURN icon looks like an OVAL.
oven	VOLT	SUN		VOLT = Large appliances; The OVEN is hot like the SUN.
paintbrush	GIRL	GIRL		GIRL = Art-related words; The GIRL uses a brush; Hence PAINTBRUSH.
pajamas	SUIT	BED		SUIT = Clothing-related words; You wear PAJAMAS when you go to BED.
pan	KITCHEN	SUN		KITCHEN = Kitchen items; You may fry with a PAN over a hot flame/fire (SUN).
panties(US)/knickers(UK)	SUIT	RETURN		SUIT = Clothing-related words; The elastic of the PANTIES/KNICKERS looks like the RETURN icon.
pants	SUIT	PEOPLE		SUIT = Clothing-related words; A person (PEOPLE) in the icon is wearing PANTS.
paper	GIRL	DOG		GIRL = Art-related words; The DOG is carrying a PAPER.
paper clip	GIRL	MEDICAL		GIRL = Art-related words; The MEDICAL icon looks like a PAPER CLIP.
park	ISLAND	FLOWERS		ISLAND = Place-related words; You can see FLOWERS in the PARK.
passenger	PEOPLE	TRUCK		PEOPLE = People-related words; PASSENGERs ride in vehicles (TRUCK).
Passover	GOD	HOUSE		GOD = Holiday-related words; HOUSEs were marked with blood to tell the angel of death to PASSOVER.
pastry cutter (UK)/cookie cutter (US)	KITCHEN	TRIANGLE		KITCHEN = Kitchen items; You use PASTRY CUTTERs /COOKIE CUTTERs to cut shapes (TRIANGLE) in the dough.
pea	FLOWERS	DICE		FLOWERS = Vegetables; PEAs are small like DICE.
peach	APPLE	LOVE		APPLE = Food-related words; The blanket (LOVE) is fuzzy like a PEACH.
pear	APPLE	DICE		APPLE = Food-related words; A pair (sounds like PEAR) of DICE.
pen	GIRL	NAME		GIRL = Art-related words; The NAME icon shows a PEN.
pence(UK)/ penny(US)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENCE/ PENNY.
pencil	GIRL	STOP		GIRL = Art-related words; You use your PENCIL to print letters (STOP).
penis	BOY	FAMILY		BOY = Body-related words; The father (FAMILY) has a PENIS.
penny(US)/ pence(UK)	MONEY	SUN		MONEY = Money-related words; The SUN represents a bright shiny new PENNY/PENCE.
people	PEOPLE	NOUN PL		Plural of icon name.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
pepperoni	SCALES	SNAIL		SCALES = Meats; The SNAIL icon looks like PEPPERONI.
perfume	BATH	FLOWERS		BATH = Toiletries; The FLOWERS smell like PERFUME.
person	PEOPLE	NOUN		Three PERSONs are shown on the PEOPLE icon.
pet	DOG	NOUN		DOGs are common PETs.
petrol station(UK)/ gas station(US)	YORK	TRUCK		YORK = General types of buildings; A TRUCK gets petrol/gas from a PETROL/GAS STATION.
pets	DOG	NOUN PL		DOGs are common PETs.
physical education	KNOW	SHOE		KNOW = School-related words; You wear sneakers (SHOE) when doing PHYSICAL EDUCATION.
physical therapist	POLICE	SHOE		POLICE = Occupations; The PHYSICAL THERAPIST can help develop walking (SHOE) skills.
piano	MUSIC	ZEBRA		MUSIC = Music-related words; Keys on a PIANO are black and white like the stripes on a ZEBRA.
picture	GIRL	WANTED		GIRL = Art-related words; The WANTED icon shows a PICTURE of a criminal.
pie	THMBS UP	SUN		THMBS UP = Desserts/Puddings; The SUN looks like a PIE.
pig	ZEBRA	SCALES		ZEBRA = Animal-related words; Pork sausages (SCALES) come from PIGs.
pilot	POLICE	SPACE		POLICE = Occupations; The PILOT flies his aeroplane/airplane (SPACE) in the sky.
place	ISLAND	NOUN		A map (ISLAND) shows many PLACEs.
places	ISLAND	NOUN PL		A map (ISLAND) shows many PLACES.
plant	MOUNTAIN	CACTUS		MOUNTAIN = Nature-related words; A CACTUS makes a nice house PLANT.
plaster(UK)/ bandage(US)	MEDICAL	REMEMBER		MEDICAL = Health-related words; You place a PLASTER/BANDAGE on a scraped finger (REMEMBER).
plate	KITCHEN	WATCH		KITCHEN = Kitchen items; The WATCH is shaped like a PLATE.
playground	ISLAND	DICE		ISLAND = Place-related words; You play (DICE) at a PLAYGROUND.
police	POLICE	POLICE		POLICE = Occupations; Icon name.
police station	YORK	POLICE		YORK = Building-related words; POLICE work at a POLICE STATION.
pond	ISLAND	JUICE		ISLAND = Place-related words; A POND is a small area of water like the small cup of water (JUICE).
pool	ISLAND	BOY		ISLAND = Place-related words; The icon shows a BOY getting into the POOL.
pork	SCALES	APPLE		SCALES = Meats; PORK is eaten with APPLE sauce.

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Message	Icon 1	Icon 2	Icon 3	Rationale
post office	YORK	NAME		YORK = General types of buildings; You write the NAME and address on the envelope before going to the POST OFFICE.
postman(UK)/ mail carrier(US)	POLICE	NAME		POLICE = Occupations; The POSTMAN/MAIL CARRIER delivers addressed letters (NAME).
pot	KITCHEN	KITCHEN		KITCHEN = Kitchen items; You do some cooking (KITCHEN) in a POT.
potato	FLOWERS	HAMMER		FLOWERS = Vegetables; You can mash (HAMMER) your POTATO.
pound(UK)/ dollar(US)	MONEY	MONEY		MONEY = Money-related words; The icon shows MONEY (POUND/DOLLAR).
powder	BATH	REMEMBER		BATH = Toiletries; You shake out POWDER with your hand (REMEMBER).
power chair	TRUCK	CHAIR		TRUCK = Transportation-related words; The CHAIR icon shows a POWER CHAIR.
problem	WRONG	NOUN		The WRONG icon shows a math PROBLEM.
problems	WRONG	NOUN PL		The WRONG icon shows a math PROBLEM.
psychologist	POLICE	THINK		POLICE = Occupations; PSYCHOLOGISTs assess how you THINK.
pudding(US)/ custard(UK)	THMBS UP	KITCHEN		THMBS UP = Desserts/Puddings; You make PUDDING/CUSTARD in a saucepan or pot (KITCHEN).
puddle	MOUNTAIN	UMBRELLA		MOUNTAIN = Nature-related words; Rain (UMBRELLA) brings many PUDDLEs.
pumpkin	APPLE	X-RAY		APPLE = Fruits; You draw a face (X-RAY) on a Halloween PUMPKIN.
puppet	OPEN	FROG		OPEN = Chest-related words; You could make a FROG PUPPET.
puzzle	OPEN	ISLAND		OPEN = Chest-related words; The ISLAND icon looks like a PUZZLE piece.
quarter	MONEY	NIGHT		MONEY = Money-related words; You can see a QUARTER moon on the NIGHT icon.
question	*QUESTION*	*NOUN*		*Icon name.*
question	TV	NOUN		The TV icon shows a QUESTION mark.
questions	*QUESTION*	*NOUN PL*		*Plural of icon name.*
questions	TV	NOUN PL		The TV icon shows a QUESTION mark.
rabbit	ZEBRA	EAR		ZEBRA = Animal-related words; A RABBIT has big EARs.
radio	PHONE	EAR		PHONE = Small appliances; You listen (EAR) to the RADIO for music and talk.
rain	UMBRELLA	UMBRELLA		UMBRELLA = Weather-related words; You use an UMBRELLA in the RAIN.
rainbow	UMBRELLA	RAINBOW		UMBRELLA = Weather-related words; Icon name.
raindrop	UMBRELLA	BATH		UMBRELLA = Weather-related words; The water coming out of the shower (BATH) looks like RAINDROPs.

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Message	Icon 1	Icon 2	Icon 3	Rationale
razor	BATH	TIME		BATH = Toiletries; Father TIME has a beard and a scythe (RAZOR) for cutting.
reading	KNOW	BOOK		KNOW = School-related words; The icon shows a BOOK for READING.
recess	KNOW	DICE		KNOW = School-related words; RECESS is a time to play (DICE).
rectangle	TRIANGLE	TRUCK		TRIANGLE = Shape-related words; The TRUCK's trailer is a RECTANGLE shape.
refrigerator	VOLT	OPEN		VOLT = Large appliances; The REFRIGERATOR is used like an ice chest (OPEN).
relaxation	SNAIL	NOUN		Slowness and RELAXATION are associated with SNAILs.
restaurant	YORK	KITCHEN		YORK = Building-related words; There are condiments (KITCHEN) on the table in RESTAURANTs.
river	ISLAND	MEDICAL		ISLAND = Place-related words; The RIVER winds like a snake (MEDICAL).
roach	QUEENBEE	THMBS DN		QUEENBEE = Insects; The ROACH is an unpleasant (THUMBS DOWN) insect.
rocket	TRUCK	NIGHT		TRUCK = Transportation-related words; ROCKETs fly high into space (NIGHT).
room	HOUSE	TRIANGLE		HOUSE = Home-related words; ROOMs are considered part (TRIANGLE) of a HOUSE.
root beer	JUICE	HOUSE		JUICE = Drinking-related words; The tree by the HOUSE has roots; Hence ROOT BEER.
ruler	GIRL	TRIANGLE		GIRL = Art-related words; You use a RULER to measure (TRIANGLE).
salad	FLOWERS	FROG		FLOWERS = Vegetables; The grass (FROG) resembles SALAD.
sandbox	OPEN	CACTUS		OPEN = Chest-related words; SANDBOXes are filled with sand (CACTUS).
sanitary napkin(US)/ sanitary towel(UK)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY NAPKINs/TOWELs.
sanitary towel(UK)/ sanitary napkin(US)	BATH	LOVE		BATH = Toiletries; The mother (LOVE) uses SANITARY TOWELs/NAPKINs.
Saturday	MORNING	SHOE		MORNING = Time of day-related words; Day seven (SHOE) of the week is SATURDAY; You put on casual SHOEs on SATURDAY.
sausage	SCALES	SCALES		SCALES = Meats; There are SAUSAGE links on the SCALES.
scarf	SUIT	FLOWERS		SUIT = General types of clothing; The lei (FLOWERS) goes around your neck like a SCARF.
school	YORK	KNOW		YORK = Building-related words; You go to SCHOOL to learn (KNOW).
science	KNOW	SPACE		KNOW = School-related words; The rocket in SPACE is related to SCIENCE.
scissors	GIRL	TIME		GIRL = Art-related words; You cut (TIME) with SCISSORS.

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Message	Icon 1	Icon 2	Icon 3	Rationale
sea	ISLAND	EYE		ISLAND = Place-related words; You see (sounds like the SEA) with your EYEs.
second	WATCH	SPACE		WATCH = Watch-related time words; You count down in SECONDs before the rocket (SPACE) lifts off.
secretary	POLICE	COMPUTER		POLICE = Occupations; The SECRETARY uses a COMPUTER.
sentence	SENTENCE	NOUN		Icon name.
sentences	SENTENCE	NOUN PL		Plural of icon name.
September	TIME	BOOK		TIME = Calendar-related time words; The ninth (BOOK) month of the year is SEPTEMBER; Children get new BOOKs their first full month of school in SEPTEMBER.
shampoo	BATH	THINK		BATH = Toiletries; The woman is pointing to the head (THINK) of hair she is about to SHAMPOO.
shape	TRIANGLE	NOUN		The TRIANGLE ruler is SHAPEd like a triangle.
shapes	TRIANGLE	NOUN PL		The TRIANGLE ruler is SHAPEd like a triangle.
shaving cream	BATH	RAINBOW		BATH = Toiletries; The base of the RAINBOW looks like SHAVING CREAM.
sheep	ZEBRA	SUIT		ZEBRA = Animal-related words; The SUIT is made of wool from a SHEEP.
shirt	SUIT	BOOK		SUIT = Clothing-related words; Shakespeare (BOOK) is wearing an unusual SHIRT collar.
shoe	SUIT	SHOE		SUIT = Clothing-related words; Icon name.
shoe shop(UK)/shoe store(US)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE SHOP/STORE.
shoe store(US)/shoe shop(UK)	YORK	SHOE		YORK = General types of buildings; You buy SHOEs at a SHOE STORE/SHOP.
shopping centre(UK)/ mall(US)	ISLAND	SUIT		ISLAND = Place-related words; You buy clothes (SUIT) at a SHOPPING CENTRE/MALL.
shorts	SUIT	SUN		SUIT = Clothing-related words; You wear SHORTS in the summer (SUN).
sister	FAMILY	GIRL		FAMILY = Family-related words; Your SISTER is a GIRL.
skating	SHOE	PEOPLE		SHOE = Sports-related words; PEOPLE can all hold hands when they go SKATING.
skeleton	BOY	X-RAY		BOY = Body-related words; The X-RAY is a SKELETON.
skiing	SHOE	MOUNTAIN		SHOE = Sports-related words; You go SKIING down the MOUNTAIN.
skirt	SUIT	FAMILY		SUIT = Clothing-related words; The woman in the FAMILY icon is wearing a SKIRT.
sky	MOUNTAIN	RAINBOW		MOUNTAIN = Nature-related words; The RAINBOW arches across the SKY.

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Message	Icon 1	Icon 2	Icon 3	Rationale
sled(US)/sledge(UK)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLED/SLEDGE.
sledge(UK)/sled(US)	TRUCK	TRIANGLE		TRUCK = Transportation-related words; You go down a slope (TRIANGLE) on a SLEDGE/SLED.
slide projector	PHONE	EYE		PHONE = Small appliances; You watch (EYE) the slide show on a SLIDE PROJECTOR.
small appliance	PHONE	NOUN		PHONEs are SMALL APPLIANCEs.
small appliances	PHONE	NOUN PL		PHONEs are SMALL APPLIANCEs.
snail	ZEBRA	SNAIL		ZEBRA = Animal-related words; Icon name.
snake	ZEBRA	MEDICAL		ZEBRA = Animal-related words; The MEDICAL symbol has two SNAKEs.
snow	UMBRELLA	MOUNTAIN		UMBRELLA = Weather-related words; SNOW is on the MOUNTAIN.
snowplow	TRUCK	MOUNTAIN		TRUCK = Transportation-related words; The SNOWPLOW plows snow (MOUNTAIN) off the roads.
soap	BATH	OPEN		BATH = Toiletries; The chest (OPEN) looks like a SOAP dish.
soap opera	TV	LOVE		TV = TV-related words; Most SOAP OPERAs are about LOVE/hate relationships.
soccer	SHOE	THINK		SHOE = Sports-related words; In SOCCER, you can use your head (THINK) with the ball.
social studies	KNOW	PEOPLE		KNOW = Classes; SOCIAL STUDIES is about PEOPLE throughout the world.
sock	SUIT	DICE		SUIT = Clothing-related words; SOCKs come in pairs (DICE).
soda	JUICE	KITCHEN		JUICE = Drinking-related words; SODA is bubbly like the boiling water (KITCHEN).
softball	SHOE	KNOW		SHOE = Sports-related words; The shape of the graduation cap (KNOW) is similar to a SOFTBALL diamond.
spatial concept	*SPACE*	*NOUN*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
spatial concepts	*SPACE*	*NOUN PL*		*A SPATIAL CONCEPT is concerned with outer SPACE.*
speech language pathologist(US)/ speech language therapist(UK)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE PATHOLOGIST/SPEECH LANGUAGE THERAPIST works on communication (PHONE) skills.
speech language therapist(UK)/speech language pathologist(US)	POLICE	PHONE		POLICE = Occupations; The SPEECH LANGUAGE THERAPIST /SPEECH LANGUAGE PATHOLOGIST works on communication (PHONE) skills.
spider	QUEENBEE	GIRL		QUEENBEE = Insects; A SPIDER frightened Little Miss Muffet (GIRL).

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Message	Icon 1	Icon 2	Icon 3	Rationale
spinach	FLOWERS	ELEPHANT		FLOWERS = Vegetables; SPINACH is supposed to make you strong (ELEPHANT).
sponge	BATH	JUICE		BATH = Toiletries; You can mop up spilled JUICE with a SPONGE.
spoon	KITCHEN	RETURN		KITCHEN = Kitchen items; You stir (RETURN) things with a SPOON.
sport	SHOE	NOUN		SHOEs are worn to play SPORTs.
sports	SHOE	NOUN PL		SHOEs are worn to play SPORTS.
sports program	TV	SHOE		TV = TV-related words; Most SPORTS (SHOE) PROGRAMs can be seen on TV.
square	TRIANGLE	TV		TRIANGLE = Shape-related words; The TV screen is SQUARE.
squirrel	ZEBRA	OPEN		ZEBRA = Animal-related words; The gold nuggets in the chest (OPEN) look like SQUIRREL nuts.
St. Patrick's Day	GOD	RAINBOW		GOD = Holiday-related words; The RAINBOW and a crock of gold are associated with ST. PATRICK'S DAY.
stander	CHAIR	POLICE		CHAIR = Assistive technology-related words; The POLICEman is STANDing.
stapler	GIRL	HAMMER		GIRL = Art-related words; A STAPLER knocks (HAMMER) staples into paper.
star	TRIANGLE	NIGHT		TRIANGLE = Shape-related words; You may see a STAR at NIGHT.
station	YORK	STOP		YORK = General types of buildings; The train STOPs at the STATION.
steak	SCALES	HAMMER		SCALES = Meats; You can tenderize STEAK with a mallet (HAMMER).
stereo	VOLT	MUSIC		VOLT = Large appliances; You play MUSIC on the STEREO.
sticker	GIRL	THMBS UP		GIRL = Art-related words; You get a STICKER for doing a good (THUMBS UP) job.
stomach	BOY	BOY		BOY = Body-related words; You can see the BOY's STOMACH.
stone	MOUNTAIN	OPEN		MOUNTAIN = Nature-related words; The mountain is made of STONE (OPEN).
storm	UMBRELLA	HOUSE		UMBRELLA = Weather-related words; We often run for protection (HOUSE) when it is STORMing.
story	BOOK	YORK		BOOK = General types of books; You can tell a STORY about a castle (YORK).
stove(US)/cooker(UK)	VOLT	KITCHEN		VOLT = Large appliances; The KITCHEN icon shows a STOVE/COOKER.
straw	KITCHEN	JUICE		KITCHEN = Kitchen items; The drink (JUICE) has a STRAW in it.
strawberry	APPLE	JUICE		APPLE = Fruits; The drink (JUICE) has a straw in it, like the beginning of STRAWBERRY.
student	PEOPLE	KNOW		PEOPLE = People-related words; A person that goes to school (KNOW) is a STUDENT.

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Message	Icon 1	Icon 2	Icon 3	Rationale
study	HOUSE	BOOK		HOUSE = Rooms; You keep a BOOK in the STUDY.
sun	UMBRELLA	SUN		UMBRELLA = Weather-related words; Icon name.
Sunday	MORNING	SUN		MORNING = Time of day-related words; Day one (SUN) of the week is SUNDAY; "SUNDAY" contains the word "SUN."
sunrise	MOUNTAIN	MORNING		MOUNTAIN = Nature-related words; The SUN RISEs in the MORNING.
sunscreen	BATH	SUN		BATH = Toiletries; You use SUNSCREEN to protect yourself from the SUN's rays.
sunset	MOUNTAIN	NIGHT		MOUNTAIN = Nature-related words; The SUN SETs just before the NIGHT.
supper	WATCH	NIGHT		WATCH = Watch-related time words; You eat SUPPER at NIGHT.
sweater(US)/ jumper(UK)	SUIT	OPEN		SUIT = Clothing-related words; You store your SWEATERs/JUMPERs in a chest (OPEN).
sweets(UK)/ candy(US)	THMBS UP	THMBS UP		THMBS UP = Desserts/Puddings; SWEETs /CAND(Y)ies are good (THMBS UP).
swim suit(US)/ swimming costume(UK)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIM SUIT/ SWIMMING COSTUME.
swimming	SHOE	BOY		SHOE = Sports-related words; The BOY is about to go SWIMMING.
swimming costume(UK)/ swim suit(US)	SUIT	BOY		SUIT = Clothing-related words; The person in the pool (BOY) has a SWIMMING COSTUME /SWIM SUIT.
t-shirt	SUIT	RAINBOW		SUIT = Clothing-related words; -SHIRTs come in many colors (RAINBOW).
table	BED	JUICE		BED = Furniture; You put the drinks (JUICE) on the TABLE.
tambourine	MUSIC	REMEMBER		MUSIC = Music-related words; A TAMBOURINE is an instrument you hold in your hand (REMEMBER).
tape	GIRL	SNAIL		GIRL = Art supplies; The SNAIL looks like a roll of TAPE.
tape recorder	PHONE	BOOK		PHONE = Small appliances; A TAPE RECORDER plays BOOKs on tape.
taxi	TRUCK	MONEY		TRUCK = Transportation-related words; You have to pay (MONEY) to use a TAXI.
tea	JUICE	WATCH		JUICE = Drinking-related words; It's time (WATCH) for TEA.
teacher	POLICE	KNOW		POLICE = Occupations; A TEACHER works at a school (KNOW).
teeth	BOY	DOG		BOY = Body-related words; The DOG is showing his TEETH.
telephone	PHONE	PHONE		PHONE = Small appliances; A TELEPHONE is shown on the PHONE icon.
telephone book	BOOK	PHONE		BOOK = General types of books; You find PHONE numbers in the TELEPHONE BOOK.

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Message	Icon 1	Icon 2	Icon 3	Rationale
television	VOLT	TV		VOLT = Large appliances; The TV icon shows a TELEVISION.
temple	YORK	GOD		YORK = Building-related words; Some TEMPLEs show the Star (GOD) of David.
tent	YORK	MOUNTAIN		YORK = General types of buildings; You can camp out (TENT) in the MOUNTAINs.
Thanksgiving	GOD	FLOWERS		GOD = Holiday-related words; FLOWERS may decorate your table for THANKSGIVING.
theater(US)/ theatre(UK)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATER/THEATRE.
theatre(UK)/ theater(US)	YORK	MASKS		YORK = Building-related words; MASKS represent the THEATRE/THEATER.
therapist	PEOPLE	MEDICAL		PEOPLE = People-related words; THERAPISTs try to help (MEDICAL) improve abilities.
throat	BOY	FLOWERS		BOY = Body-related words; A lei of FLOWERS goes around your neck (THROAT).
throat lozenge	MEDICAL	FLOWERS		MEDICAL = Health-related words; You may take a THROAT LOZENGE to soothe a sore throat (FLOWERS).
thunder	UMBRELLA	EAR		UMBRELLA = Weather-related words; The THUNDER is very loud and noisy (EAR).
Thursday	MORNING	FLOWERS		MORNING = Time of day-related words; Day five (FLOWERS) of the week is THURSDAY; You may pick FLOWERS on THURSDAY.
tiger	ZEBRA	RAINBOW		ZEBRA = Animal-related words; The RAINBOW has stripes like a TIGER.
tights	SUIT	MUSIC		SUIT = Clothing-related words; The MUSIC note looks like TIGHTS.
time	WATCH	NOUN		A WATCH tells you the time.
times	WATCH	NOUN PL		A WATCH tells you the time.
toaster	PHONE	FROG		PHONE = Small appliances; The toast jumps (FROG) out of a TOASTER.
toe	BOY	HAMMER		BOY = Body-related words; You would be in pain if you dropped a HAMMER on your TOE!
toilet	BATH	BATH		BATH = Toiletries; Every BATHroom has a TOILET.
toilet paper	BATH	MONEY		BATH = Toiletries; The dollar bill in the MONEY icon is shaped like TOILET PAPER.
toiletries	BATH	NOUN PL		TOILETRIES are found in BATHrooms.
toiletry	BATH	NOUN		TOILETR(Y)ies are found in BATHrooms.
tomato	APPLE	STOP		APPLE = Food-related words; The STOP sign looks like a TOMATO.
tooth	BOY	MONEY		BOY = Body-related words; The TOOTH fairy exchanges MONEY for a tooth.

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Message	Icon 1	Icon 2	Icon 3	Rationale
toothbrush	BATH	DOG		BATH = Toiletries; You brush your teeth (DOG) with a TOOTHBRUSH.
toothpaste	BATH	VOLT		BATH = Toiletries; TOOTHPASTE comes out of the tube in the shape of the VOLT.
tornado	UMBRELLA	RETURN		UMBRELLA = Weather-related words; A TORNADO spins like the RETURN icon.
town	ISLAND	HOUSE		ISLAND = Place-related words; A TOWN has many HOUSEs.
toy	OPEN	NOUN		The chest (OPEN) may be filled with TOYs.
toy chest	OPEN	OPEN		OPEN = Chest-related words; The OPEN icon shows a TOY CHEST.
toys	OPEN	NOUN PL		The chest (OPEN) may be filled with TOYS.
track(US)/ athletics(UK)	SHOE	RETURN		SHOE = Sports-related words; The RETURN icon looks like the shape of a TRACK/ATHLETICS field.
tractor	TRUCK	APPLE		TRUCK = Transportation-related words; The TRACTOR may be involved in harvesting APPLEs.
trailer(US)/ caravan(UK)	YORK	ISLAND		YORK = Building-related words; A TRAILER/CARAVAN can be moved across the country (ISLAND).
train	TRUCK	STOP		TRUCK = Transportation-related words; The TRAIN will STOP at a station.
tree	MOUNTAIN	HOUSE		MOUNTAIN = Nature-related words; A TREE is next to the HOUSE.
triangle	MUSIC	TRIANGLE		MUSIC = Music-related words; Icon name.
triangle	TRIANGLE	TRIANGLE		TRIANGLE = Shape-related words; Icon name.
truck(US)/lorry(UK)	TRUCK	TRUCK		TRUCK = Transportation-related words; The TRUCK icon shows a TRUCK/LORRY.
Tuesday	MORNING	SCALES		MORNING = Time of day-related words; Day three(SCALES) of the week is TUESDAY; Sounds-like: Two SCALES for TUESDAY (twosday) or you chew meat (SCALES) for TUESDAY (chewsday).
turkey	SCALES	EAR		SCALES = Meats; The TURKEY is a noisy (EAR) bird.
turtle	DOG	HOUSE		DOG = Pets; The TURTLE carries his HOUSE on his back.
TV	*TV*	*NOUN*		*Icon name.*
TV guide	BOOK	TV		BOOK = Reading-related words; You find TV programs in a TV GUIDE.
TVs	*TV*	*NOUN PL*		*Plural of icon name.*
umbrella	SUIT	UMBRELLA		SUIT = Clothing-related words; Icon name.
undershirt(US)/ vest(UK)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the UNDERSHIRT/VEST are thin like the rope (KNOT).
underwear	SUIT	APPLE		SUIT = Clothing-related words; ®Fruit (APPLE) of the Loom is a common brand name of UNDERWEAR.

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Message	Icon 1	Icon 2	Icon 3	Rationale
Unity	CHAIR	NAME		CHAIR = Assistive technology-related words; The NAME of this Minspeak Application Program is UNITY.
university	ISLAND	KNOW		ISLAND = Place-related words; You graduate (KNOW) from a UNIVERSITY.
vacuum cleaner	VOLT	ELEPHANT		VOLT = Large appliances; A VACUUM CLEANER vacuums (ELEPHANT) up dirt.
vagina	BOY	LOVE		BOY = Body-related words; The mother (LOVE) has a VAGINA.
Valentine's Day	GOD	APPLE		GOD = Holiday-related words; The APPLE is heart-shaped like a valentine; Hence VALENTINE'S DAY.
van	TRUCK	OPEN		TRUCK = Transportation-related words; VANs are box-like (OPEN) in appearance.
VCR(US)/video(UK)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
vegetable	FLOWERS	NOUN		VEGETABLEs are FLOWERing plants.
vegetables	FLOWERS	NOUN PL		VEGETABLEs are FLOWERing plants.
vehicle	TRUCK	NOUN		A TRUCK is a VEHICLE.
vehicles	TRUCK	NOUN PL		A TRUCK is a VEHICLE.
vest(UK)/undershirt(US)	SUIT	KNOT		SUIT = Clothing-related words; The straps of the VEST/UNDERSHIRT are thin like the rope (KNOT).
veterinarian	POLICE	ZEBRA		POLICE = Occupations; VETERINARIANs are doctors for animals (ZEBRA).
video(UK)/VCR(US)	VOLT	RETURN		VOLT = Large appliances; You must rewind (RETURN) your VCR/VIDEO tape.
visitor	PEOPLE	YORK		PEOPLE = People-related words; Many VISITORs are found in a city (YORK).
walker	CHAIR	SHOE		CHAIR = Assistive technology-related words; Some people need a WALKER to walk (SHOE).
washer	VOLT	SUIT		VOLT = Large appliances; A WASHER washes our clothing (SUIT).
watch	SUIT	WATCH		SUIT = Clothing-related words; Icon name.
water	JUICE	ISLAND		JUICE = Drinking-related words; The ISLAND is surrounded by WATER.
way	EXIT	NOUN		The EXIT sign shows the WAY.
ways	EXIT	NOUN PL		The EXIT sign shows the WAY.
weather	UMBRELLA	NOUN		You may need an UMBRELLA if the WEATHER is rainy.
weathers	UMBRELLA	NOUN PL		You may need an UMBRELLA if the WEATHER is rainy.
Wednesday	MORNING	SUIT		MORNING = Time of day-related words; Day four (SUIT) of the week is WEDNESDAY; You may choose to wear a SUIT on WEDNESDAY.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
week	TIME	TV		TIME = Calendar-related time words; A TV guide tells you what is on TV each WEEK.
weekend	TIME	HOUSE		TIME = Calendar-related time words; Many people rest at home (HOUSE) on the WEEKEND.
wheelchair	CHAIR	CHAIR		CHAIR = Assistive technology-related words; The CHAIR icon shows a WHEELCHAIR.
white	RAINBOW	X-RAY		RAINBOW = Color-related words; The skull (X-RAY) is WHITE.
wind	UMBRELLA	ISLAND		UMBRELLA = Weather-related words; The four WINDs blow ships across the sea (ISLAND).
window	YORK	EYE		YORK = Building-related words; You look (EYE) through a WINDOW.
wine	JUICE	NIGHT		JUICE = Drinking-related words; You have a glass of WINE at dinner (NIGHT).
woman	PEOPLE	THINK		PEOPLE = People-related words; A WOMAN is shown on the THINK icon.
word	BOOK	TRIANGLE		BOOK = Reading-related words; WORDs make up a big part (TRIANGLE) of books.
wrestling	SHOE	ELEPHANT		SHOE = Sports-related words; The opponents in WRESTLING are very big (ELEPHANT) and strong.
wrist	BOY	RETURN		BOY = External body parts; You wear a bracelet (RETURN) on your WRIST.
yardstick	GIRL	FROG		GIRL = Art supplies; You use a YARDSTICK to measure jumps (FROG).
year	TIME	LOVE		TIME = Calendar-related time words; The baby (LOVE) has a birthday each YEAR.
yo-yo	OPEN	RETURN		OPEN = Chest-related words; A YO-YO leaves your hand and then RETURNs.
zebra	ZEBRA	ZEBRA		ZEBRA = Animal-related words; Icon name.
zoo	ISLAND	ZEBRA		ISLAND = Place-related words; You would see a ZEBRA in a ZOO.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
add	WRONG	PREVERB		WRONG = Math-related words; The "+" (ADD) symbol is on the PREVERB icon.
billion	NUMBER	CONJ		NUMBER = Cardinal numbers; The number "1,000,000,000" (BILLION) is associated with the CONJ icon.
divide	WRONG	HE		WRONG = Math-related words; The HE icon shows the "/" (DIVIDE) symbol.
divided by	NUMBER	HE		NUMBER = Number-related words; The HE icon shows a division sign (DIVIDED BY).
eight	NUMBER	BOY		NUMBER = Cardinal numbers; The number "8" (EIGHT) falls on the BOY icon.
eighteen	NUMBER	MORNING		NUMBER = Cardinal numbers; The number "18" (EIGHTEEN) falls one row below the "8" icon (MORNING).
eighteenth	MORNING	NUMBER		The NUMBER "18th" (EIGHTEENTH) falls one row below the "8" icon (MORNING).
eighth	BOY	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "8th" (EIGHTH) is on the BOY icon.
eightieth	LOVE	NUMBER		The NUMBER "80th" (EIGHTIETH) falls three rows below the "8" icon (LOVE).
eighty	NUMBER	LOVE		NUMBER = Cardinal numbers; The number "80" (EIGHTY) falls three rows below the "8" icon (LOVE).
eleven	NUMBER	DICE		NUMBER = Cardinal numbers; The number "11" (ELEVEN) falls one row below the "1" icon (DICE).
eleventh	DICE	NUMBER		The NUMBER "11th" (ELEVENTH) is associated with the DICE icon.
equals	NUMBER	THEY		NUMBER = Number-related words; The THEY icon shows an EQUALS sign.
fifteen	NUMBER	MOUNTAIN		NUMBER = Cardinal numbers; The number "15" (FIFTEEN) falls one row below the "5" icon (MOUNTAIN).
fifteenth	MOUNTAIN	NUMBER		The NUMBER "15th" (FIFTEENTH) falls one row below the "5" icon (MOUNTAIN).
fifth	FLOWERS	NUMBER		The NUMBER "5th" (FIFTH) is shown on the FLOWERS icon.
fiftieth	HOUSE	NUMBER		The NUMBER "50th" (FIFTIETH) falls three rows below the "5" icon (HOUSE).
fifty	NUMBER	HOUSE		NUMBER = Cardinal numbers; The number "50" (FIFTY) falls three rows below the "5" icon (HOUSE).
first	SUN	NUMBER		The NUMBER "1st" (FIRST) is shown on the SUN icon.
five	NUMBER	FLOWERS		NUMBER = Cardinal numbers; The number "5" (FIVE) is on the FLOWERS icon.
fortieth	GOD	NUMBER		The NUMBER "40th" (FORTIETH) falls three rows below the "4" icon (GOD).
forty	NUMBER	GOD		NUMBER = Cardinal numbers; The number "40" (FORTY) falls three rows below the "4" icon (GOD).

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
four	NUMBER	SUIT		NUMBER = Cardinal numbers; The number "4" (FOUR) is on the SUIT icon.
fourteen	NUMBER	GIRL		NUMBER = Cardinal numbers; The number "14" (FOURTEEN) falls one row below the "4" icon (GIRL).
fourteenth	GIRL	NUMBER		The NUMBER "14th" (FOURTEENTH) falls one row below the "4" icon (GIRL).
fourth	SUIT	NUMBER		The NUMBER "4th" (FOURTH) is shown on the SUIT icon.
hundred	NUMBER	THMBS DN		NUMBER = Cardinal numbers; The number "100" (HUNDRED) is associated with the THMBS DN icon.
hundredth	THMBS DN	NUMBER		The NUMBER "100th" (HUNDREDTH) is associated with the THUMBS DOWN icon.
million	NUMBER	DET		NUMBER = Cardinal numbers; The number "1,000,000" (MILLION) is associated with DET icon.
minus	NUMBER	PREVRB+S		NUMBER = Number-related words; The PREVERB+S icon shows a MINUS sign.
multiply	WRONG	SHE		WRONG = Math-related words; The symbol "*" (MULTIPLY) is shown on the SHE icon.
nine	NUMBER	BOOK		NUMBER = Cardinal numbers; The number "9" (NINE) falls on the BOOK icon.
nineteen	NUMBER	NIGHT		NUMBER = Cardinal numbers; The number "19" (NINETEEN) falls one row below the "9" icon (NIGHT).
nineteenth	NIGHT	NUMBER		The NUMBER "19th" (NINETEENTH) falls one row below the "9" icon (NIGHT).
ninetieth	TRUCK	NUMBER		The NUMBER "90th" (NINETIETH) falls three rows below the "9" icon (TRUCK).
ninety	NUMBER	TRUCK		NUMBER = Cardinal numbers; The number "90" (NINETY) falls three rows below the "9" icon (TRUCK).
ninth	BOOK	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "9th" (NINTH) is shown on the BOOK icon.
number	NUMBER	NOUN		Icon name.
numbers	NUMBER	NOUN PL		Plural of icon name.
one	NUMBER	SUN		NUMBER = Cardinal numbers; The number "1" (ONE) is on the SUN icon.
one hundred	NUMBER	ELEPHANT		NUMBER = Cardinal numbers; The number "100" (ONE HUNDRED) is associated with the ELEPHANT icon.
one hundredth	ELEPHANT	NUMBER		The NUMBER "100th" (ONE HUNDREDTH) is associated with the ELEPHANT icon.
plus	NUMBER	PREVERB		NUMBER = Number-related words; The PREVERB icon shows a PLUS sign.
second	HAMMER	NUMBER		The NUMBER "2" (SECOND) is shown on the HAMMER icon.
seven	NUMBER	SHOE		NUMBER = Cardinal numbers; The number "7" (SEVEN) is on the SHOE icon.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
seventeen	NUMBER	FROG		NUMBER = Cardinal numbers; The number "17" (SEVENTEEN) falls one row below the "7" icon (FROG).
seventeenth	FROG	NUMBER		The NUMBER "17th" (SEVENTEENTH) falls one row below the "7" icon (FROG).
seventh	SHOE	NUMBER		The NUMBER "7th" (SEVENTH) is shown on the SHOE icon.
seventieth	KITCHEN	NUMBER		The NUMBER "70th" (SEVENTIETH) falls three rows below the "7" icon (KITCHEN).
seventy	NUMBER	KITCHEN		NUMBER = Cardinal numbers; The number "70" (SEVENTY) falls three rows below the "7" icon (KITCHEN).
six	NUMBER	EXIT		NUMBER = Cardinal numbers; The number "6" (SIX) is on the EXIT icon.
sixteen	NUMBER	WRONG		NUMBER = Cardinal numbers; The number "16" (SIXTEEN) falls one row below the "6" icon (WRONG).
sixteenth	WRONG	NUMBER		The NUMBER "16th" (SIXTEENTH) falls one row below the "6" icon (WRONG).
sixth	EXIT	NUMBER		The NUMBER "6th" (SIXTH) is shown on the EXIT icon.
sixtieth	JUICE	NUMBER		The NUMBER "60th" (SIXTIETH) falls three rows below the "6" icon (JUICE).
sixty	NUMBER	JUICE		NUMBER = Cardinal numbers; The number "60" (SIXTY) falls three rows below the "6" icon (JUICE).
subtract	WRONG	PREVRB+S		WRONG = Math-related words; The symbol "-" (SUBTRACT) is shown on the PREVERB+S icon.
ten	NUMBER	CACTUS		NUMBER = Cardinal numbers; The number "10" (TEN) falls one row below the "0" icon (CACTUS).
tenth	CACTUS	NUMBER		The NUMBER "10th" (TENTH) falls one row below the "0" icon (CACTUS).
third	SCALES	NUMBER		The NUMBER "3rd" (THIRD) is shown on the SCALES icon.
thirteen	NUMBER	THINK		NUMBER = Cardinal numbers; The number "13" (THIRTEEN) falls one row below "3" icon (THINK).
thirteenth	THINK	NUMBER		The NUMBER "13th" (THIRTEENTH) falls one row below the "3" icon (THINK).
thirtieth	APPLE	NUMBER		ICON + NUMBER = Ordinal numbers; The NUMBER "30th" (THIRTIETH) falls three rows below the "0" icon (APPLE).
thirty	NUMBER	APPLE		NUMBER = Cardinal numbers; The number "30" (THIRTY) falls three rows below the "0" icon (APPLE).
thirty-first	SNAIL	NUMBER		The NUMBER "31st" (THIRTY-FIRST) falls three rows below the "1" icon (SNAIL).
thirty-one	NUMBER	SNAIL		NUMBER = Cardinal numbers; The number "31" (THIRTY-ONE) falls three rows below the "1" icon (SNAIL).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
thousand	NUMBER	INTERJ		NUMBER = Cardinal numbers; The number "1,000" (THOUSAND) is associated with the INTERJ icon.
three	NUMBER	SCALES		NUMBER = Cardinal numbers; The number "3" (THREE) is on the SCALES icon.
times	NUMBER	SHE		NUMBER = Number-related words; The SHE icon shows a TIMES sign.
trillion	NUMBER	PREP		NUMBER = Cardinal numbers; The number "1,000,000,000,000" (TRILLION) is associated with the PREP icon.
twelfth	PHONE	NUMBER		The NUMBER "12th" (TWELFTH) falls one row below the "2" icon (PHONE).
twelve	NUMBER	PHONE		NUMBER = Cardinal numbers; The number "12" (TWELVE) falls one row below the "2" icon (PHONE).
twentieth	QUEENBEE	NUMBER		The NUMBER "20th" (TWENTIETH) falls two rows below the "0" icon (QUEENBEE).
twenty	NUMBER	QUEENBEE		NUMBER = Cardinal numbers; The number "20" (TWENTY) falls two rows below the "0" icon (QUEENBEE).
twenty-eight	NUMBER	OPEN		NUMBER = Cardinal numbers; The number "28" (TWENTY-EIGHT) falls two rows below the "8" icon (OPEN).
twenty-eighth	OPEN	NUMBER		The NUMBER "28th" (TWENTY-EIGHTH) falls two rows below the "8" icon (OPEN).
twenty-fifth	YORK	NUMBER		The NUMBER "25th" (TWENTY-FIFTH) falls two rows below the "5" icon (YORK).
twenty-first	WANTED	NUMBER		The NUMBER "21st" (TWENTY-FIRST) falls two rows below the "1" icon (WANTED).
twenty-five	NUMBER	YORK		NUMBER = Cardinal numbers; The number "25" (TWENTY-FIVE) falls two rows below the "5" icon (YORK).
twenty-four	NUMBER	TIME		NUMBER = Cardinal numbers; The number "24" (TWENTY-FOUR) falls two rows below the "4" icon (TIME).
twenty-fourth	TIME	NUMBER		The NUMBER "24th" (TWENTY-FOURTH) falls two rows below the "4" icon (TIME).
twenty-nine	NUMBER	PEOPLE		NUMBER = Cardinal numbers; The number "29" (TWENTY-NINE) falls two rows below the "9" icon (PEOPLE).
twenty-ninth	PEOPLE	NUMBER		The NUMBER "29th" (TWENTY-NINTH) falls two rows below the "9" icon (PEOPLE).
twenty-one	NUMBER	WANTED		NUMBER = Cardinal numbers; The number "21" (TWENTY-ONE) falls two rows below the "1" icon (WANTED).
twenty-second	EAR	NUMBER		The NUMBER "22nd" (TWENTY-SECOND) falls two rows below the "2" icon (EAR).
twenty-seven	NUMBER	ISLAND		NUMBER = Cardinal numbers; The number "27" (TWENTY-SEVEN) falls two rows below the "7" icon (ISLAND).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
twenty-seventh	ISLAND	NUMBER		The NUMBER "27th" (TWENTY-SEVENTH) falls two rows below the "7" icon (ISLAND).
twenty-six	NUMBER	UMBRELLA		NUMBER = Cardinal numbers; The number "26" (TWENTY-SIX) falls two rows below the "6" icon (UMBRELLA).
twenty-sixth	UMBRELLA	NUMBER		The NUMBER "26th" (TWENTY-SIXTH) falls two rows below the "6" icon (UMBRELLA).
twenty-third	REMEMBER	NUMBER		The NUMBER "23rd" (TWENTY-THIRD) falls two rows below the "3" icon (REMEMBER).
twenty-three	NUMBER	REMEMBER		NUMBER = Cardinal numbers; The number "23" (TWENTY- THREE) falls two rows below the "3" icon (REMEMBER).
twenty-two	NUMBER	EAR		NUMBER = Cardinal numbers; The number "22" (TWENTY-TWO) falls two rows below the "2" icon (EAR).
two	NUMBER	HAMMER		NUMBER = Cardinal numbers; The number "2" (TWO) is on the HAMMER icon.
zero	NUMBER	KNOW		NUMBER = Cardinal numbers; The number "0" (ZERO) is on the KNOW icon.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<delete char> ing<space> <speak word>	PREVRB+S	VERB+ING		PREVRB+S = Suffix; The VERB+ING icon shows "ING."
<delete char>'s<space> <speak word>	POSS	POSS		A double hit of the POSS icon indicates POSSessive is first, then S.
<delete char><delete char>ied<space> <speak word>	PREVRB+S	INTERJ		PREVRB+S = Suffix; The fireworks (INTERJ) stupifIED the audience.
<delete char><delete char>ies <space><speak word>	PREVRB+S	MUSIC		PREVRB+S = Suffix; You can sing (MUSIC) melodIES.
<delete char>?<space> <space><speak sentence><shift>	TV	TV		A double hit on the TV icon deletes a space, adds the "?" punctuation mark; adds two spaces, speaks the sentence and turns the SHIFT key on to capitalize the first letter of the next sentence.
<delete char>d<space> <speak word>	PREVRB+S	DET		PREVRB+S = Suffix; DETerminer icon begins with a "d".
<delete char>ed<space> <speak word>	PREVRB+S	VERB+ED		PREVRB+S = Suffix; The VERB+ED icon shows the "ED" word form.
<delete char>er<space> <speak word>	PREVRB+S	ADJ+ER		PREVRB+S = Suffix; The ADJ+ER icon shows the "ER" word form.
<delete char>es<space> <speak word>	PREVRB+S	NOUN PL		PREVRB+S = Suffix; The NOUN PL represents plural forms such as "ES."
<delete char>est<space> <speak word>	PREVRB+S	ADJ+EST		PREVRB+S = Suffix; The ADJ+EST icon shows the "EST" word form.
<delete char>s'<space> <speak word>	PREVRB+S	POSS		PREVRB+S = Suffix; S is first, then indicating POSSessive.
<delete char>s<space> <speak word>	PREVRB+S	VERB+S		PREVRB+S = Suffix; The VERB+S icon shows "S."
<delete character> ly<space><speak word>	*PREVRB+S*	*YES*		*Quick access to creating an ADVERB (LY) word form.*
<delete character> ly<space><speak word>	PREVRB+S	ADVERB		Quick access to creating an ADVERB (LY) word form.
<delete character>!<space> <space> <speak sentence><shift>	CACTUS	CACTUS		A double hit on the CACTUS icon deletes a space, adds the "!" punctuation mark; adds two spaces, speaks the sentence and turns the SHIFT key on to capitalize the first letter of the next sentence.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
<delete character>.<space> <space><speak sentence><shift>	PERIOD			A single hit on the PERIOD icon deletes a space, adds the "." punctuation mark; adds two spaces, speaks the sentence and turns the SHIFT key on to capitalize the first letter of the next sentence.
<return>	RETURN	RETURN		A double hit on the RETURN icon acts as a return key in Minspeak mode.
<space>	SPACE	SPACE		A double hit on the SPACE icon adds a space.
dis	PREVERB	NO		PREVERB = Prefix; As a prefix, "DIS" indicates NO.
non	PREVERB	NOUN		PREVERB = Prefix; NON is spelled closely to NOUN.
pre	PREVERB	PREP		PREVERB = Prefix; 'PRE" is the first three letters in PREP.
un	PREVERB	ADJ		PREVERB = Prefix; "UN" often changes a word into an ADJective.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
about	PREP	BOOK		You read a BOOK ABOUT things.
about	*BOOK*	*PREP*		*You read a BOOK ABOUT things.*
above	PREP	THINK		The light bulb (THINK) is ABOVE the woman's head.
above	*THINK*	*PREP*		*The light bulb (THINK) is ABOVE the woman's head.*
across	PREP	SHOE		You walk (SHOE) ACROSS the street.
across	*SHOE*	*PREP*		*You walk (SHOE) ACROSS the street.*
after	PREP	NIGHT		NIGHT comes AFTER day.
after	*NIGHT*	*PREP*		*NIGHT comes AFTER day.*
against	PREP	POLICE		The POLICE tell you what is AGAINST the law.
against	*POLICE*	*PREP*		*The POLICE tell you what is AGAINST the law.*
among	PREP	PEOPLE		It's good to be AMONG friends (PEOPLE).
among	*PEOPLE*	*PREP*		*It's good to be AMONG friends (PEOPLE).*
around	PREP	WATCH		The hands of the WATCH go AROUND and around.
around	*WATCH*	*PREP*		*The hands of the WATCH go AROUND and around.*
at	PREP	KNOW		Children must be AT school (KNOW) during the school year.
at	*KNOW*	*PREP*		*Children must be AT school (KNOW) during the school year.*
at the back of (UK)/ in back of (US)	*TRUCK*	*PREP*		*The TRUCK unloads AT THE BACK OF/IN BACK OF the building.*
at the back of(UK)/ in back of(US)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
before	PREP	MORNING		Sunrise (MORNING) comes BEFORE the rest of the day.
before	*MORNING*	*PREP*		*Sunrise (MORNING) comes BEFORE the rest of the day.*
behind	PREP	ELEPHANT		One ELEPHANT is BEHIND the other.
behind	*ELEPHANT*	*PREP*		*One ELEPHANT is BEHIND the other.*
below	PREP	MOUNTAIN		The MOUNTAINs are BELOW the clouds.
below	*MOUNTAIN*	*PREP*		*The MOUNTAINs are BELOW the clouds.*
beside	PREP	ISLAND		The boat is BESIDE the ISLAND.
beside	*ISLAND*	*PREP*		*The boat is BESIDE the ISLAND.*
between	PREP	FAMILY		The child is BETWEEN the adults (FAMILY).
between	*FAMILY*	*PREP*		*The child is BETWEEN the adults (FAMILY).*
bottom	PREP	BOY		You dive to the BOTTOM of the pool (BOY).
bottom	*BOY*	*PREP*		*You dive to the BOTTOM of the pool (BOY).*
by	PREP	MONEY		BY sounds like "buy" (MONEY).
by	*MONEY*	*PREP*		*BY sounds like "buy" (MONEY).*
down	*PREP*	*THMBS DN*		*The thumb (THMBS DN) points DOWN.*
down	*THMBS DN*	*PREP*		*The thumb (THUMBS DOWN) points DOWN.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
during	PREP	TV		You see commercials DURING TV shows.
during	*TV*	*PREP*		*You see commercials DURING TV shows.*
except	PREP	REMEMBER		You can have any one EXCEPT this (REMEMBER) one.
except	*REMEMBER*	*PREP*		*You can have any one EXCEPT this (REMEMBER) one.*
for	PREP	SUIT		Some people wear SUITs FOR work.
for	*SUIT*	*PREP*		*Some people wear SUITs FOR work.*
from	PREP	COMPUTER		You get information FROM a COMPUTER.
from	*COMPUTER*	*PREP*		*You get information FROM a COMPUTER.*
in	PREP	OPEN		You put things IN the chest (OPEN).
in	*OPEN*	*PREP*		*You put things IN the chest (OPEN).*
in back of (US)/at the back of (UK)	*TRUCK*	*PREP*		*The TRUCK unloads IN BACK OF/AT THE BACK OF the building.*
in back of(US)/ at the back of(UK)	PREP	TRUCK		The TRUCK unloads IN BACK OF/AT THE BACK OF the building.
in front of	PREP	HOUSE		The truck rides IN FRONT OF the HOUSE.
in front of	*HOUSE*	*PREP*		*The yard is IN FRONT OF the HOUSE.*
inside	PREP	SNAIL		The SNAIL may crawl INSIDE his shell.
inside	*SNAIL*	*PREP*		*The SNAIL may crawl INSIDE his shell.*
instead	PREP	WRONG		The answer (WRONG) is 4 INSTEAD of 5.
instead	*WRONG*	*PREP*		*The answer (WRONG) is 4 INSTEAD of 5.*
into	PREP	HAMMER		You drive a nail INTO wood with a HAMMER.
into	*HAMMER*	*PREP*		*You drive a nail INTO wood with a HAMMER.*
of	PREP	JUICE		A drink OF JUICE.
of	PREP	PREP		Quick access to the frequently used PREPosition OF.
of	*JUICE*	*PREP*		*A drink OF JUICE.*
off	PREP	SPACE		The rocket blasts OFF into SPACE.
off	*SPACE*	*PREP*		*The rocket blasts OFF into SPACE.*
on	PREP	CHAIR		Your pet may sit ON your CHAIR.
on	*CHAIR*	*PREP*		*Your pet may sit ON your CHAIR.*
out	PREP	EXIT		EXIT shows a way OUT of a building.
out	*EXIT*	*PREP*		*EXIT shows a way OUT of a building.*
outside	PREP	QUEENBEE		Keep the QUEENBEE OUTSIDE your house.
outside	*QUEENBEE*	*PREP*		*Keep the QUEENBEE OUTSIDE your house.*
over	PREP	RAINBOW		Birds fly OVER the RAINBOW.
over	*RAINBOW*	*PREP*		*Birds fly OVER the RAINBOW.*
through	PREP	TIME		The sand falls THROUGH the hour-glass (TIME).
through	*TIME*	*PREP*		*The sand falls THROUGH the hour-glass (TIME).*
to	PREP	DOG		The DOG should come TO you when you call.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
to	*DOG*	*PREP*		*The DOG should come TO you when you call.*
top	PREP	GIRL		The GIRL has a hat on TOP of her head.
top	*GIRL*	*PREP*		*The GIRL has a hat on TOP of her head.*
toward	PREP	ZEBRA		The ZEBRA is looking TOWARD the left.
toward	*ZEBRA*	*PREP*		*The ZEBRA is looking TOWARD the left.*
trillionth	PREP	NUMBER		The NUMBER "1,000,000,000,000th" (TRILLIONTH) is associated with the PREP icon.
under	PREP	UMBRELLA		You stand UNDER the UMBRELLA.
under	*UMBRELLA*	*PREP*		*You stand UNDER the UMBRELLA.*
underneath	PREP	BED		You can put your slippers UNDERNEATH the BED.
underneath	*BED*	*PREP*		*You can put your slippers UNDERNEATH the BED.*
up	*PREP*	*THMBS UP*		*The thumb (THMBS UP) points UP.*
up	*THMBS UP*	*PREP*		*The thumb (THMBS UP) points UP.*
upside down	PREP	RETURN		Turn (RETURN) something over and it will be UPSIDE DOWN.
upside down	*RETURN*	*PREP*		*Turn (RETURN) something over and it will be UPSIDE DOWN.*
with	PREP	LOVE		The LOVE icon shows the mother WITH the baby.
with	*LOVE*	*PREP*		*The LOVE icon shows the mother WITH the baby.*
within	PREP	YORK		You can live WITHIN the city (YORK) boundaries.
within	*YORK*	*PREP*		*You can live WITHIN the city (YORK) boundaries.*
without	PREP	APPLE		You can't live WITHOUT food (APPLE).
without	*APPLE*	*PREP*		*You can't live WITHOUT food (APPLE).*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
are	PREVERB	QUEENBEE		QUEENBEEs ARE busy.
are going	PREVERB	FROG		The FROGs ARE GOING to jump.
aren't	PREVERB	KNOT	QUEENBEE	KNOT = Negation; QUEENBEEs are busy; Hence AREN'T.
aren't going	PREVERB	KNOT	FROG	KNOT = Negation; The FROGs are going to jump; Hence AREN'T GOING.
can	PREVERB	JUICE		You may drink from a CAN of JUICE.
can't	PREVERB	KNOT	JUICE	KNOT = Negation; You may drink from a can of JUICE; Hence CAN'T.
could	PREVERB	TRUCK		The TRUCK has a little engine that COULD.
couldn't	PREVERB	KNOT	TRUCK	KNOT = Negation; The TRUCK has a little engine that could; Hence COULDN'T.
did	PREVERB	FAMILY		The FAMILY DID dress up for their picture.
didn't	PREVERB	KNOT	FAMILY	KNOT = Negation; The FAMILY did dress up for their picture; Hence DIDN'T.
didn't used to	PREVERB	KNOT	TIME	KNOT = Negation; Father TIME used to be young; Hence DIDN'T USED TO.
do	PREVERB	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
does	PREVRB+S	REMEMBER		You say "I DO" (REMEMBER) when you are being married.
doesn't	PREVRB+S	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DOESN'T.
doesn't feel	*PREVRB+S*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DOESN'T FEEL.*
doesn't have to	PREVRB+S	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DOESN'T HAVE TO.
doesn't know	PREVRB+S	KNOT	KNOW	KNOT = Negation; Icon name; Hence DOESN'T KNOW.
doesn't like	PREVRB+S	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DOESN'T LIKE.
doesn't love	*PREVRB+S*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DOESN'T LOVE.*
doesn't need	PREVRB+S	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DOESN'T NEED.
doesn't think	PREVRB+S	KNOT	THINK	KNOT = Negation; Icon name; Hence DOESN'T THINK.
doesn't want	PREVRB+S	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DOESN'T WANT.
don't	PREVERB	KNOT	REMEMBER	KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence DON'T.
don't feel	*PREVERB*	*KNOT*	*MASKS*	*KNOT = Negation; The MASKS express emotion or how you feel; Hence DON'T FEEL.*

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't have to	PREVERB	KNOT	VOLT	KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence DON'T HAVE TO.
don't know	PREVERB	KNOT	KNOW	KNOT = Negation; Icon name; Hence DON'T KNOW.
don't like	PREVERB	KNOT	SUN	KNOT = Negation; The SUN is happy and lik(e)able; Hence DON'T LIKE.
don't love	*PREVERB*	*KNOT*	*LOVE*	*KNOT = Negation; LOVE is the icon name; Hence DON'T LOVE.*
don't need	PREVERB	KNOT	UMBRELLA	KNOT = Negation; An UMBRELLA is needed when it rains; Hence DON'T NEED.
don't think	PREVERB	KNOT	THINK	KNOT = Negation; Icon name; Hence DON'T THINK.
don't want	PREVERB	KNOT	WANTED	KNOT = Negation; The WANTED icon shows a wanted criminal; Hence DON'T WANT.
feel	*PREVERB*	*MASKS*		*The MASKS express emotion or how you FEEL.*
feels	*PREVRB+S*	*MASKS*		*The MASKS express emotion or how you FEEL.*
had	PREVERB	YORK		Everyone HAD a good time in the city (YORK).
hadn't	PREVERB	KNOT	YORK	KNOT = Negation; Everyone had a good time in the city (YORK); Hence HADN'T.
has	PREVRB+S	MONEY		The icon HAS MONEY on it.
has to	PREVRB+S	VOLT		The storm (VOLT) HAS TO pass.
hasn't	PREVRB+S	KNOT	MONEY	KNOT = Negation; The icon has MONEY on it; Hence HASN'T.
have	PREVERB	MONEY		It's always good to HAVE MONEY.
have to	PREVERB	VOLT		You HAVE TO come in when it's lightning (VOLT) during a storm.
haven't	PREVERB	KNOT	MONEY	KNOT = Negation; It's always good to have MONEY; Hence HAVEN'T.
is	PREVRB+S	QUEENBEE		The QUEENBEE IS busy.
is going	PREVRB+S	FROG		The FROG IS GOING to jump.
isn't	PREVRB+S	KNOT	QUEENBEE	KNOT = Negation; The QUEENBEE is busy; Hence ISN'T.
isn't going	PREVRB+S	KNOT	FROG	KNOT = Negation; The FROG is going to jump; Hence ISN'T GOING.
know	PREVERB	KNOW		Icon name.
knows	PREVRB+S	KNOW		Icon name.
like	PREVERB	SUN		The SUN is happy and LIK(E)able.
likes	PREVRB+S	SUN		The SUN is happy and LIK(E)able.
love	*PREVERB*	*LOVE*		*Icon name.*
loves	*PREVRB+S*	*LOVE*		*Icon name.*
may	PREVERB	FLOWERS		MAY FLOWERS.
may not	PREVERB	KNOT	FLOWERS	KNOT = Negation; May FLOWERS; Hence MAY NOT.
might	PREVERB	ELEPHANT		The ELEPHANTs are MIGHTy.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
might not	PREVERB	KNOT	ELEPHANT	KNOT = Negation; The ELEPHANTs are mighty; Hence MIGHT NOT.
must	PREVERB	HAMMER		We MUST go to work (HAMMER).
mustn't	PREVERB	KNOT	HAMMER	KNOT = Negation; We must go to work (HAMMER); Hence MUSTN'T.
need	PREVERB	UMBRELLA		An UMBRELLA is NEEDed when it rains.
needs	PREVRB+S	UMBRELLA		An UMBRELLA is NEEDed when it rains.
shall	PREVERB	SNAIL		Most SNAILs live in shallow waters; Hence SHALL.
shall not	PREVERB	KNOT	SNAIL	KNOT = Negation; Most SNAILs live in shallow waters; Hence SHALL NOT.
should	PREVERB	POLICE		You SHOULD obey the POLICE officer.
shouldn't	PREVERB	KNOT	POLICE	KNOT = Negation; You should obey the POLICE officer; Hence SHOULDN'T.
think	PREVERB	THINK		Icon name.
thinks	PREVRB+S	THINK		Icon name.
used to	PREVERB	TIME		Father TIME USED TO be young.
want	PREVERB	WANTED		The WANTED icon shows a WANTed man.
wants	PREVRB+S	WANTED		The WANTED icon shows a WANTed man.
was	PREVRB+S	WATCH		WAS the WATCH correct?
wasn't	PREVRB+S	KNOT	WATCH	KNOT = Negation; Was the WATCH correct?; Hence WASN'T.
were	PREVERB	WATCH		The WATCHes WERE telling the correct time.
weren't	PREVERB	KNOT	WATCH	KNOT = Negation; The WATCHes were telling the correct time; Hence WEREN'T.
will	PREVERB	BOOK		WILL you read me a BOOK?
won't	PREVERB	KNOT	BOOK	KNOT = Negation; Will you read me a BOOK?; Hence WON'T.
would	PREVERB	HOUSE		You build HOUSEs with wood (sounds like WOULD).
wouldn't	PREVERB	KNOT	HOUSE	KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WOULDN'T.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
am I	QUEENBEE	I		The QUEENBEE is busy; I = I; Hence AM I
am I going	FROG	I		The FROGs are going to jump; I = I; Hence AM I GOING.
are they	QUEENBEE	THEY		QUEENBEEs are busy; THEY = They; Hence ARE THEY.
are they going	FROG	THEY		The FROGs are going to jump; THEY = They; Hence ARE THEY GOING.
are we	QUEENBEE	WE		QUEENBEEs are busy; WE = We; Hence ARE WE.
are we going	FROG	WE		The FROGs ARE GOING to jump; WE = We; Hence ARE WE GOING.
are you	QUEENBEE	YOU		QUEENBEEs are busy; YOU = You; Hence ARE YOU.
are you going	FROG	YOU		The FROGs ARE GOING to jump; YOU = You; Hence ARE YOU GOING.
aren't I	QUEENBEE	KNOT	I	QUEENBEEs are busy; KNOT = Negation; I = I; Hence AREN'T I.
aren't I going	FROG	KNOT	I	The FROGs are going to jump; KNOT = Negation; I = I; Hence AREN'T I GOING.
aren't they	QUEENBEE	KNOT	THEY	QUEENBEEs are busy; KNOT = Negation; THEY = They; Hence AREN'T THEY.
aren't they going	FROG	KNOT	THEY	The FROGs are going to jump; KNOT = Negation; THEY = They; Hence AREN'T THEY GOING.
aren't we	QUEENBEE	KNOT	WE	QUEENBEEs are busy; KNOT = Negation; WE = We; Hence AREN'T WE.
aren't we going	FROG	KNOT	WE	The FROGs are going to jump; KNOT = Negation; WE = We; Hence AREN'T WE GOING.
aren't you	QUEENBEE	KNOT	YOU	QUEENBEEs are busy; KNOT = Negation; YOU = You; Hence AREN'T YOU.
aren't you going	FROG	KNOT	YOU	The FROGs are going to jump; KNOT = Negation; YOU = You; Hence AREN'T YOU GOING.
can he	JUICE	HE		You may drink from a can of JUICE; HE = He; Hence CAN HE.
can I	JUICE	I		You may drink from a can of JUICE; I = I; Hence CAN I.
can it	JUICE	IT		You may drink from a can of JUICE; IT = It; Hence CAN IT.
can she	JUICE	SHE		You may drink from a can of JUICE; SHE = She; Hence CAN SHE.
can they	JUICE	THEY		You may drink from a can of JUICE; THEY = They; Hence CAN THEY.
can we	JUICE	WE		You may drink from a can of JUICE; WE = We; Hence CAN WE.
can you	JUICE	YOU		You may drink from a can of JUICE; YOU = You; Hence CAN YOU.
can't he	JUICE	KNOT	HE	You may drink from a can of JUICE; KNOT = Negation; HE = He; Hence CAN'T HE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
can't I	JUICE	KNOT	I	You may drink from a can of JUICE; KNOT = Negation; I = I; Hence CAN'T I.
can't it	JUICE	KNOT	IT	You may drink from a can of JUICE; KNOT = Negation; IT = It; Hence CAN'T IT.
can't she	JUICE	KNOT	SHE	You may drink from a can of JUICE; KNOT = Negation; SHE = She; Hence CAN'T SHE.
can't they	JUICE	KNOT	THEY	You may drink from a can of JUICE; KNOT = Negation; THEY = They; Hence CAN'T THEY.
can't we	JUICE	KNOT	WE	You may drink from a can of JUICE; KNOT = Negation; WE = We; Hence CAN'T WE.
can't you	JUICE	KNOT	YOU	You may drink from a can of JUICE; KNOT = Negation; YOU = You; Hence CAN'T YOU.
could he	TRUCK	HE		The TRUCK has a little engine that could; HE = He; Hence COULD HE.
could I	TRUCK	I		The TRUCK has a little engine that could; I = I; Hence COULD I.
could it	TRUCK	IT		The TRUCK has a little engine that could; IT = It; Hence COULD IT.
could she	TRUCK	SHE		The TRUCK has a little engine that could; SHE = She; Hence COULD SHE.
could they	TRUCK	THEY		The TRUCK has a little engine that could; THEY = They; Hence COULD THEY.
could we	TRUCK	WE		The TRUCK has a little engine that could; WE = We; Hence COULD WE.
could you	TRUCK	YOU		The TRUCK has a little engine that could; YOU = You; Hence COULD YOU.
couldn't he	TRUCK	KNOT	HE	The TRUCK has a little engine that could. KNOT = Negation; HE = He; Hence COULDN'T HE.
couldn't I	TRUCK	KNOT	I	The TRUCK has a little engine that could; KNOT = Negation; I = I; Hence COULDN'T I.
couldn't it	TRUCK	KNOT	IT	The TRUCK has a little engine that could; KNOT = Negation; IT = It; Hence COULDN'T IT.
couldn't she	TRUCK	KNOT	SHE	The TRUCK has a little engine that could; KNOT = Negation; SHE = She; Hence COULDN'T SHE.
couldn't they	TRUCK	KNOT	THEY	The TRUCK has a little engine that could; KNOT = Negation; THEY = They; Hence COULDN'T THEY.
couldn't we	TRUCK	KNOT	WE	The TRUCK has a little engine that could; KNOT = Negation; WE = We; Hence COULDN'T WE.
couldn't you	TRUCK	KNOT	YOU	The TRUCK has a little engine that could; KNOT = Negation; YOU = You; Hence COULDN'T YOU.
did he	FAMILY	HE		The FAMILY did dress up for their picture; HE = He; Hence DID HE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
did he used to	TIME	HE		Father TIME used to be young; HE = He; Hence DID HE USED TO.
did I	FAMILY	I		The FAMILY did dress up for their picture; I = I; Hence DID I.
did I used to	TIME	I		Father TIME used to be young; I = I; Hence DID I USED TO.
did it	FAMILY	IT		The FAMILY did dress up for their picture; IT = It; Hence DID IT.
did it used to	TIME	IT		Father TIME used to be young; IT = It; Hence DID IT USED TO.
did she	FAMILY	SHE		The FAMILY did dress up for their picture; SHE = She; Hence DID SHE.
did she used to	TIME	SHE		Father TIME used to be young; SHE = She; Hence DID SHE USED TO.
did they	FAMILY	THEY		The FAMILY did dress up for their picture; THEY = They; Hence DID THEY.
did they used to	TIME	THEY		Father TIME used to be young; THEY = They; Hence DID THEY USED TO.
did we	FAMILY	WE		The FAMILY did dress up for their picture; WE = We; Hence DID WE.
did we used to	TIME	WE		Father TIME used to be young; WE = We; Hence DID WE USED TO.
did you	FAMILY	YOU		The FAMILY did dress up for their picture; YOU = You; Hence DID YOU.
did you used to	TIME	YOU		Father TIME used to be young; YOU = You; Hence DID YOU USED TO.
didn't he	FAMILY	KNOT	HE	The FAMILY did dress up for their picture; KNOT = Negation; HE = He; Hence DIDN'T HE.
didn't he used to	TIME	KNOT	HE	Father TIME used to be young; KNOT = Negation; HE = He; Hence DIDN'T HE USED TO.
didn't I	FAMILY	KNOT	I	The FAMILY did dress up for their picture; KNOT = Negation; I = I; Hence DIDN'T I.
didn't I used to	TIME	KNOT	I	Father TIME used to be young; KNOT = Negation; I = I; Hence DIDN'T I USED TO.
didn't it	FAMILY	KNOT	IT	The FAMILY did dress up for their picture; KNOT = Negation; IT = It; Hence DIDN'T IT.
didn't it used to	TIME	KNOT	IT	Father TIME used to be young; KNOT = Negation; IT = It; Hence DIDN'T IT USED TO.
didn't she	FAMILY	KNOT	SHE	The FAMILY did dress up for their picture; KNOT = Negation; SHE = She; Hence DIDN'T SHE.
didn't she used to	TIME	KNOT	SHE	Father TIME used to be young; KNOT = Negation; SHE = She; Hence DIDN'T SHE USED TO.
didn't they	FAMILY	KNOT	THEY	The FAMILY did dress up for their picture; KNOT = Negation; THEY = They; Hence DIDN'T THEY.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
didn't they used to	TIME	KNOT	THEY	Father TIME used to be young; KNOT = Negation; THEY = They; Hence DIDN'T THEY USED TO.
didn't we	FAMILY	KNOT	WE	The FAMILY did dress up for their picture; KNOT = Negation; WE = We; Hence DIDN'T WE.
didn't we used to	TIME	KNOT	WE	Father TIME used to be young; KNOT = Negation; WE = We; Hence DIDN'T WE USED TO.
didn't you	FAMILY	KNOT	YOU	The FAMILY did dress for their picture; KNOT = Negation; YOU = You; Hence DIDN'T YOU.
didn't you used to	TIME	KNOT	YOU	Father TIME used to be young; KNOT = Negation; YOU = You; Hence DIDN'T YOU USED TO.
do I	REMEMBER	I		You say "I do" (REMEMBER) when you are being married; I = I; Hence DO I.
do I feel	*MASKS*	*I*		*The MASKS express emotion or how you feel; I = I; Hence DO I FEEL.*
do I have to	VOLT	I		You have to come in when it's lightning (VOLT) during a storm; I = I; Hence DO I HAVE TO.
do I know	KNOW	I		Icon name; I = I; Hence DO I KNOW.
do I like	SUN	I		The SUN is happy and lik(e)able; I = I; Hence DO I LIKE.
do I love	*LOVE*	*I*		*LOVE is the icon name; I = I; Hence DO I LOVE.*
do I need	UMBRELLA	I		An UMBRELLA is needed when it rains; I = I; Hence DO I NEED.
do I think	THINK	I		Icon name; I = I; Hence DO I THINK.
do I want	WANTED	I		The WANTED icon shows a wanted criminal; I = I; Hence DO I WANT.
do they	REMEMBER	THEY		You say "I do" (REMEMBER) when you are being married; THEY = They; Hence DO THEY.
do they feel	*MASKS*	*THEY*		*The MASKS express emotion or how you feel; THEY = THEY; Hence DO THEY FEEL.*
do they have to	VOLT	THEY		You have to come in when it's lightning (VOLT) during a storm; THEY = They; Hence DO THEY HAVE TO.
do they know	KNOW	THEY		Icon name; THEY = They; Hence DO THEY KNOW.
do they like	SUN	THEY		The SUN is happy and lik(e)able; THEY = They; Hence DO THEY LIKE.
do they love	*LOVE*	*THEY*		*LOVE is the icon name; THEY = THEY; Hence DO THEY LOVE.*
do they need	UMBRELLA	THEY		An UMBRELLA is needed when it rains; THEY = They; Hence DO THEY NEED.
do they think	THINK	THEY		Icon name; THEY = They; Hence DO THEY THINK.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
do they want	WANTED	THEY		The WANTED icon shows a wanted criminal; THEY = They; Hence DO THEY WANT.
do we	REMEMBER	WE		You say "I do" (REMEMBER) when you are being married; WE = We; Hence DO WE.
do we feel	*MASKS*	*WE*		*The MASKS express emotion or how you feel; WE = WE; Hence DO WE FEEL.*
do we have to	VOLT	WE		You HAVE TO come in when it's lightning (VOLT) during a storm; WE = We; Hence DO WE HAVE TO.
do we know	KNOW	WE		Icon name; WE = We; Hence DO WE KNOW.
do we like	SUN	WE		The SUN is happy and lik(e)able; WE = We; Hence DO WE LIKE.
do we love	*LOVE*	*WE*		*LOVE is the icon name; WE = WE; Hence DO WE LOVE.*
do we need	UMBRELLA	WE		An UMBRELLA is needed when it rains; WE = We; Hence DO WE NEED.
do we think	THINK	WE		Icon name; WE = We; Hence DO WE THINK.
do we want	WANTED	WE		The WANTED icon shows a wanted criminal; WE = We; Hence DO WE WANT.
do you	REMEMBER	YOU		You say "I do" (REMEMBER) when you are being married; YOU = You; Hence DO YOU.
do you feel	*MASKS*	*YOU*		*The MASKS express emotion or how you feel; YOU = YOU; Hence DO YOU FEEL.*
do you have to	VOLT	YOU		You HAVE TO come in when it's lightning (VOLT) during a storm; YOU = You; Hence DO YOU HAVE TO.
do you know	KNOW	YOU		Icon name; YOU = You; Hence DO YOU KNOW.
do you like	SUN	YOU		The SUN is happy and lik(e)able; YOU = You; Hence DO YOU LIKE.
do you love	*LOVE*	*YOU*		*LOVE is the icon name; YOU = YOU; Hence DO YOU LOVE.*
do you need	UMBRELLA	YOU		An UMBRELLA is needed when it rains; YOU = You; Hence DO YOU NEED.
do you think	THINK	YOU		Icon name; YOU = You; Hence DO YOU THINK.
do you want	WANTED	YOU		The WANTED icon shows a wanted criminal; YOU = You; Hence DO YOU WANT.
does he	REMEMBER	HE		You say "I do" (REMEMBER) when you are being married; HE = He; Hence DOES HE.
does he feel	*MASKS*	*HE*		*The MASKS express emotion or how you feel; HE = HE; Hence DOES HE FEEL.*
does he have to	VOLT	HE		You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOES HE HAVE TO.
does he know	KNOW	HE		Icon name; HE = He; Hence DOES HE KNOW.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
does he like	SUN	HE		The SUN is happy and lik(e)able; HE = He; Hence DOES HE LIKE.
does he love	*LOVE*	*HE*		*LOVE is the icon name; HE = HE; Hence DOES HE LOVE.*
does he need	UMBRELLA	HE		An UMBRELLA is needed when it rains; HE = He; Hence DOES HE NEED.
does he think	THINK	HE		Icon name; HE = He; Hence DOES HE THINK.
does he want	WANTED	HE		The WANTED icon shows a wanted criminal; HE = He; Hence DOES HE WANT.
does it	REMEMBER	IT		You say "I do" (REMEMBER) when you are being married; IT = It; Hence DOES IT.
does it feel	*MASKS*	*IT*		*The MASKS express emotion or how you feel; IT = IT; Hence DOES IT FEEL.*
does it have to	VOLT	IT		You have to come in when it's lightning (VOLT) during a storm; IT = It; Hence DOES IT HAVE TO.
does it know	KNOW	IT		Icon name; IT = It; Hence DOES IT KNOW.
does it like	SUN	IT		The SUN is happy and lik(e)able; IT = It; Hence DOES IT LIKE.
does it love	*LOVE*	*IT*		*LOVE is the icon name; IT = IT; Hence DOES IT LOVE.*
does it need	UMBRELLA	IT		An UMBRELLA is needed when it rains; IT = It; Hence DOES IT NEED.
does it think	THINK	IT		Icon name; IT = It; Hence DOES IT THINK.
does it want	WANTED	IT		The WANTED icon shows a wanted criminal; IT = It; Hence DOES IT WANT.
does she	REMEMBER	SHE		You say "I do" (REMEMBER) when you are being married; SHE = She; Hence DOES SHE.
does she feel	*MASKS*	*SHE*		*The MASKS express emotion or how you feel; SHE = SHE; Hence DOES SHE FEEL.*
does she have to	VOLT	SHE		You have to come in when it's lightning (VOLT) during a storm; SHE = She; Hence DOES SHE HAVE TO.
does she know	KNOW	SHE		Icon name; SHE = She; Hence DOES SHE KNOW.
does she like	SUN	SHE		The SUN is happy and lik(e)able; SHE = She; Hence DOES SHE LIKE.
does she love	*LOVE*	*SHE*		*LOVE is the icon name; SHE = SHE; Hence DOES SHE LOVE.*
does she need	UMBRELLA	SHE		An UMBRELLA is needed when it rains; SHE = She; Hence DOES SHE NEED.
does she think	THINK	SHE		Icon name; SHE = She; Hence DOES SHE THINK.
does she want	WANTED	SHE		The WANTED icon shows a wanted criminal; SHE = She; Hence DOES SHE WANT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't he	REMEMBER	KNOT	HE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; HE = He; Hence DOESN'T HE.
doesn't he feel	*MASKS*	*KNOT*	*HE*	*The MASKS express emotion or how you feel; KNOT = Negation; HE = HE; Hence DOESN'T HE FEEL.*
doesn't he have to	VOLT	KNOT	HE	You have to come in when it's lightning (VOLT) during a storm; HE = He; Hence DOESN'T HE HAVE TO.
doesn't he know	KNOW	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE KNOW.
doesn't he like	SUN	KNOT	HE	The SUN is happy and lik(e)able; KNOT = Negation; HE = He; Hence DOESN'T HE LIKE.
doesn't he love	*LOVE*	*KNOT*	*HE*	*LOVE is the icon name; KNOT = Negation; HE = HE; Hence DOESN'T HE LOVE.*
doesn't he need	UMBRELLA	KNOT	HE	An UMBRELLA is needed when it rains; KNOT = Negation; HE = He; Hence DOESN'T HE NEED.
doesn't he think	THINK	KNOT	HE	Icon name; KNOT = Negation; HE = He; Hence DOESN'T HE THINK.
doesn't he want	WANTED	KNOT	HE	The WANTED icon shows a wanted criminal; KNOT = Negation; HE = He; Hence DOESN'T HE WANT.
doesn't it	REMEMBER	KNOT	IT	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; IT = It; Hence DOESN'T IT.
doesn't it feel	*MASKS*	*KNOT*	*IT*	*The MASKS express emotion or how you feel; KNOT = Negation; IT = IT; Hence DOESN'T IT FEEL.*
doesn't it have to	VOLT	KNOT	IT	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; IT = It; Hence DOESN'T IT HAVE TO.
doesn't it know	KNOW	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT KNOW.
doesn't it like	SUN	KNOT	IT	The SUN is happy and lik(e)able; KNOT = Negation; IT = It; Hence DOESN'T IT LIKE.
doesn't it love	*LOVE*	*KNOT*	*IT*	*LOVE is the icon name; KNOT = Negation; IT = IT; Hence DOESN'T IT LOVE.*
doesn't it need	UMBRELLA	KNOT	IT	An UMBRELLA is needed when it rains; KNOT = Negation; IT = It; Hence DOESN'T IT NEED.
doesn't it think	THINK	KNOT	IT	Icon name; KNOT = Negation; IT = It; Hence DOESN'T IT THINK.
doesn't it want	WANTED	KNOT	IT	The WANTED icon shows a wanted criminal; KNOT = Negation; IT = It; Hence DOESN'T IT WANT.
doesn't she	REMEMBER	KNOT	SHE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; SHE = She; Hence DOESN'T SHE.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
doesn't she feel	*MASKS*	*KNOT*	*SHE*	*The MASKS express emotion or how you feel; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE FEEL.*
doesn't she have to	VOLT	KNOT	SHE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; SHE = She; Hence DOESN'T SHE HAVE TO.
doesn't she know	KNOW	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE KNOW.
doesn't she like	SUN	KNOT	SHE	The SUN is happy and lik(e)able; KNOT = Negation; SHE = She; Hence DOESN'T SHE LIKE.
doesn't she love	*LOVE*	*KNOT*	*SHE*	*LOVE is the icon name; KNOT = Negation; SHE = SHE; Hence DOESN'T SHE LOVE.*
doesn't she need	UMBRELLA	KNOT	SHE	An UMBRELLA is needed when it rains; KNOT = Negation; SHE = She; Hence DOESN'T SHE NEED.
doesn't she think	THINK	KNOT	SHE	Icon name; KNOT = Negation; SHE = She; Hence DOESN'T SHE THINK.
doesn't she want	WANTED	KNOT	SHE	The WANTED icon shows a wanted criminal; KNOT = Negation; SHE = She; Hence DOESN'T SHE WANT.
don't I	REMEMBER	KNOT	I	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; I = I; Hence DON'T I.
don't I feel	*MASKS*	*KNOT*	*I*	*The MASKS express emotion or how you feel; KNOT = Negation; I = I; Hence DON'T I FEEL.*
don't I have to	VOLT	KNOT	I	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; I = I; Hence DON'T I HAVE TO.
don't I know	KNOW	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I KNOW.
don't I like	SUN	KNOT	I	The SUN is happy and lik(e)able; KNOT = Negation; I = I; Hence DON'T I LIKE.
don't I love	*LOVE*	*KNOT*	*I*	*LOVE is the icon name; KNOT = Negation; I = I; Hence DON'T I LOVE.*
don't I need	UMBRELLA	KNOT	I	An UMBRELLA is needed when it rains; KNOT = Negation; I = I; Hence DON'T I NEED.
don't I think	THINK	KNOT	I	Icon name; KNOT = Negation; I = I; Hence DON'T I THINK.
don't I want	WANTED	KNOT	I	The WANTED icon shows a wanted criminal; KNOT = Negation; I = I; Hence DON'T I WANT.
don't they	REMEMBER	KNOT	THEY	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; THEY = They; Hence DON'T THEY.
don't they feel	*MASKS*	*KNOT*	*THEY*	*The MASKS express emotion or how you feel; KNOT = Negation; THEY = THEY; Hence DON'T THEY FEEL.*

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't they have to	VOLT	KNOT	THEY	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; THEY = They; Hence DON'T THEY HAVE TO.
don't they know	KNOW	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY KNOW.
don't they like	SUN	KNOT	THEY	The SUN is happy and lik(e)able; KNOT = Negation; THEY = They; Hence DON'T THEY LIKE.
don't they love	*LOVE*	*KNOT*	*THEY*	*LOVE is the icon name; KNOT = Negation; THEY = THEY; Hence DON'T THEY LOVE.*
don't they need	UMBRELLA	KNOT	THEY	An UMBRELLA is needed when it rains; KNOT = Negation; THEY = They; Hence DON'T THEY NEED.
don't they think	THINK	KNOT	THEY	Icon name; KNOT = Negation; THEY = They; Hence DON'T THEY THINK.
don't they want	WANTED	KNOT	THEY	The WANTED icon shows a wanted criminal; KNOT = Negation; THEY = They; Hence DON'T THEY WANT.
don't we	REMEMBER	KNOT	WE	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; WE = We; Hence DON'T WE.
don't we feel	*MASKS*	*KNOT*	*WE*	*The MASKS express emotion or how you feel; KNOT = Negation; WE = WE; Hence DON'T WE FEEL.*
don't we have to	VOLT	KNOT	WE	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; WE = We; Hence DON'T WE HAVE TO.
don't we know	KNOW	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE KNOW.
don't we like	SUN	KNOT	WE	The SUN is happy and lik(e)able; KNOT = Negation; WE = We; Hence DON'T WE LIKE.
don't we love	*LOVE*	*KNOT*	*WE*	*LOVE is the icon name; KNOT = Negation; WE = WE; Hence DON'T WE LOVE.*
don't we need	UMBRELLA	KNOT	WE	An UMBRELLA is needed when it rains; KNOT = Negation; WE = We; Hence DON'T WE NEED.
don't we think	THINK	KNOT	WE	Icon name; KNOT = Negation; WE = We; Hence DON'T WE THINK.
don't we want	WANTED	KNOT	WE	The WANTED icon shows a wanted criminal; KNOT = Negation; WE = We; Hence DON'T WE WANT.
don't you	REMEMBER	KNOT	YOU	You say "I do" (REMEMBER) when you are being married; KNOT = Negation; YOU = You; Hence DON'T YOU.
don't you feel	*MASKS*	*KNOT*	*YOU*	*The MASKS express emotion or how you feel; KNOT = Negation; YOU = YOU; Hence DON'T YOU FEEL.*
don't you have to	VOLT	KNOT	YOU	You have to come in when it's lightning (VOLT) during a storm; KNOT = Negation; YOU = You; Hence DON'T YOU HAVE TO.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
don't you know	KNOW	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU KNOW.
don't you like	SUN	KNOT	YOU	The SUN is happy and lik(e)able; KNOT = Negation; YOU = You; Hence DON'T YOU LIKE.
don't you love	*LOVE*	*KNOT*	*YOU*	*LOVE is the icon name; KNOT = Negation; YOU = YOU; Hence DON'T YOU LOVE.*
don't you need	UMBRELLA	KNOT	YOU	An UMBRELLA is needed when it rains; KNOT = Negation; YOU = You; Hence DON'T YOU NEED.
don't you think	THINK	KNOT	YOU	Icon name; KNOT = Negation; YOU = You; Hence DON'T YOU THINK.
don't you want	WANTED	KNOT	YOU	The WANTED icon shows a wanted criminal; KNOT = Negation; YOU = You; Hence DON'T YOU WANT.
had he	YORK	HE		Everyone had a good time in the city (YORK); HE = He; Hence HAD HE.
had I	YORK	I		Everyone had a good time in the city (YORK); I = I; Hence HAD I.
had it	YORK	IT		Everyone had a good time in the city (YORK); IT = It; Hence HAD IT.
had she	YORK	SHE		Everyone had a good time in the city (YORK); SHE = She; Hence HAD SHE.
had they	YORK	THEY		Everyone had a good time in the city (YORK); THEY = They; Hence HAD THEY.
had we	YORK	WE		Everyone had a good time in the city (YORK); WE = We; Hence HAD WE.
had you	YORK	YOU		Everyone had a good time in the city (YORK); YOU = You; Hence HAD YOU.
hadn't he	YORK	KNOT	HE	Everyone had a good time in the city (YORK); KNOT = Negation; HE = He; Hence HADN'T HE.
hadn't I	YORK	KNOT	I	Everyone had a good time in the city (YORK); KNOT = Negation; I = I; Hence HADN'T I.
hadn't it	YORK	KNOT	IT	Everyone had a good time in the city (YORK); KNOT = Negation; IT = It; Hence HADN'T IT.
hadn't she	YORK	KNOT	SHE	Everyone had a good time in the city (YORK); KNOT = Negation; SHE = She; Hence HADN'T SHE.
hadn't they	YORK	KNOT	THEY	Everyone had a good time in the city (YORK); KNOT = Negation; THEY = They; Hence HADN'T THEY.
hadn't we	YORK	KNOT	WE	Everyone had a good time in the city (YORK); KNOT = Negation; WE = We; Hence HADN'T WE.
hadn't you	YORK	KNOT	YOU	Everyone had a good time in the city (YORK); KNOT = Negation; YOU = You; Hence HADN'T YOU.
has he	MONEY	HE		The icon has MONEY on it; HE = He; Hence HAS HE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
has it	MONEY	IT		The icon has MONEY on it; IT = It; Hence HAS IT.
has she	MONEY	SHE		The icon has MONEY on it; SHE = She; Hence HAS SHE.
hasn't he	MONEY	KNOT	HE	The icon has MONEY on it; KNOT = Negation; HE = He; Hence HASN'T HE.
hasn't it	MONEY	KNOT	IT	The icon has MONEY on it; KNOT = Negation; IT = It; Hence HASN'T IT.
hasn't she	MONEY	KNOT	SHE	The icon has MONEY on it; KNOT = Negation; SHE = She; Hence HASN'T SHE.
have I	MONEY	I		It's always good to have MONEY; I = I; Hence HAVE I.
have they	MONEY	THEY		It's always good to have MONEY; THEY = They; Hence HAVE THEY.
have we	MONEY	WE		It's always good to have MONEY; WE = We; Hence HAVE WE.
have you	MONEY	YOU		It's always good to have MONEY; YOU = You; Hence HAVE YOU.
haven't I	MONEY	KNOT	I	It's always good to have MONEY; KNOT = Negation; I = I; Hence HAVEN'T I.
haven't they	MONEY	KNOT	THEY	It's always good to have MONEY; KNOT = Negation; THEY = They; Hence HAVEN'T THEY.
haven't we	MONEY	KNOT	WE	It's always good to have MONEY; KNOT = Negation; WE = We; Hence HAVEN'T WE.
haven't you	MONEY	KNOT	YOU	It's always good to have MONEY; KNOT = Negation; YOU = You; Hence HAVEN'T YOU.
he can	HE	JUICE		HE = He; You drink a can of JUICE; Hence HE CAN.
he can't	HE	KNOT	JUICE	HE = He; KNOT = Negation; You drink a can of JUICE; Hence HE CAN'T.
he could	HE	TRUCK		HE = He; The TRUCK has a little engine that could; Hence HE COULD.
he couldn't	HE	KNOT	TRUCK	HE = He; KNOT = Negation; The TRUCK has a little engine that could; Hence HE COULDN'T.
he did	HE	FAMILY		HE = He; The FAMILY did dress up for the picture; Hence HE DID.
he didn't	HE	KNOT	FAMILY	HE = He; KNOT = Negation; The FAMILY did dress up for their picture; Hence HE DIDN'T.
he didn't used to	HE	KNOT	TIME	HE = He; KNOT = Negation; Father TIME used to be young; Hence HE DIDN'T USED TO.
he does	HE	REMEMBER		HE = He; You say "I do" (REMEMBER) when you are being married; Hence HE DOES.
he doesn't	HE	KNOT	REMEMBER	HE = He; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence HE DOESN'T.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he doesn't feel	*HE*	*KNOT*	*MASKS*	*HE = He; KNOT = Negation; The MASKS express emotion or how you FEEL; Hence HE DOESN'T FEEL.*
he doesn't have to	HE	KNOT	VOLT	HE = He; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence HE DOESN'T HAVE TO.
he doesn't know	HE	KNOT	KNOW	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T KNOW.
he doesn't like	HE	KNOT	SUN	HE = He; KNOT = Negation; The SUN is happy and lik(e)able; Hence HE DOESN'T LIKE.
he doesn't love	*HE*	*KNOT*	*LOVE*	*HE = He; KNOT = Negation; LOVE is the icon name; Hence HE DOESN'T LOVE.*
he doesn't need	HE	KNOT	UMBRELLA	HE = He; KNOT = Negation; An UMBRELLA is needed when it rains; Hence HE DOESN'T NEED.
he doesn't think	HE	KNOT	THINK	HE = He; KNOT = Negation; Icon name; Hence HE DOESN'T THINK.
he doesn't want	HE	KNOT	WANTED	HE = He; KNOT = Negation; The WANTED icon shows a wanted man; Hence HE DOESN'T WANT.
he feels	*HE*	*MASKS*		*HE = He; The MASKS express emotion or how you feel; Hence HE FEELS.*
he had	HE	YORK		HE = He; Everyone had a good time in the city (YORK); Hence HE HAD.
he hadn't	HE	KNOT	YORK	HE = He; KNOT = Negation; Everyone had a good time in the city (YORK); Hence HE HADN'T.
he has	HE	MONEY		HE = He; The icon has MONEY on it; Hence HE HAS.
he has to	HE	VOLT		HE = He; The storm (VOLT) has to pass; Hence HE HAS TO.
he hasn't	HE	KNOT	MONEY	HE = He; KNOT = Negation; The icon has MONEY on it; Hence HE HASN'T.
he is	HE	QUEENBEE		HE = He; The QUEENBEE is busy; Hence HE IS.
he is going	HE	FROG		HE = He; The FROG is going to jump; Hence HE IS GOING.
he isn't	HE	KNOT	QUEENBEE	HE = He; KNOT = Negation; The QUEENBEE is busy; Hence HE ISN'T.
he isn't going	HE	KNOT	FROG	HE = He; KNOT = Negation; The FROG is going to jump; Hence HE ISN'T GOING.
he knows	HE	KNOW		HE = He; Icon name; Hence HE KNOWS.
he likes	HE	SUN		HE = He; The SUN is happy and lik(e)able; Hence HE LIKES.
he loves	*HE*	*LOVE*		*HE = He; ; LOVE is the icon name; Hence HE LOVES.*
he may	HE	FLOWERS		HE = He; May FLOWERS; Hence HE MAY.
he may not	HE	KNOT	FLOWERS	HE = He; KNOT = Negation; May FLOWERS; Hence HE MAY NOT.
he might	HE	ELEPHANT		HE = He; The ELEPHANTs are mighty; Hence HE MIGHT.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he might not	HE	KNOT	ELEPHANT	HE = He; KNOT = Negation; The ELEPHANTs are mighty; Hence HE MIGHT NOT.
he must	HE	HAMMER		HE = He; Many people must go to work (HAMMER); Hence HE MUST.
he mustn't	HE	KNOT	HAMMER	HE = He; KNOT = Negation; Many people must go to work (HAMMER); Hence HE MUSTN'T.
he needs	HE	UMBRELLA		HE = He; An UMBRELLA is needed when it rains; Hence HE NEEDS.
he shall	HE	SNAIL		HE = He; Most SNAILs live in shallow waters; Hence HE SHALL.
he shall not	HE	KNOT	SNAIL	HE = He; KNOT = Negation; Most SNAILs live in shallow waters; Hence HE SHALL NOT.
he should	HE	POLICE		HE = He; You should obey the POLICE officer; Hence HE SHOULD.
he shouldn't	HE	KNOT	POLICE	HE = He; KNOT = Negation; You should obey the POLICE officer; Hence HE SHOULDN'T.
he thinks	HE	THINK		HE = He; Icon name; Hence HE THINKS.
he used to	HE	TIME		HE = He; Father TIME used to be young; Hence HE USED TO.
he wants	HE	WANTED		HE = He; The WANTED icon shows the wanted man; Hence HE WANTS.
he was	HE	WATCH		HE = He; Was that WATCH correct?; Hence HE WAS.
he wasn't	HE	KNOT	WATCH	HE = He; KNOT = Negation; Was that WATCH correct?; Hence HE WASN'T.
he will	HE	BOOK		HE = He; Will you read me a BOOK?; Hence HE WILL.
he won't	HE	KNOT	BOOK	HE = He; KNOT = Negation; Will you read me a BOOK?; Hence HE WON'T.
he would	HE	HOUSE		HE = He; You build HOUSEs with wood (sounds like would); Hence HE WOULD.
he wouldn't	HE	KNOT	HOUSE	HE = He; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence HE WOULDN'T.
I am	I	QUEENBEE		I = I; The QUEENBEE is busy; Hence I AM.
I am going	I	FROG		I = I; The FROG is going to jump; Hence I AM GOING.
I can	I	JUICE		I = I; You drink a can of JUICE; Hence I CAN.
I can't	I	KNOT	JUICE	I = I; KNOT = Negation; You drink a can of JUICE; Hence I CAN'T.
I could	I	TRUCK		I = I; The TRUCK has a little engine that could; Hence I COULD.
I couldn't	I	KNOT	TRUCK	I = I; KNOT = Negation; The TRUCK has a little engine that could; Hence I COULDN'T.
I did	I	FAMILY		I = I; The FAMILY did dress up for the picture; Hence I DID.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I didn't	I	KNOT	FAMILY	I = I; KNOT = Negation; The FAMILY did dress up for the picture; Hence I DIDN'T.
I didn't used to	I	KNOT	TIME	I = I; KNOT = Negation; Father TIME used to be young; Hence I DIDN'T USED TO.
I do	I	REMEMBER		I = I; You say "I do" (REMEMBER) when you are being married; Hence I DO.
I don't	I	KNOT	REMEMBER	I = I; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence I DON'T.
I don't feel	*I*	*KNOT*	*MASKS*	*I = I; KNOT = Negation; The MASKS express emotion or how you feel; Hence I DON'T FEEL.*
I don't have to	I	KNOT	VOLT	I = I; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence I DON'T HAVE TO.
I don't know	I	KNOT	KNOW	I = I; KNOT = Negation; Icon name; Hence I DON'T KNOW.
I don't like	I	KNOT	SUN	I = I; KNOT = Negation; The SUN is happy and lik(e)able; Hence I DON'T LIKE.
I don't love	*I*	*KNOT*	*LOVE*	*I = I; KNOT = Negation; LOVE is the icon name; Hence I DON'T LOVE.*
I don't need	I	KNOT	UMBRELLA	I = I; KNOT = Negation; An UMBRELLA is needed when it rains; Hence I DON'T NEED.
I don't think	I	KNOT	THINK	I = I; KNOT = Negation; Icon name; Hence I DON'T THINK.
I don't want	I	KNOT	WANTED	I = I; KNOT = Negation; The WANTED icon shows a wanted man; Hence I DON'T WANT.
I feel	*I*	*MASKS*		*I = I; The MASKS express emotion or how you feel; Hence I FEEL.*
I had	I	YORK		I = I; Everyone had a good time in the city (YORK); Hence I HAD.
I hadn't	I	KNOT	YORK	I = I; KNOT = Negation; Everyone had a good time in the city (YORK); Hence I HADN'T.
I have	I	MONEY		I = I; It's always good to have MONEY; Hence I HAVE.
I have to	I	VOLT		I = I; You have to come in when it's lightning (VOLT) during a storm; Hence I HAVE TO.
I haven't	I	KNOT	MONEY	I = I; KNOT = Negation; It's always good to have MONEY; Hence I HAVEN'T.
I know	I	KNOW		I = I; Icon name; Hence I KNOW.
I like	I	SUN		I = I; The SUN is happy and lik(e)able; Hence I LIKE.
I love	*I*	*LOVE*		*I = I; Icon name; Hence I LOVE.*
I may	I	FLOWERS		I = I; May FLOWERS; Hence I MAY.
I may not	I	KNOT	FLOWERS	I = I; KNOT = Negation; May FLOWERS; Hence I MAY NOT.
I might	I	ELEPHANT		I = I; The ELEPHANTs are mighty; Hence I MIGHT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
I might not	I	KNOT	ELEPHANT	I = I; KNOT = Negation; The ELEPHANTs are mighty; Hence I MIGHT NOT.
I must	I	HAMMER		I = I; Many people must go to work (HAMMER); Hence I MUST.
I mustn't	I	KNOT	HAMMER	I = I; KNOT = Negation; Many people must go to work (HAMMER); Hence I MUSTN'T.
I need	I	UMBRELLA		I = I; An UMBRELLA is needed when it rains; Hence I NEED.
I shall	I	SNAIL		I = I; Most SNAILs live in shallow waters; Hence I SHALL.
I shall not	I	KNOT	SNAIL	I = I; KNOT = Negation; Most SNAILs live in shallow waters; Hence I SHALL NOT.
I should	I	POLICE		I = I; You should obey the POLICE officer; Hence I SHOULD.
I shouldn't	I	KNOT	POLICE	I = I; KNOT = Negation; You should obey the POLICE officer; Hence I SHOULDN'T.
I think	I	THINK		I = I; Icon name; Hence I THINK.
I used to	I	TIME		I = I; Father TIME used to be young; Hence I USED TO.
I want	I	WANTED		I = I; The WANTED icon shows a wanted man; Hence I WANT.
I was	I	WATCH		I = I; Was that WATCH correct?; Hence I WAS.
I wasn't	I	KNOT	WATCH	I = I; KNOT = Negation; Was that WATCH correct?; Hence I WASN'T.
I will	I	BOOK		I = I; Will you read me a BOOK?; Hence I WILL.
I won't	I	KNOT	BOOK	I = I; KNOT = Negation; Will you read me a BOOK?; Hence I WON'T.
I would	I	HOUSE		I = I; You build HOUSEs with wood (sounds like would); Hence I WOULD.
I wouldn't	I	KNOT	HOUSE	I = I; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence I WOULDN'T.
I'm not	I	KNOT	QUEENBEE	I = I; KNOT = Negation; QUEENBEEs are busy; Hence I'M NOT.
I'm not going	I	KNOT	FROG	I = I; KNOT = Negation; The FROGs are going to jump; Hence I'M NOT GOING.
is he	QUEENBEE	HE		The QUEENBEE is busy; HE = He; Hence IS HE.
is he going	FROG	HE		The FROG is going to jump; HE = He; Hence IS HE GOING.
is it	QUEENBEE	IT		The QUEENBEE is busy; IT = It; Hence IS IT.
is it going	FROG	IT		The FROG is going to jump; IT = It; Hence IS IT GOING.
is she	QUEENBEE	SHE		The QUEENBEE is busy; SHE = She; Hence IS SHE.
is she going	FROG	SHE		The FROG is going to jump; SHE = She; Hence IS SHE GOING.

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Message	Icon 1	Icon 2	Icon 3	Rationale
isn't he	QUEENBEE	KNOT	HE	The QUEENBEE is busy; KNOT = Negation; HE = He; Hence ISN'T HE.
isn't he going	FROG	KNOT	HE	The FROG is going to jump; KNOT = Negation; HE = He; Hence ISN'T HE GOING.
isn't it	QUEENBEE	KNOT	IT	The QUEENBEE is busy; KNOT = Negation; IT = It; Hence ISN'T IT.
isn't it going	FROG	KNOT	IT	The FROG is going to jump; KNOT = Negation; IT = It; Hence ISN'T IT GOING.
isn't she	QUEENBEE	KNOT	SHE	The QUEENBEE is busy; KNOT = Negation; SHE = She; Hence ISN'T SHE.
isn't she going	FROG	KNOT	SHE	The FROG is going to jump; KNOT = Negation; SHE = She; Hence ISN'T SHE GOING.
it can	IT	JUICE		IT = It; You drink a can of JUICE; Hence IT CAN.
it can't	IT	KNOT	JUICE	IT = It; KNOT = Negation; You drink a can of JUICE; Hence IT CAN'T.
it could	IT	TRUCK		IT = It; The TRUCK has a little engine that could; Hence IT COULD.
it couldn't	IT	KNOT	TRUCK	IT = It; KNOT = Negation; The TRUCK has a little engine that could; Hence IT COULDN'T.
it did	IT	FAMILY		IT = It; The FAMILY did dress up for the picture; Hence IT DID.
it didn't	IT	KNOT	FAMILY	IT = It; KNOT = Negation; The FAMILY did dress up for the picture; Hence IT DIDN'T.
it didn't used to	IT	KNOT	TIME	IT = It; KNOT = Negation; Father TIME used to be young; Hence IT DIDN'T USED TO.
it does	IT	REMEMBER		IT = It; You say "I do" (REMEMBER) when you are being married; Hence IT DOES.
it doesn't	IT	KNOT	REMEMBER	IT = It; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence IT DOESN'T.
it doesn't feel	*IT*	*KNOT*	*MASKS*	*IT = IT; KNOT = Negation; The MASKS express emotion or how you feel; Hence IT DOESN'T FEEL.*
it doesn't have to	IT	KNOT	VOLT	IT = It; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence IT DOESN'T HAVE TO.
it doesn't know	IT	KNOT	KNOW	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T KNOW.
it doesn't like	IT	KNOT	SUN	IT = It; KNOT = Negation; The SUN is happy and lik(e)able; Hence IT DOESN'T LIKE.
it doesn't love	*IT*	*KNOT*	*LOVE*	*IT = IT; KNOT = Negation; LOVE is the icon name; Hence IT DOESN'T LOVE.*
it doesn't need	IT	KNOT	UMBRELLA	IT = It; KNOT = Negation; An UMBRELLA is needed when it rains; Hence IT DOESN'T NEED.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it doesn't think	IT	KNOT	THINK	IT = It; KNOT = Negation; Icon name; Hence IT DOESN'T THINK.
it doesn't want	IT	KNOT	WANTED	IT = It; KNOT = Negation; The WANTED icon shows a wanted man; Hence IT DOESN'T WANT.
it feels	*IT*	*MASKS*		*IT = IT; The MASKS express emotion or how you feel; Hence IT FEELS.*
it had	IT	YORK		IT = It; Everyone had a good time in the city (YORK); Hence IT HAD.
it hadn't	IT	KNOT	YORK	IT = It; KNOT = Negation; Everyone had a good time in the city (YORK); Hence IT HADN'T.
it has	IT	MONEY		IT = It; The icon has MONEY on it; Hence IT HAS.
it has to	IT	VOLT		IT = It; The storm (VOLT) HAS TO pass; Hence IT HAS TO.
it hasn't	IT	KNOT	MONEY	IT = It; KNOT = Negation; The icon has MONEY on it; Hence IT HASN'T.
it is	IT	QUEENBEE		IT = It; The QUEENBEE is busy; Hence IT IS.
it is going	IT	FROG		IT = It; The FROG is going to jump; Hence IT IS GOING.
it isn't	IT	KNOT	QUEENBEE	IT = It; KNOT = Negation; The QUEENBEE is busy; Hence IT ISN'T.
it isn't going	IT	KNOT	FROG	IT = It; KNOT = Negation; The FROG is going to jump; Hence IT ISN'T GOING.
it knows	IT	KNOW		IT = It; Icon name; Hence IT KNOWS.
it likes	IT	SUN		IT = It; The SUN is happy and lik(e)able; Hence IT LIKES.
it loves	*IT*	*LOVE*		*IT = IT; LOVE is the icon name; Hence IT LOVES.*
it may	IT	FLOWERS		IT = It; May FLOWERS; Hence IT MAY.
it may not	IT	KNOT	FLOWERS	IT = It; KNOT = Negation; May FLOWERS; Hence IT MAY NOT.
it might	IT	ELEPHANT		IT = It; The ELEPHANTs are mighty; Hence IT MIGHT.
it might not	IT	KNOT	ELEPHANT	IT = It; KNOT = Negation; The ELEPHANTs are mighty; Hence IT MIGHT NOT.
it must	IT	HAMMER		IT = It; Many people must go to work (HAMMER); Hence IT MUST.
it mustn't	IT	KNOT	HAMMER	IT = It; KNOT = Negation; Many people must go to work (HAMMER); Hence IT MUSTN'T.
it needs	IT	UMBRELLA		IT = It; An UMBRELLA is needed when it rains; Hence IT NEEDS.
it shall	IT	SNAIL		IT = It; Most SNAILs live in shallow waters; Hence IT SHALL.
it shall not	IT	KNOT	SNAIL	IT = It; KNOT = Negation; Most SNAILs live in shallow waters; Hence IT SHALL NOT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
it should	IT	POLICE		IT = It; You should obey the POLICE officer; Hence IT SHOULD.
it shouldn't	IT	KNOT	POLICE	IT = It; KNOT = Negation; You should obey the POLICE officer; Hence IT SHOULDN'T.
it thinks	IT	THINK		IT = It; Icon name; Hence IT THINKS.
it used to	IT	TIME		IT = It; Father TIME used to be young; Hence IT USED TO.
it wants	IT	WANTED		IT = It; The WANTED icon shows a wanted man; Hence IT WANTS.
it was	IT	WATCH		IT = It; Was that WATCH correct?; Hence IT WAS.
it wasn't	IT	KNOT	WATCH	IT = It; KNOT = Negation; Was that WATCH correct?; Hence IT WASN'T.
it will	IT	BOOK		IT = It; Will you read me a BOOK?; Hence IT WILL.
it won't	IT	KNOT	BOOK	IT = It; KNOT = Negation; Will you read me a BOOK?; Hence IT WON'T.
it would	IT	HOUSE		IT = It; You build HOUSEs with wood (sounds like would); Hence IT WOULD.
it wouldn't	IT	KNOT	HOUSE	IT = It; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence IT WOULDN'T.
may he	FLOWERS	HE		May FLOWERS; HE = He; Hence MAY HE.
may he not	FLOWERS	KNOT	HE	May FLOWERS; KNOT = Negation; HE = HE; Hence MAY HE NOT.
may I	FLOWERS	I		May FLOWERS; I = I; Hence MAY I.
may I not	FLOWERS	KNOT	I	May FLOWERS; KNOT = Negation; I = I; Hence MAY I NOT.
may it	FLOWERS	IT		May FLOWERS; IT = It; Hence MAY IT.
may it not	FLOWERS	KNOT	IT	May FLOWERS; KNOT = Negation; IT = It; Hence MAY IT NOT.
may she	FLOWERS	SHE		May FLOWERS; SHE = She; Hence MAY SHE.
may she not	FLOWERS	KNOT	SHE	May FLOWERS; KNOT = Negation; SHE = She; Hence MAY SHE NOT.
may they	FLOWERS	THEY		May FLOWERS; THEY = They; Hence MAY THEY.
may they not	FLOWERS	KNOT	THEY	May FLOWERS; KNOT = Negation; THEY = They; Hence MAY THEY NOT.
may we	FLOWERS	WE		May FLOWERS; WE = We; Hence MAY WE.
may we not	FLOWERS	KNOT	WE	May FLOWERS; KNOT = Negation; WE = We; Hence MAY WE NOT.
may you	FLOWERS	YOU		May FLOWERS; YOU = You; Hence MAY YOU.
may you not	FLOWERS	KNOT	YOU	May FLOWERS; KNOT = Negation; YOU = You; Hence MAY YOU NOT.
might he	ELEPHANT	HE		The ELEPHANTs are mighty; HE = He; Hence MIGHT HE.
might I	ELEPHANT	I		The ELEPHANTs are mighty; I = I; Hence MIGHT I.

Message	Icon 1	Icon 2	Icon 3	Rationale
might it	ELEPHANT	IT		The ELEPHANTs are mighty; IT = It; Hence MIGHT IT.
might not he	ELEPHANT	KNOT	HE	The ELEPHANTs are mighty; KNOT = Negation; HE = He; Hence MIGHT NOT HE.
might not I	ELEPHANT	KNOT	I	The ELEPHANTs are mighty; KNOT = Negation; I = I; Hence MIGHT NOT I.
might not it	ELEPHANT	KNOT	IT	The ELEPHANTs are mighty; KNOT = Negation; IT = It; Hence MIGHT NOT IT.
might not she	ELEPHANT	KNOT	SHE	The ELEPHANTs are mighty; KNOT = Negation; SHE = She; Hence MIGHT NOT SHE.
might not they	ELEPHANT	KNOT	THEY	The ELEPHANTs are mighty; KNOT = Negation; THEY = They; Hence MIGHT NOT THEY.
might not we	ELEPHANT	KNOT	WE	The ELEPHANTs are mighty; KNOT = Negation; WE = We; Hence MIGHT NOT WE.
might not you	ELEPHANT	KNOT	YOU	The ELEPHANTs are mighty; KNOT = Negation; YOU = You; Hence MIGHT NOT YOU.
might she	ELEPHANT	SHE		The ELEPHANTs are mighty; SHE = She; Hence MIGHT SHE.
might they	ELEPHANT	THEY		The ELEPHANTs are mighty; THEY = They; Hence MIGHT THEY.
might we	ELEPHANT	WE		The ELEPHANTs are mighty; WE = We; Hence MIGHT WE.
might you	ELEPHANT	YOU		The ELEPHANTs are mighty; YOU = You; Hence MIGHT YOU.
must he	HAMMER	HE		Many people must go to work (HAMMER); HE = He; Hence MUST HE.
must I	HAMMER	I		Many people must go to work (HAMMER); I = I; Hence MUST I.
must it	HAMMER	IT		Many people must go to work (HAMMER); IT = It; Hence MUST IT.
must she	HAMMER	SHE		Many people must go to work (HAMMER); SHE = She; Hence MUST SHE.
must they	HAMMER	THEY		Many people must go to work (HAMMER); THEY = They; Hence MUST THEY.
must we	HAMMER	WE		Many people must go to work (HAMMER); WE = We; Hence MUST WE.
must you	HAMMER	YOU		Many people must go to work (HAMMER); YOU = You; Hence MUST YOU.
mustn't he	HAMMER	KNOT	HE	Many people must go to work (HAMMER); KNOT = Negation; HE = He; Hence MUSTN'T HE.
mustn't I	HAMMER	KNOT	I	Many people must go to work (HAMMER); KNOT = Negation; I = I; Hence MUSTN'T I.
mustn't it	HAMMER	KNOT	IT	Many people must go to work (HAMMER); KNOT = Negation; IT = It; Hence MUSTN'T IT.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
mustn't she	HAMMER	KNOT	SHE	Many people must go to work (HAMMER); KNOT = Negation; SHE = She; Hence MUSTN'T SHE.
mustn't they	HAMMER	KNOT	THEY	Many people must go to work (HAMMER); KNOT = Negation; THEY = They; Hence MUSTN'T THEY.
mustn't we	HAMMER	KNOT	WE	Many people must go to work (HAMMER); KNOT = Negation; WE = We; Hence MUSTN'T WE.
mustn't you	HAMMER	KNOT	YOU	Many people must go to work (HAMMER); KNOT = Negation; YOU = You; Hence MUSTN'T YOU.
shall he	SNAIL	HE		Most SNAILs live in shallow waters; HE = He; Hence SHALL HE.
shall he not	SNAIL	KNOT	HE	Most SNAILs live in shallow waters; KNOT = Negation; HE = He; Hence SHALL HE NOT.
shall I	SNAIL	I		Most SNAILs live in shallow waters; I = I; Hence SHALL I.
shall I not	SNAIL	KNOT	I	Most SNAILs live in shallow waters; KNOT = Negation; I = I; Hence SHALL I NOT.
shall it	SNAIL	IT		Most SNAILs live in shallow waters; IT = It; Hence SHALL IT.
shall it not	SNAIL	KNOT	IT	Most SNAILs live in shallow waters; KNOT = Negation; IT = It; Hence SHALL IT NOT.
shall she	SNAIL	SHE		Most SNAILs live in shallow waters; SHE = She; Hence SHALL SHE.
shall she not	SNAIL	KNOT	SHE	Most SNAILs live in shallow waters; KNOT = Negation; SHE = She; Hence SHALL SHE NOT.
shall they	SNAIL	THEY		Most SNAILs live in shallow waters; THEY = They; Hence SHALL THEY.
shall they not	SNAIL	KNOT	THEY	Most SNAILs live in shallow waters; KNOT = Negation; THEY = They; Hence SHALL THEY NOT.
shall we	SNAIL	WE		Most SNAILs live in shallow waters; WE = We; Hence SHALL WE.
shall we not	SNAIL	KNOT	WE	Most SNAILs live in shallow waters; KNOT = Negation; WE = We; Hence SHALL WE NOT.
shall you	SNAIL	YOU		Most SNAILs live in shallow waters; YOU = You; Hence SHALL YOU.
shall you not	SNAIL	KNOT	YOU	Most SNAILs live in shallow waters; KNOT = Negation; YOU = You; Hence SHALL YOU NOT.
she can	SHE	JUICE		SHE = She; You drink a can of JUICE; Hence SHE CAN.
she can't	SHE	KNOT	JUICE	SHE = She; KNOT = Negation; You drink a can of JUICE; Hence SHE CAN'T.
she could	SHE	TRUCK		SHE = She; The TRUCK has a little engine that could; Hence SHE COULD.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
she couldn't	SHE	KNOT	TRUCK	SHE = She; KNOT = Negation; The TRUCK has a little engine that could; Hence SHE COULDN'T.
she did	SHE	FAMILY		SHE = She; The FAMILY did dress up for their picture; Hence SHE DID.
she didn't	SHE	KNOT	FAMILY	SHE = She; KNOT = Negation; The FAMILY did dress up for their picture; Hence SHE DIDN'T.
she didn't used to	SHE	KNOT	TIME	SHE = She; KNOT = Negation; Father TIME used to be young; Hence SHE DIDN'T USED TO.
she does	SHE	REMEMBER		SHE = She; You say "I do" (REMEMBER) when you are being married; Hence SHE DOES.
she doesn't	SHE	KNOT	REMEMBER	SHE = She; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence SHE DOESN'T.
she doesn't feel	*SHE*	*KNOT*	*MASKS*	*SHE = SHE; KNOT = Negation The MASKS express emotion or how you feel; Hence SHE DOESN'T FEEL.*
she doesn't have to	SHE	KNOT	VOLT	SHE = She; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence SHE DOESN'T HAVE TO.
she doesn't know	SHE	KNOT	KNOW	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T KNOW.
she doesn't like	SHE	KNOT	SUN	SHE = She; KNOT = Negation; The SUN is happy and lik(e)able; Hence SHE DOESN'T LIKE.
she doesn't love	*SHE*	*KNOT*	*LOVE*	*SHE = SHE; KNOT = Negation; LOVE is the icon name; Hence SHE DOESN'T LOVE.*
she doesn't need	SHE	KNOT	UMBRELLA	SHE = She; KNOT = Negation; An UMBRELLA is needed when it rains; Hence SHE DOESN'T NEED.
she doesn't think	SHE	KNOT	THINK	SHE = She; KNOT = Negation; Icon name; Hence SHE DOESN'T THINK.
she doesn't want	SHE	KNOT	WANTED	SHE = She; KNOT = Negation; The WANTED icon shows a wanted man; Hence SHE DOESN'T WANT.
she feels	*SHE*	*MASKS*		*SHE = SHE; The MASKS express emotion or how you feel; Hence SHE FEELS.*
she had	SHE	YORK		SHE = She; Everyone had a good time in the city (YORK); Hence SHE HAD.
she hadn't	SHE	KNOT	YORK	SHE = She; KNOT = Negation; Everyone had a good time in the city (YORK); Hence SHE HADN'T.
she has	SHE	MONEY		SHE = She; The icon has MONEY on it; Hence SHE HAS.
she has to	SHE	VOLT		SHE = She; The storm (VOLT) has to pass; Hence SHE HAS TO.
she hasn't	SHE	KNOT	MONEY	SHE = She; KNOT = Negation; The icon has MONEY on it; Hence SHE HASN'T.

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Message	Icon 1	Icon 2	Icon 3	Rationale
she is	SHE	QUEENBEE		SHE = She; the QUEENBEE is busy; Hence SHE IS.
she is going	SHE	FROG		SHE = She; The FROG is going to jump; Hence SHE IS GOING.
she isn't	SHE	KNOT	QUEENBEE	SHE = She; KNOT = Negation; The QUEENBEE is busy; Hence SHE ISN'T.
she isn't going	SHE	KNOT	FROG	SHE = She; KNOT = Negation; The FROG is going to jump; Hence SHE ISN'T GOING.
she knows	SHE	KNOW		SHE = She; Icon name; Hence SHE KNOWS.
she likes	SHE	SUN		SHE = She; The SUN is happy and lik(e)able; Hence SHE LIKES.
she loves	*SHE*	*LOVE*		*SHE = SHE; LOVE is the icon name; Hence SHE LOVES.*
she may	SHE	FLOWERS		SHE = She; May FLOWERS; Hence SHE MAY.
she may not	SHE	KNOT	FLOWERS	SHE = She; KNOT = Negation; May FLOWERS; Hence SHE MAY NOT.
she might	SHE	ELEPHANT		SHE = She; The ELEPHANTs are mighty; Hence SHE MIGHT.
she might not	SHE	KNOT	ELEPHANT	SHE = She; KNOT = Negation; The ELEPHANTs are mighty; Hence SHE MIGHT NOT.
she must	SHE	HAMMER		SHE = She; Many people must go to work (HAMMER); Hence SHE MUST.
she mustn't	SHE	KNOT	HAMMER	SHE = She; KNOT = Negation; Many people must go to work (HAMMER); Hence SHE MUSTN'T.
she needs	SHE	UMBRELLA		SHE = She; An UMBRELLA is needed when it rains; Hence SHE NEEDS.
she shall	SHE	SNAIL		SHE = She; Most SNAILs live in shallow waters; Hence SHE SHALL.
she shall not	SHE	KNOT	SNAIL	SHE = She; KNOT = Negation; Most SNAILs live in shallow waters; Hence SHE SHALL NOT.
she should	SHE	POLICE		SHE = She; You should obey the POLICE officer; Hence SHE SHOULD.
she shouldn't	SHE	KNOT	POLICE	SHE = She; KNOT = Negation; You should obey the POLICE officer; Hence SHE SHOULDN'T.
she thinks	SHE	THINK		SHE = She; Icon name; Hence SHE THINKS.
she used to	SHE	TIME		SHE = She; Father TIME used to be young; Hence SHE USED TO.
she wants	SHE	WANTED		SHE = She; The WANTED icon shows a wanted man; Hence SHE WANTS.
she was	SHE	WATCH		SHE = She; Was the WATCH correct?; Hence SHE WAS.
she wasn't	SHE	KNOT	WATCH	SHE = She; KNOT = Negation; Was the WATCH correct?; Hence SHE WASN'T.
she will	SHE	BOOK		SHE = She; Will you read me a book?; Hence SHE WILL.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
she won't	SHE	KNOT	BOOK	SHE = She; KNOT = Negation; Will you read me a BOOK?; Hence SHE WON'T.
she would	SHE	HOUSE		SHE = She; You build HOUSEs with wood (sounds like would); Hence SHE WOULD.
she wouldn't	SHE	KNOT	HOUSE	SHE = She; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence SHE WOULDN'T.
should he	POLICE	HE		You should obey the POLICE officer; HE = He; Hence SHOULD HE.
should I	POLICE	I		You should obey the POLICE officer; I = I; Hence SHOULD I.
should it	POLICE	IT		You should obey the POLICE officer; IT = It; Hence SHOULD IT.
should she	POLICE	SHE		You should obey the POLICE officer; SHE = She; Hence SHOULD SHE.
should they	POLICE	THEY		You should obey the POLICE officer; THEY = They; Hence SHOULD THEY.
should we	POLICE	WE		You should obey the POLICE officer; WE = We; Hence SHOULD WE.
should you	POLICE	YOU		You should obey the POLICE officer; YOU = You; Hence SHOULD YOU.
shouldn't he	POLICE	KNOT	HE	You should obey the POLICE officer; KNOT = Negation; HE = He; Hence SHOULDN'T HE.
shouldn't I	POLICE	KNOT	I	You should obey the POLICE officer; KNOT = Negation; I = I; Hence SHOULDN'T I.
shouldn't it	POLICE	KNOT	IT	You should obey the POLICE officer; KNOT = Negation; IT = It; Hence SHOULDN'T IT.
shouldn't she	POLICE	KNOT	SHE	You should obey the POLICE officer; KNOT = Negation; SHE = She; Hence SHOULDN'T SHE.
shouldn't they	POLICE	KNOT	THEY	You should obey the POLICE officer; KNOT = Negation; THEY = They; Hence SHOULDN'T THEY.
shouldn't we	POLICE	KNOT	WE	You should obey the POLICE officer; KNOT = Negation; WE = We; Hence SHOULDN'T WE.
shouldn't you	POLICE	KNOT	YOU	You should obey the POLICE officer; KNOT = Negation; YOU = You; Hence SHOULDN'T YOU.
they are	THEY	QUEENBEE		THEY = They; QUEENBEEs are busy; Hence THEY ARE.
they are going	THEY	FROG		THEY = They; The FROGs are going to jump; Hence THEY ARE GOING.
they aren't	THEY	KNOT	QUEENBEE	THEY = They; KNOT = Negation; QUEENBEEs are busy; Hence THEY AREN'T.
they aren't going	THEY	KNOT	FROG	THEY = They; KNOT = Negation; The FROGs are going to jump; Hence THEY AREN'T GOING.
they can	THEY	JUICE		THEY = They; You drink a can of JUICE; Hence THEY CAN.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
they can't	THEY	KNOT	JUICE	THEY = They; KNOT = Negation; You drink a can of JUICE; Hence THEY CAN'T.
they could	THEY	TRUCK		THEY = They; The TRUCK has a little engine that could; Hence THEY COULD.
they couldn't	THEY	KNOT	TRUCK	THEY = They; KNOT = Negation; The TRUCK has a little engine that could; Hence THEY COULDN'T.
they did	THEY	FAMILY		THEY = They; The FAMILY did dress up for their picture; Hence THEY DID.
they didn't	THEY	KNOT	FAMILY	THEY = They; KNOT = Negation; The FAMILY did dress up for their picture; Hence THEY DIDN'T.
they didn't used to	THEY	KNOT	TIME	THEY = They; KNOT = Negation; Father TIME used to be young; Hence THEY DIDN'T USED TO.
they do	THEY	REMEMBER		THEY = They; You say "I do" (REMEMBER) when you are being married; Hence THEY DO.
they don't	THEY	KNOT	REMEMBER	THEY = They; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence THEY DON'T.
they don't feel	*THEY*	*KNOT*	*MASKS*	*THEY = THEY; KNOT = Negation The MASKS express emotion or how you feel; Hence THEY DON'T FEEL.*
they don't have to	THEY	KNOT	VOLT	THEY = They; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence THEY DON'T HAVE TO.
they don't know	THEY	KNOT	KNOW	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T KNOW.
they don't like	THEY	KNOT	SUN	THEY = They; KNOT = Negation; The SUN is happy and lik(e)able; Hence THEY DON'T LIKE.
they don't love	*THEY*	*KNOT*	*LOVE*	*THEY = THEY; KNOT = Negation; LOVE is the icon name; Hence THEY DON'T LOVE.*
they don't need	THEY	KNOT	UMBRELLA	THEY = They; KNOT = Negation; An UMBRELLA is needed when it rains; Hence THEY DON'T NEED.
they don't think	THEY	KNOT	THINK	THEY = They; KNOT = Negation; Icon name; Hence THEY DON'T THINK.
they don't want	THEY	KNOT	WANTED	THEY = They; KNOT = Negation; The WANTED icon shows a wanted man; Hence THEY DON'T WANT.
they feel	*THEY*	*MASKS*		*THEY = THEY; The MASKS express emotion or how you feel; Hence THEY FEEL.*
they had	THEY	YORK		THEY = They; Everyone had a good time in the city (YORK); Hence THEY HAD.
they hadn't	THEY	KNOT	YORK	THEY = They; KNOT = Negation; Everyone had a good time in the city (YORK); Hence THEY HADN'T.
they have	THEY	MONEY		THEY = They; It's always good to have MONEY; Hence THEY HAVE.

Message	Icon 1	Icon 2	Icon 3	Rationale
they have to	THEY	VOLT		THEY = They; You have to come in when it's lightning (VOLT) during a storm; Hence THEY HAVE TO.
they haven't	THEY	KNOT	MONEY	THEY = They; KNOT = Negation; It's always good to have MONEY; Hence THEY HAVEN'T.
they know	THEY	KNOW		THEY = They; Icon name; Hence THEY KNOW.
they like	THEY	SUN		THEY = They; The SUN is happy and lik(e)able; Hence THEY LIKE.
they love	*THEY*	*LOVE*		*THEY = THEY; LOVE is the icon name; Hence THEY LOVE.*
they may	THEY	FLOWERS		THEY = They; May FLOWERS; Hence THEY MAY.
they may not	THEY	KNOT	FLOWERS	THEY = They; KNOT = Negation; May FLOWERS; Hence THEY MAY NOT.
they might	THEY	ELEPHANT		THEY = They; The ELEPHANTs are mighty; Hence THEY MIGHT.
they might not	THEY	KNOT	ELEPHANT	THEY = They; KNOT = Negation; The ELEPHANTs are mighty; Hence THEY MIGHT NOT.
they must	THEY	HAMMER		THEY = They; Many people must go to work (HAMMER); Hence THEY MUST.
they mustn't	THEY	KNOT	HAMMER	THEY = They; KNOT = Negation; Many people must go to work (HAMMER); Hence THEY MUSTN'T.
they need	THEY	UMBRELLA		THEY = THEY; An UMBRELLA is needed when it rains.
they shall	THEY	SNAIL		THEY = They; Most SNAILs live in shallow waters; Hence THEY SHALL.
they shall not	THEY	KNOT	SNAIL	THEY = They; KNOT = Negation; Most SNAILs live in shallow waters; Hence THEY SHALL NOT.
they should	THEY	POLICE		THEY = They; You should obey the POLICE officer; Hence THEY SHOULD.
they shouldn't	THEY	KNOT	POLICE	THEY = They; KNOT = Negation; You should obey the POLICE officer; Hence THEY SHOULDN'T.
they think	THEY	THINK		THEY = They; Icon name; Hence THEY THINK.
they used to	THEY	TIME		THEY = They; Father TIME used to be young; Hence THEY USED TO.
they want	THEY	WANTED		THEY = They; The WANTED icon shows a wanted man; Hence THEY WANT.
they were	THEY	WATCH		THEY = They; The WATCHes were telling the correct time; Hence THEY WERE.
they weren't	THEY	KNOT	WATCH	THEY = They; KNOT = Negation; The WATCHes were telling the correct time; Hence THEY WEREN'T.
they will	THEY	BOOK		THEY = They; Will you read me a BOOK?; Hence THEY WILL.

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Message	Icon 1	Icon 2	Icon 3	Rationale
they won't	THEY	KNOT	BOOK	THEY = They; KNOT = Negation; Will you read me a BOOK?; Hence THEY WON'T.
they would	THEY	HOUSE		THEY = They; You build HOUSEs with wood (sounds like would); Hence THEY WOULD.
they wouldn't	THEY	KNOT	HOUSE	THEY = They; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence THEY WOULDN'T.
was he	WATCH	HE		Was that WATCH correct?; HE = He; Hence WAS HE.
was I	WATCH	I		Was that WATCH correct?; I = I; Hence WAS I.
was it	WATCH	IT		Was that WATCH correct?; IT = It; Hence WAS IT.
was she	WATCH	SHE		Was that WATCH correct?; SHE = She; Hence WAS SHE.
wasn't he	WATCH	KNOT	HE	Was that WATCH correct?; KNOT = Negation; HE = He; Hence WASN'T HE.
wasn't I	WATCH	KNOT	I	Was that WATCH correct?; KNOT = Negation; I = I; Hence WASN'T I.
wasn't it	WATCH	KNOT	IT	Was that WATCH correct?; KNOT = Negation; IT = It; Hence WASN'T IT.
wasn't she	WATCH	KNOT	SHE	Was that WATCH correct?; KNOT = Negation; SHE = She; Hence WASN'T SHE.
we are	WE	QUEENBEE		WE = We; QUEENBEEs are busy; Hence WE ARE.
we are going	WE	FROG		WE = We; The FROGs are going to jump; Hence WE ARE GOING.
we aren't	WE	KNOT	QUEENBEE	WE = We; KNOT = Negation; QUEENBEEs are busy; Hence WE AREN'T.
we aren't going	WE	KNOT	FROG	WE = We; KNOT = Negation; The FROGs are going to jump; Hence WE AREN'T GOING.
we can	WE	JUICE		WE = We; You drink a can of JUICE; Hence WE CAN.
we can't	WE	KNOT	JUICE	WE = We; KNOT = Negation; You drink a can of JUICE; Hence WE CAN'T.
we could	WE	TRUCK		WE = We; The TRUCK has a little engine that could; Hence WE COULD.
we couldn't	WE	KNOT	TRUCK	WE = We; KNOT = Negation; The TRUCK has a little engine that could; Hence WE COULDN'T.
we did	WE	FAMILY		WE = We; The FAMILY did dress up for their picture; Hence WE DID.
we didn't	WE	KNOT	FAMILY	WE = We; KNOT = Negation; The FAMILY did dress up for their picture; Hence WE DIDN'T.
we didn't used to	WE	KNOT	TIME	WE = We; KNOT = Negation; Father TIME used to be young; Hence WE DIDN'T USED TO.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
we do	WE	REMEMBER		WE = We; You say "I do" (REMEMBER) when you are being married; Hence WE DO.
we don't	WE	KNOT	REMEMBER	WE = We; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence, WE DON'T.
we don't feel	*WE*	*KNOT*	*MASKS*	*WE = WE; KNOT = Negation The MASKS express emotion or how you feel; Hence WE DON'T FEEL.*
we don't have to	WE	KNOT	VOLT	WE = We; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence WE DON'T HAVE TO.
we don't know	WE	KNOT	KNOW	WE = We; KNOT = Negation; Icon name; Hence WE DON'T KNOW.
we don't like	WE	KNOT	SUN	WE = We; KNOT = Negation; The SUN is happy and lik(e)able; Hence WE DON'T LIKE.
we don't love	*WE*	*KNOT*	*LOVE*	*WE = WE; KNOT = Negation; LOVE is the icon name; Hence WE DON'T LOVE.*
we don't need	WE	KNOT	UMBRELLA	WE = We; KNOT = Negation; An UMBRELLA is needed when it rains; Hence WE DON'T NEED.
we don't think	WE	KNOT	THINK	WE = We; KNOT = Negation; Icon name; Hence WE DON'T THINK.
we don't want	WE	KNOT	WANTED	WE = We; KNOT = Negation; The WANTED icon shows a wanted man; Hence WE DON'T WANT.
we feel	*WE*	*MASKS*		*WE = WE; The MASKS express emotion or how you feel; Hence WE FEEL.*
we had	WE	YORK		WE = We; Everyone had a good time in the city (YORK); Hence WE HAD.
we hadn't	WE	KNOT	YORK	WE = We; KNOT = Negation; Everyone had a good time in the city (YORK); Hence WE HADN'T.
we have	WE	MONEY		WE = We; It's always good to have MONEY; Hence WE HAVE.
we have to	WE	VOLT		WE = We; You HAVE TO come in when it's lightning (VOLT) during a storm; Hence WE HAVE TO.
we haven't	WE	KNOT	MONEY	WE = We; KNOT = Negation; It's always good to have MONEY; Hence WE HAVEN'T.
we know	WE	KNOW		WE = We; Icon name; Hence WE KNOW.
we like	WE	SUN		WE = We; The SUN is happy and lik(e)able; Hence WE LIKE.
we love	*WE*	*LOVE*		*WE = WE; LOVE is the icon name; Hence WE LOVE.*
we may	WE	FLOWERS		WE = We; May FLOWERS; Hence WE MAY.
we may not	WE	KNOT	FLOWERS	WE = We; KNOT = Negation; May FLOWERS; Hence WE MAY NOT.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
we might	WE	ELEPHANT		WE = We; The ELEPHANTs are mighty; Hence WE MIGHT.
we might not	WE	KNOT	ELEPHANT	WE = We; KNOT = Negation; The ELEPHANTs are mighty; Hence WE MIGHT NOT.
we must	WE	HAMMER		WE = We; We must go to work (HAMMER); Hence WE MUST.
we mustn't	WE	KNOT	HAMMER	WE = We; KNOT = Negation; We must go to work (HAMMER); Hence WE MUSTN'T.
we need	WE	UMBRELLA		WE = We; An UMBRELLA is needed when it rains; Hence WE NEED.
we shall	WE	SNAIL		WE = We; Most SNAILs live in shallow waters; Hence WE SHALL.
we shall not	WE	KNOT	SNAIL	WE = We; KNOT = Negation; Most SNAILs live in shallow waters; Hence WE SHALL NOT.
we should	WE	POLICE		WE = We; You should obey the POLICE officer; Hence WE SHOULD.
we shouldn't	WE	KNOT	POLICE	WE = We; KNOT = Negation; You should obey the POLICE officer; Hence WE SHOULDN'T.
we think	WE	THINK		WE = We; Icon name; Hence WE THINK.
we used to	WE	TIME		WE = We; Father TIME used to be young; Hence WE USED TO.
we want	WE	WANTED		WE = We; The WANTED icon shows a wanted criminal; Hence WE WANT.
we were	WE	WATCH		WE = We; The WATCHes were telling the correct time; Hence WE WERE.
we weren't	WE	KNOT	WATCH	WE = We; KNOT = Negation; The WATCHes were telling the correct time; Hence WE WEREN'T.
we will	WE	BOOK		WE = We; Will you read me a book?; Hence WE WILL.
we won't	WE	KNOT	BOOK	WE = We; KNOT = Negation; Will you read me a BOOK?; Hence WE WON'T.
we would	WE	HOUSE		WE = We; You build HOUSEs with wood (sounds like would); Hence WE WOULD.
we wouldn't	WE	KNOT	HOUSE	WE = We; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence WE WOULDN'T.
were they	WATCH	THEY		The WATCHes were telling the correct time; THEY = They; Hence WERE THEY.
were we	WATCH	WE		The WATCHes were telling the correct time; WE = We; Hence WERE WE.
were you	WATCH	YOU		The WATCHes were telling the correct time; YOU = You; Hence WERE YOU.
weren't they	WATCH	KNOT	THEY	The WATCHes were telling the correct time; KNOT = Negation; THEY = They; Hence WEREN'T THEY.
weren't we	WATCH	KNOT	WE	The WATCHes were telling the correct time; KNOT = Negation; WE = We; Hence WEREN'T WE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
weren't you	WATCH	KNOT	YOU	The WATCHes were telling the correct time; KNOT = Negation; YOU = You; Hence WEREN'T YOU.
will he	BOOK	HE		Will you read me a BOOK?; HE = He; Hence WILL HE.
will I	BOOK	I		Will you read me a BOOK?; I = I; Hence WILL I.
will it	BOOK	IT		Will you read me a BOOK?; IT = It; Hence WILL IT.
will she	BOOK	SHE		Will you read me a BOOK?; SHE = She; Hence WILL SHE.
will they	BOOK	THEY		Will you read me a BOOK?; THEY = They; Hence WILL THEY.
will we	BOOK	WE		Will you read me a BOOK?; WE = We; Hence WILL WE.
will you	BOOK	YOU		Will you read me a BOOK?; YOU = You; Hence WILL YOU.
won't he	BOOK	KNOT	HE	Will you read me a BOOK?; KNOT = Negation; HE = He; Hence WON'T HE.
won't I	BOOK	KNOT	I	Will you read me a BOOK?; KNOT = Negation; I = I; Hence WON'T I.
won't it	BOOK	KNOT	IT	Will you read me a BOOK?; KNOT = Negation; IT = It; Hence WON'T IT.
won't she	BOOK	KNOT	SHE	Will you read me a BOOK?; KNOT = Negation; SHE = She; Hence WON'T SHE.
won't they	BOOK	KNOT	THEY	Will you read me a BOOK; KNOT = Negation; THEY = They; Hence WON'T THEY.
won't we	BOOK	KNOT	WE	Will you read me a BOOK? KNOT = Negation; WE = We; Hence WON'T WE.
won't you	BOOK	KNOT	YOU	Will you read me a BOOK?; KNOT = Negation; YOU = You; Hence WON'T YOU.
would he	HOUSE	HE		You build HOUSEs with wood (sounds like WOULD); HE = He; Hence WOULD HE.
would I	HOUSE	I		You build HOUSEs with wood (sounds like would); I = I; Hence WOULD I.
would it	HOUSE	IT		You build HOUSEs with wood (sounds like would); IT = It; Hence WOULD IT.
would she	HOUSE	SHE		You build HOUSEs with wood (sounds like would); SHE = She; Hence WOULD SHE.
would they	HOUSE	THEY		You build HOUSEs with wood (sounds like would); THEY = They; Hence WOULD THEY.
would we	HOUSE	WE		You build HOUSEs with wood (sounds like would); WE = We; Hence WOULD WE.
would you	HOUSE	YOU		You build HOUSEs with wood (sounds like would); YOU = You; Hence WOULD YOU.
wouldn't he	HOUSE	KNOT	HE	You build HOUSEs with wood (sounds like would); KNOT = Negation; HE = He; Hence WOULDN'T HE.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
wouldn't I	HOUSE	KNOT	I	You build HOUSEs with wood (sounds like would); KNOT = Negation; I = I; Hence WOULDN'T I.
wouldn't it	HOUSE	KNOT	IT	You build HOUSEs with wood (sounds like would); KNOT = Negation; IT = It; Hence WOULDN'T IT.
wouldn't she	HOUSE	KNOT	SHE	You build HOUSEs with wood (sounds like would); KNOT = Negation; SHE = She; Hence WOULDN'T SHE.
wouldn't they	HOUSE	KNOT	THEY	You build HOUSEs with wood (sounds like would); KNOT = Negation; THEY = They; Hence WOULDN'T THEY.
wouldn't we	HOUSE	KNOT	WE	You build HOUSEs with wood (sounds like would); KNOT = Negation; WE = We; Hence WOULDN'T WE.
wouldn't you	HOUSE	KNOT	YOU	You build HOUSEs with wood (sounds like would); KNOT = Negation; YOU = You; Hence WOULDN'T YOU.
you are	YOU	QUEENBEE		YOU = You; QUEENBEEs are busy; Hence YOU ARE.
you are going	YOU	FROG		YOU = You; The FROGs are going to jump; Hence YOU ARE GOING.
you aren't	YOU	KNOT	QUEENBEE	YOU = You; KNOT = Negation; QUEENBEEs are busy; Hence YOU AREN'T.
you aren't going	YOU	KNOT	FROG	YOU = You; KNOT = Negation; The FROGs are going to jump; Hence YOU AREN'T GOING.
you can	YOU	JUICE		YOU = You; You drink a can of JUICE; Hence YOU CAN.
you can't	YOU	KNOT	JUICE	YOU = You; KNOT = Negation; You drink a can of JUICE; Hence YOU CAN'T.
you could	YOU	TRUCK		YOU = You; The TRUCK has a little engine that could; Hence YOU COULD.
you couldn't	YOU	KNOT	TRUCK	YOU = You; KNOT = Negation; The TRUCK has a little engine that could; Hence YOU COULDN'T.
you did	YOU	FAMILY		YOU = You; The FAMILY did dress up for their picture; Hence YOU DID.
you didn't	YOU	KNOT	FAMILY	YOU = You; KNOT = Negation; The FAMILY did dress up for their picture; Hence YOU DIDN'T.
you didn't used to	YOU	KNOT	TIME	YOU = You; KNOT = Negation; Father TIME used to be young; Hence YOU DIDN'T USED TO.
you do	YOU	REMEMBER		YOU = You; You say "I do" (REMEMBER) when you are being married; Hence YOU DO.
you don't	YOU	KNOT	REMEMBER	YOU = You; KNOT = Negation; You say "I do" (REMEMBER) when you are being married; Hence YOU DON'T.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
you don't feel	*YOU*	*KNOT*	*MASKS*	*YOU = YOU; KNOT = Negation The MASKS express emotion or how you feel; Hence YOU DON'T FEEL.*
you don't have to	YOU	KNOT	VOLT	YOU = You; KNOT = Negation; You have to come in when it's lightning (VOLT) during a storm; Hence YOU DON'T HAVE TO.
you don't know	YOU	KNOT	KNOW	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T KNOW.
you don't like	YOU	KNOT	SUN	YOU = You; KNOT = Negation; The SUN is happy and lik(e)able; Hence YOU DON'T LIKE.
you don't love	*YOU*	*KNOT*	*LOVE*	*YOU = YOU; KNOT = Negation; LOVE is the icon name; Hence YOU DON'T LOVE.*
you don't need	YOU	KNOT	UMBRELLA	YOU = You; KNOT = Negation; An UMBRELLA is needed when it rains; Hence YOU DON'T NEED.
you don't think	YOU	KNOT	THINK	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T THINK.
you don't want	YOU	KNOT	WANTED	YOU = You; KNOT = Negation; Icon name; Hence YOU DON'T WANT.
you feel	*YOU*	*MASKS*		*YOU = YOU; The MASKS express emotion or how you feel; Hence YOU FEEL.*
you had	YOU	YORK		YOU = You; Everyone had a good time in the city (YORK); Hence YOU HAD.
you hadn't	YOU	KNOT	YORK	YOU = You; KNOT = Negation; Everyone had a good time in the city (YORK); Hence YOU HADN'T.
you have	YOU	MONEY		YOU = You; It's always good to have MONEY; Hence YOU HAVE.
you have to	YOU	VOLT		YOU = You; You have to come in when it's lightning (VOLT) during a storm; Hence YOU HAVE TO.
you haven't	YOU	KNOT	MONEY	YOU = You; KNOT = Negation; It's always good to have MONEY; Hence YOU HAVEN'T.
you know	YOU	KNOW		YOU = You; Icon name; Hence YOU KNOW.
you like	YOU	SUN		YOU = You; The SUN is happy and lik(e)able; Hence YOU LIKE.
you love	*YOU*	*LOVE*		*YOU = YOU; LOVE is the icon name; Hence YOU LOVE.*
you may	YOU	FLOWERS		YOU = You; May FLOWERS; Hence YOU MAY.
you may not	YOU	KNOT	FLOWERS	YOU = You; KNOT = Negation; May FLOWERS; Hence YOU MAY NOT.
you might	YOU	ELEPHANT		YOU = You; The ELEPHANTs are mighty; Hence YOU MIGHT.
you might not	YOU	KNOT	ELEPHANT	YOU = You; KNOT = Negation; The ELEPHANTs are mighty; Hence YOU MIGHT NOT.
you must	YOU	HAMMER		YOU = You; We must go to work (HAMMER); Hence YOU MUST.

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
you mustn't	YOU	KNOT	HAMMER	YOU = You; KNOT = Negation; We must go to work (HAMMER); Hence YOU MUSTN'T.
you need	YOU	UMBRELLA		YOU = You; An UMBRELLA is needed when it rains; Hence YOU NEED.
you shall	YOU	SNAIL		YOU = You; Most SNAILs live in shallow waters; Hence YOU SHALL.
you shall not	YOU	KNOT	SNAIL	YOU = You; KNOT = Negation; Most SNAILs live in shallow waters; Hence YOU SHALL NOT.
you should	YOU	POLICE		YOU = You; You should obey the POLICE officer; Hence YOU SHOULD.
you shouldn't	YOU	KNOT	POLICE	YOU = You; KNOT = Negation; You should obey the POLICE officer; Hence YOU SHOULDN'T.
you think	YOU	THINK		YOU = You; Icon name; Hence YOU THINK.
you used to	YOU	TIME		YOU = You; Father TIME used to be young; Hence YOU USED TO.
you want	YOU	WANTED		YOU = You; The WANTED icon shows a wanted man; Hence YOU WANT.
you were	YOU	WATCH		YOU = You; The WATCHes were telling the correct time; Hence YOU WERE.
you weren't	YOU	KNOT	WATCH	YOU = You; KNOT = Negation; The WATCHes were telling the correct time; Hence YOU WEREN'T.
you will	YOU	BOOK		YOU = You; Will you read me a book?; Hence YOU WILL.
you won't	YOU	KNOT	BOOK	YOU = You; KNOT = Negation; Will you read me a BOOK!; Hence YOU WON'T.
you would	YOU	HOUSE		YOU = You; You build HOUSEs with wood (sounds like would); Hence YOU WOULD.
you wouldn't	YOU	KNOT	HOUSE	YOU = You; KNOT = Negation; You build HOUSEs with wood (sounds like would); Hence YOU WOULDN'T.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
he	HE	HE		Subject Pronoun (HE) follows sequence: Pronoun (HE) + Pronoun (HE).
her	SHE	OBJ		Objective Pronoun (HER) follows sequence: Pronoun (SHE) + OBJ.
her	SHE	POSS		Possessive Adjective (HER) follows sequence: Pronoun (SHE) + POSS.
hers	POSS	SHE		Possessive Pronoun (HERS) follows sequence: POSS + Pronoun (SHE).
herself	OBJ	SHE		Reflexive Pronoun (HERSELF) follows sequence: OBJect + Pronoun (SHE).
him	HE	OBJ		Objective Pronoun (HIM) follows sequence: Pronoun (HE) + OBJ.
himself	OBJ	HE		Reflexive Pronoun (HIMSELF) follows sequence: OBJect + Pronoun (HE).
his	HE	POSS		POSSessive Adjective (HIS) follows sequence: Pronoun (HE) + POSS.
his	POSS	HE		Possessive Pronoun (HIS) follows sequence: POSS + Pronoun (HE).
I	I	I		Subject Pronoun (I) follows sequence: Pronoun (I) + Pronoun (I).
it	IT	OBJ		Objective Pronoun (IT) follows sequence: Pronoun (IT) + OBJ.
it	IT	IT		Subject Pronoun (IT) follows sequence: Pronoun (IT) + Pronoun (IT).
its	IT	POSS		Possessive Adjective (ITS) follows sequence: Pronoun (IT) + POSS.
its	POSS	IT		Possessive Pronoun (ITS) follows sequence: POSS + Pronoun (IT).
itself	OBJ	IT		Reflexive Pronoun (ITSELF) follows sequence: OBJect + Pronoun (IT).
me	I	OBJ		Objective Pronoun (ME) follows sequence: Pronoun (I) + OBJ.
mine	POSS	I		Possessive Pronoun (MINE) follows sequence: POSS + Pronoun (I).
my	I	POSS		Possessive Adjective (MY) follows sequence: Pronoun (I) + POSS.
myself	OBJ	I		Reflexive Pronoun (MYSELF) follows sequence: OBJect + Pronoun (I).
our	WE	POSS		Possessive Adjective (OUR) follows sequence: Pronoun (WE) + POSS.
ours	POSS	WE		Possessive Pronoun (OURS) follows sequence: POSS + Pronoun (WE).
ourselves	OBJ	WE		Reflexive Pronoun (OURSELVES) follows sequence: OBJect + Pronoun (WE).
she	SHE	SHE		Subject Pronoun (SHE) follows sequence: Pronoun (SHE) + Pronoun (SHE).
their	THEY	POSS		POSSessive Adjective (THEIR) follows sequence: Pronoun (THEY) + POSS.
theirs	POSS	THEY		Possessive Pronoun (THEIRS) follows sequence: POSS + Pronoun (THEY).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
them	THEY	OBJ		Objective Pronoun (THEM) follows sequence: Pronoun (THEY) + OBJ.
themselves	OBJ	THEY		Reflexive Pronoun (THEMSELVES) follows sequence: OBJect + Pronoun (THEY).
they	THEY	THEY		Subject Pronoun (THEY) follows sequence: Pronoun (THEY) + Pronoun (THEY).
us	WE	OBJ		Objective Pronoun (US) follows sequence: Pronoun (WE) + OBJ.
we	WE	WE		Subject Pronoun (WE) follows sequence: Pronoun (WE) + Pronoun (WE).
you	YOU	OBJ		Objective Pronoun (YOU) follows sequence: Pronoun (YOU) + OBJ.
you	YOU	YOU		Subject Pronoun (YOU) follows sequence: Pronoun (YOU) + Pronoun (YOU).
your	YOU	POSS		Possessive Adjective (YOUR) follows sequence: Pronoun (YOU) + POSS.
yours	POSS	YOU		Possessive Pronoun (YOURS) follows sequence: POSS + Pronoun (YOU).
yourself	OBJ	YOU		Reflexive Pronoun (YOURSELF) follows sequence: OBJect + Pronoun (YOU).

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
how	? WORD	HAMMER		You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.
how	*HAMMER*	*? WORD*		*You may say, "Ow!" (sounds like HOW) if you hit yourself with a HAMMER.*
how many	? WORD	NIGHT		HOW MANY stars (NIGHT) do you see?
how many	*NIGHT*	*? WORD*		*HOW MANY stars (NIGHT) do you see?*
how much	? WORD	MONEY		HOW MUCH MONEY do you need?
how much	*MONEY*	*? WORD*		*HOW MUCH MONEY do you need?*
how old	? WORD	TIME		HOW OLD is the man in the TIME icon?
how old	*TIME*	*? WORD*		*HOW OLD is the man in the TIME icon?*
however	*? WORD*	*? WORD*	*HAMMER*	*? WORD + ? WORD = Indefinite Pronouns; HOWEVER, you say more than OW! (sounds like HOW) if you hit yourself with a HAMMER.*
what	*? WORD*	*QUESTION*		*We often relate the QUESTION mark to WHAT.*
what	? WORD	TV		We often relate the question mark (TV) to WHAT.
what	*QUESTION*	*? WORD*		*We often relate the QUESTION mark to WHAT.*
whatever	*? WORD*	*? WORD*	*QUESTION*	*? WORD + ? WORD = Indefinite Pronouns; I will try to answer WHATEVER QUESTIONs you may have.*
when	? WORD	WATCH		WHEN (WATCH) do you plan to come?
when	*WATCH*	*? WORD*		*WHEN (WATCH) do you plan to come?*
whenever	*? WORD*	*? WORD*	*WATCH*	*? WORD + ? WORD = Indefinite Pronouns; WHENEVER (WATCH) you decide, please let me know.*
where	? WORD	ISLAND		You use a map (ISLAND) to find WHERE you are.
where	*ISLAND*	*? WORD*		*You use a map (ISLAND) to find WHERE you are.*
wherever	*? WORD*	*? WORD*	*ISLAND*	*? WORD + ? WORD = Indefinite Pronouns; WHEREVER you go, consult a map (ISLAND) first.*
which	? WORD	REMEMBER		WHICH one do (REMEMBER) you want?
which	*REMEMBER*	*? WORD*		*WHICH one do (REMEMBER) you want?*
whichever	*? WORD*	*? WORD*	*REMEMBER*	*? WORD + ? WORD = Indefinite Pronouns; Point (REMEMBER) to WHICHEVER one you would like.*
who	? WORD	WANTED		WHO is the man in the WANTED icon.
who	*WANTED*	*? WORD*		*WHO is the man in the WANTED icon.*
whoever	*? WORD*	*? WORD*	*WANTED*	*? WORD + ? WORD = Indefinite Pronouns; WHOEVER that man is in the WANTED icon, beware, because he is a criminal.*
whom	? WORD	PHONE		To WHOM am I speaking (PHONE)?
whom	*PHONE*	*? WORD*		*To WHOM am I speaking (PHONE)?*
whomever	*? WORD*	*? WORD*	*PHONE*	*? WORD + ? WORD = Indefinite Pronouns; To WHOM am I speaking (PHONE)?*
whose	? WORD	OPEN		WHOSE toys are in this box (OPEN)?

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Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
whose	*OPEN*	*? WORD*		*WHOSE toys are in this box (OPEN)?*
why	? WORD	THINK		To ask WHY is to THINK.
why	*THINK*	*? WORD*		*To ask WHY is to THINK.*

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Rationale
Doctor, doctor, everybody keeps ignoring me. Next please.	SUN	MEDICAL	SUN = Jokes; Doctor, doctor (MEDICAL), everybody keeps ignoring me. Next please.
What do you call a bull when it's sleeping?..... bulldozer	SUN	ZEBRA	SUN = Jokes; What do you call a bull (animals = ZEBRA) when it is sleeping? A bulldozer.
Why did Robin Hood rob from the rich? Because the poor didn't have any money.	SUN	OPEN	SUN = Jokes; Why did Robin Hood rob from the rich (OPEN). Because the poor didn't have any money.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

The Liberator has a scratchpad feature that allows you to figure a basic math problem long hand to practice the various steps involved in solving problems. To solve any math problem with a worksheet, you must be able to note that you have borrowed or carried a number, or a remainder is left. The Liberator's scratchpad allows you to work these steps, but won't do the calculations for you. You must do them yourself.

This scratchpad feature has been prestored under the sequence COMPUTER + KNOT + WRONG in the BASIC vocabulary, and TOOLS + WRONG in the EXTENDED vocabulary. The numbers along with the addition, subtraction, multiplication, and division symbols are lit by icon prediction. Other icons are also so you can print (EYE), advance the printer paper (THUMBS UP), or exit (POLICE).

In *Unity/128*, the steps of borrowing, carrying, and noting a remainder are stored under the following icons:

- BATH (BATH for "borrow")
- COMPUTER (COMPUTER for "carry")
- REMEMBER (REMEMBER for "remainder")

You can also correct any errors by using the UP, DOWN, RIGHT, and LEFT arrow keys; DELETE CHARACTER, CLEAR DISPLAY, DELETE WORD, or the SPACE key.

Since the ENTER key at location L8 cannot be activated in the scratchpad theme, it has been stored under the FROG icon. This ENTER key "jumps" the cursor back and forth as a division problem is being figured.

If you have Liberator 2.0 software, you can copy the Scratchpad into a notebook. To do this, simply hit the WRONG icon while you are in the Scratchpad. This will automatically move the text into the Math notebook.

Refer to your Liberator operator's manual for more detailed discussion on the use of the Scratchpad feature .

Message	**Icon**
0 (zero)	KNOW
1 (one)	SUN
2 (two)	HAMMER
3 (three)	SCALES
4 (four)	SUIT
5 (five)	FLOWERS
6 (six)	EXIT
7 (seven)	SHOE
8 (eight)	BOY
9 (nine)	BOOK
/ (divide)	HE
* (multiply)	SHE

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

+ (add)	PREVERB
- (subtract)	PREVERB+S
= (equals)	THEY
c (carry)	COMPUTER
r (remainder)	REMEMBER
Exit Scratchpad	POLICE
<SPELL MODE><ENTER> <MINSPEAK MODE> (Use as ENTER key)	FROG
<PRINT>	EYE
<PAPER FEED>	THUMBS UP
b (borrow)	BATH
Copy problem into Math notebook	WRONG

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Are you busy right now?	*QUESTION*	*QUEENBEE*		*QUESTION = Question sentences; Are you busy (QUEENBEE) right now?*
Bug off.	SENTENCE	QUEENBEE		SENTENCE = Sentences; Bug (QUEENBEE) off.
Can I get out of my chair?	*QUESTION*	*CHAIR*		*QUESTION = Question sentence; Can I get out of my CHAIR?*
Excuse me.	SENTENCE	VOLT		SENTENCE = Sentences; The voice in this message goes up and down like the VOLT.
Excuse me. I have something to say.	SENTENCE	EXIT		SENTENCE = Sentences; Excuse me (EXIT). I have something to say.
Get it?	*SUN*	*MORNING*		*SUN = Jokes/Riddles; Get (MORNING) it?*
Get off my back!	SENTENCE	SNAIL		SENTENCE = Sentences; The SNAIL has a shell on his BACK.
Good-bye. See you later.	SENTENCE	TRUCK		SENTENCE = Sentences; Good-bye (TRUCK). See you later.
Hi, how are you?	*QUESTION*	*FLOWERS*		*QUESTION = Question sentences; Sometimes FLOWERS make you feel better.*
I don't feel well.	SENTENCE	X-RAY		SENTENCE = Sentences; You may have to get an X-RAY if you're not feeling well.
I don't get it.	*SUN*	*THMBS DN*		*SUN = Jokes/Riddles; I don't (THUMBS DN) understand the joke.*
I don't know how to say it with my DeltaTalker.	SENTENCE	THINK		SENTENCE = Sentences; I don't THINK I can say what I want.
I don't know.	SENTENCE	KNOT		SENTENCE = Sentences; I don't (KNOT) know.
I don't like that.	SENTENCE	MASKS		SENTENCE = Sentences; I don't like the MASKS.
I don't want to.	SENTENCE	WANTED		SENTENCE = Sentences; I don't want (WANTED) to.
I need a tissue.	SENTENCE	MONEY		SENTENCE = Sentences; I really (MONEY) need a tissue.
I need help.	SENTENCE	MEDICAL		SENTENCE = Sentences; I need help (MEDICAL).
I want to get out of my chair.	SENTENCE	CHAIR		SENTENCE = Sentences; I want to get of my CHAIR.
I want to play a game.	SENTENCE	DICE		SENTENCE = Sentences; I want to play a game (DICE).
I'm fine.	SENTENCE	THMBS UP		SENTENCE = Sentences; I'm fine (THUMBS UP).
I'm not so good.	SENTENCE	THMBS DN		SENTENCE = Sentences; I'm not so good (THUMBS DOWN).
Is that cool, or what?	*QUESTION*	*THMBS UP*		*QUESTION = Question sentences; Is that cool (good = THMBS UP), or what?*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Leave me alone.	SENTENCE	STOP		SENTENCE = Sentences; STOP that. Leave me alone.
Let's play with my toys.	SENTENCE	OPEN		SENTENCE = Sentences; Let's play with my toys (OPEN).
May I have a drink please?	*QUESTION*	*JUICE*		*QUESTION = Questions sentences; May I have a drink (JUICE) please?*
My address is	SENTENCE	HOUSE		SENTENCE = Sentences; My address (HOUSE) is...
My name is	SENTENCE	NAME		SENTENCE = Sentences; My NAME is...
My phone number is	SENTENCE	PHONE		SENTENCE = Sentences; My PHONE number is....
Nice meeting you.	SENTENCE	FLOWERS		SENTENCE = Sentences; Nice (FLOWERS) meeting you.
Oh brother!	SUN	BOY		SUN = Jokes/Riddles; Oh brother (BOY).
Please get my mom.	SENTENCE	LOVE		SENTENCE = Sentences; Please get my mom (LOVE).
Pledge of Allegiance	SENTENCE	KNOW		SENTENCE = Sentences; You learn the Pledge of Allegiance at school (KNOW).
Tell another one.	SUN	ISLAND		SUN = Jokes/Riddles; Tell another (ISLAND) one.
That's a good one.	SUN	THMBS UP		SUN = Jokes/Riddles; That's a good (THUMBS UP) one.
That's dumb!	SUN	TV		SUN = Jokes/Riddles; That's a dumb TV program.
That's not what I meant.	SENTENCE	WRONG		SENTENCE = Sentences; You are WRONG if that's not what you meant.
This device lets me speak like anyone else.	SENTENCE	DOG		SENTENCE = Sentences; This device let's me speak (DOG) like anyone else.
This is a DeltaTalker communication aid.	SENTENCE	COMPUTER		SENTENCE = Sentences; This is a DeltaTalker communication aid (COMPUTER).
This is so boring.	SENTENCE	TV		SENTENCE = Sentences; This is so boring (TV).
Wanna hear a secret?	*QUESTION*	*EAR*		*QUESTION = Question sentences; You whisper a secret in someone's EAR.*
What are we going to do?	*QUESTION*	*REMEMBER*		*QUESTION = Question sentences; What are we going to do (REMEMBER)?*
What did you do last night?	*QUESTION*	*NIGHT*		*QUESTION = Question sentences; What did you do last NIGHT?*
What did you say?	*QUESTION*	*PHONE*		*QUESTION = Question sentences; What did you say (PHONE)?*
What do you want to do now?	*QUESTION*	*WANTED*		*QUESTION = Question sentences; What do you WANT (ED) to do now?*
What's your name?	*QUESTION*	*NAME*		*QUESTION = Question sentences; What's your NAME?*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
You tell one.	SUN	LOVE		SUN = Jokes/Riddles; You LOVE to tell one.
You're crazy!	SENTENCE	RETURN		SENTENCE = Sentences; If you RETURN that gift, you're crazy!

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Are you busy right now?	*QUESTION*	*QUEENBEE*		*QUESTION = Question sentences; Are you busy (QUEENBEE) right now?*
Bug off.	SENTENCE	QUEENBEE		SENTENCE = Sentences; Bug (QUEENBEE) off.
Can I get out of my chair?	*QUESTION*	*CHAIR*		*QUESTION = Question sentence; Can I get out of my CHAIR?*
Excuse me.	SENTENCE	VOLT		SENTENCE = Sentences; The voice in this message goes up and down like the VOLT.
Excuse me. I have something to say.	SENTENCE	EXIT		SENTENCE = Sentences; Excuse me (EXIT). I have something to say.
Get it?	*SUN*	*MORNING*		*SUN = Jokes/Riddles; Get (MORNING) it?*
Get off my back!	SENTENCE	SNAIL		SENTENCE = Sentences; The SNAIL has a shell on his BACK.
Good-bye. See you later.	SENTENCE	TRUCK		SENTENCE = Sentences; Good-bye (TRUCK). See you later.
Hi, how are you?	*QUESTION*	*FLOWERS*		*QUESTION = Question sentences; Sometimes FLOWERS make you feel better.*
I don't feel well.	SENTENCE	X-RAY		SENTENCE = Sentences; You may have to get an X-RAY if you're not feeling well.
I don't get it.	*SUN*	*THMBS DN*		*SUN = Jokes/Riddles; I don't (THUMBS DN) understand the joke.*
I don't know how to say it with my Liberator.	SENTENCE	THINK		SENTENCE = Sentences; I don't THINK I can say what I want.
I don't know.	SENTENCE	KNOT		SENTENCE = Sentences; I don't (KNOT) know.
I don't like that.	SENTENCE	MASKS		SENTENCE = Sentences; I don't like the MASKS.
I don't want to.	SENTENCE	WANTED		SENTENCE = Sentences; I don't want (WANTED) to.
I need a tissue.	SENTENCE	MONEY		SENTENCE = Sentences; I really (MONEY) need a tissue.
I need help.	SENTENCE	MEDICAL		SENTENCE = Sentences; I need help (MEDICAL).
I want to get out of my chair.	SENTENCE	CHAIR		SENTENCE = Sentences; I want to get of my CHAIR.
I want to play a game.	SENTENCE	DICE		SENTENCE = Sentences; I want to play a game (DICE).
I'm fine.	SENTENCE	THMBS UP		SENTENCE = Sentences; I'm fine (THUMBS UP).
I'm not so good.	SENTENCE	THMBS DN		SENTENCE = Sentences; I'm not so good (THUMBS DOWN).
Is that cool, or what?	*QUESTION*	*THMBS UP*		*QUESTION = Question sentences; Is that cool (good = THMBS UP), or what?*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Leave me alone.	SENTENCE	STOP		SENTENCE = Sentences; STOP that. Leave me alone.
Let's play with my <MINSERT>.	SENTENCE	OPEN		SENTENCE = Sentences; Let's play with my toys (OPEN).
May I have a drink please?	*QUESTION*	*JUICE*		*QUESTION = Questions sentences; May I have a drink (JUICE) please?*
My (Minsert) hurts.	SENTENCE	BOY		SENTENCE = Sentences; My (BOY - body part) hurts.
My address is	SENTENCE	HOUSE		SENTENCE = Sentences; My address (HOUSE) is...
My name is	SENTENCE	NAME		SENTENCE = Sentences; My NAME is...
My phone number is	SENTENCE	PHONE		SENTENCE = Sentences; My PHONE number is....
Nice meeting you.	SENTENCE	FLOWERS		SENTENCE = Sentences; Nice (FLOWERS) meeting you.
Oh brother!	SUN	BOY		SUN = Jokes/Riddles; Oh brother (BOY).
Please get my mom.	SENTENCE	LOVE		SENTENCE = Sentences; Please get my mom (LOVE).
Pledge of Allegiance	SENTENCE	KNOW		SENTENCE = Sentences; You learn the Pledge of Allegiance at school (KNOW).
Tell another one.	SUN	ISLAND		SUN = Jokes/Riddles; Tell another (ISLAND) one.
That's a good one.	SUN	THMBS UP		SUN = Jokes/Riddles; That's a good (THUMBS UP) one.
That's dumb!	SUN	TV		SUN = Jokes/Riddles; That's a dumb TV program.
That's not what I meant.	SENTENCE	WRONG		SENTENCE = Sentences; You are WRONG if that's not what you meant.
This device lets me speak like anyone else.	SENTENCE	DOG		SENTENCE = Sentences; This device let's me speak (DOG) like anyone else.
This is a Liberator communication aid.	SENTENCE	COMPUTER		SENTENCE = Sentences; This is a Liberator communication aid (COMPUTER).
This is so boring.	SENTENCE	TV		SENTENCE = Sentences; This is so boring (TV).
Wanna hear a secret?	*QUESTION*	*EAR*		*QUESTION = Question sentences; You whisper a secret in someone's EAR.*
What are we going to do?	*QUESTION*	*REMEMBER*		*QUESTION = Question sentences; What are we going to do (REMEMBER)?*
What did you do last night?	*QUESTION*	*NIGHT*		*QUESTION = Question sentences; What did you do last NIGHT?*
What did you say?	*QUESTION*	*PHONE*		*QUESTION = Question sentences; What did you say (PHONE)?*
What do you want to do now?	*QUESTION*	*WANTED*		*QUESTION = Question sentences; What do you WANT (ED) to do now?*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
What's your name?	*QUESTION*	*NAME*		*QUESTION = Question sentences; What's your NAME?*
You tell one.	SUN	LOVE		SUN = Jokes/Riddles; You LOVE to tell one.
You're crazy!	SENTENCE	RETURN		SENTENCE = Sentences; If you RETURN that gift, you're crazy!

Italicized words are available in the extended vocabulary.

Unity 128-Location Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
a	NOUN			Quick access to the frequently used word A; A single thing (NOUN).
an	ADJ+ER			Quick access to the frequently used word AN; It takes two letters to spell an "ER."
are	VERB			Quick access to the most frequently used verb ARE.
is	VERB+S			Quick access to the frequently used verb IS.
no	NO			Quick access to the frequently used word NO; Icon name.
not	KNOT			KNOT sounds like NOT.
on	VERB+EN			Quick access to the frequently used word ON; ON has an "n" like "en" in the icon label.
the	ADJ+EST			Quick access to the frequently used word THE; It takes three letters to spell "THE bEST."
to	TO+VERB			Quick access to the frequently used word TO; TO is shown on the icon.
was	VERB+ED			Quick access to the frequently used verb WAS; WAS is past tense like the icon label "ed."
were	VERB+ING			Quick access to the frequently used verb WERE.
yes	YES			Quick access to the frequently used word YES; Icon name.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
Angels We Have Heard On High	MUSIC	THINK	SPACE	MUSIC = Music-related words; THINK = Christmas songs; Angels We Have Heard On High (SPACE).
Away in a Manger	MUSIC	THINK	BED	MUSIC = Music-related words; THINK = Christmas songs; Away in a Manger (BED).
Baa Baa Black Sheep	MUSIC	LOVE	SUIT	MUSIC = Music-related words; LOVE = Nursery rhymes; Baa Baa Black Sheep (SUIT).
Bingo	MUSIC	LOVE	DOG	MUSIC = Music-related words; LOVE = Nursery rhymes; There was a farmer had a DOG and BINGO was his name.
Jingle Bells	MUSIC	THINK	HOUSE	MUSIC = Music-related words; THINK = Christmas songs; Jingle Bells (HOUSE).
Joy To The World	MUSIC	THINK	SUN	MUSIC = Music-related words; THINK = Christmas songs; Joy (SUN) to the World.
London Bridge	MUSIC	LOVE	YORK	MUSIC = Music-related words; LOVE = Nursery rhymes; London Bridge (YORK).
Mary Had a Little Lamb	MUSIC	LOVE	DICE	MUSIC = Music-related words; LOVE = Nursery rhymes; Mary Had a Little (DICE) Lamb.
Oh Holy Night	MUSIC	THINK	GOD	MUSIC = Music-related words; THINK = Christmas songs; Oh Holy (GOD) Night.
Old MacDonald Had a Farm	MUSIC	LOVE	APPLE	MUSIC = Music-related words; LOVE = Nursery rhymes; Old MacDonald Had a Farm (APPLE).
Silent Night	MUSIC	THINK	NIGHT	MUSIC = Music-related words; THINK = Christmas songs; Silent NIGHT.
Twinkle Twinkle Little Star	MUSIC	LOVE	NIGHT	MUSIC = Music-related words; LOVE = Nursery rhymes; Twinkle, Twinkle, Little Star (NIGHT).
What Child Is This?	MUSIC	THINK	TV	MUSIC = Music-related words; THINK = Christmas songs; What (TV) Child Is This?
What Child Is This?	*MUSIC*	*THINK*	*QUESTION*	*MUSIC = Music-related words; THINK = Christmas songs; What (QUESTION) Child Is This?*
We Wish You a Merry Christmas	MUSIC	THINK	THINK	MUSIC = Music-related words; THINK = Christmas songs; We Wish You a Merry Christmas (THINK).

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
accept	*LOVE*	*THMBS UP*		*LOVE = Loving-related words; The mother ACCEPTs (THUMBS UP) her child's request*
access	*CHAIR*	*SECOND*	*VERB*	*Those with disabilities must have ACCESS (CHAIR) to buildings.*
access	*CHAIR*	*SECOND*	*VERB*	*SECOND = Second level words; Those with disabilities must have ACCESS (CHAIR) to buildings.*
agree	*PEOPLE*	*THMBS UP*		*PEOPLE AGREE and disagree on things.*
ask	*QUESTION*	*VERB*		*To QUESTION is to ASK.*
ask	*QUESTION*	*VERB*		*To QUESTION is to ASK.*
ask	TV	VERB		The question mark (TV) is for ASKing.
be	QUEENBEE	VERB		A BEe is pictured in the QUEENBEE icon.
be	QUEENBEE	VERB		A BEe is pictured in the QUEENBEE icon.
begin	*WATCH*	*SECOND*	*VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
begin	*WATCH*	*SECOND*	*VERB*	*SECOND = Second level words; Set the time (WATCH) at the BEGINning of the race.*
believe	*GOD*	*SECOND*	*VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
believe	*GOD*	*SECOND*	*VERB*	*SECOND = Second level words; Many people BELIEVE in GOD.*
bring	GIRL	VERB		BRING me the paper (GIRL).
bring	GIRL	VERB		BRING me my hat (GIRL).
build	*YORK*	*SECOND*	*VERB*	*SECOND = Second level words; You BUILD a building (YORK).*
build	*YORK*	*SECOND*	*VERB*	*YORK = Building-related words; SECOND = Second level words; You BUILD a building.*
buy	*COMPUTER*	*SECOND*	*VERB*	*SECOND = Second level words; We BOUGHT a COMPUTER.*
buy	*COMPUTER*	*SECOND*	*VERB*	*SECOND = Second level words; We want to BUY a COMPUTER.*
calculate	*WRONG*	*SECOND*	*VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
calculate	*WRONG*	*SECOND*	*VERB*	*WRONG = Math-related words; SECOND = Second level words; You may use a calculator to CALCULATE a math problem.*
call	*PHONE*	*SECOND*	*VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telePHONEs to CALL our friends.*
call	*PHONE*	*SECOND*	*VERB*	*PHONE = Communication-related words; SECOND = Second level words; We use telephones to CALL our friends.*
care	*PEOPLE*	*SECOND*	*VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
care	*PEOPLE*	*SECOND*	*VERB*	*SECOND = Second level words; God CAREs for the PEOPLE.*
charge	VOLT	VERB		CHARGE your batteries with VOLTs.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
charge	VOLT	VERB		CHARGE your batteries with VOLTs.
close	*OPEN*	*THMBS DN*		*OPEN = Chest-related words; Bring the chest lid down (THUMBS DOWN) to CLOSE it.*
color(US)/ colour(UK)	RAINBOW	VERB		You may COLOR/COLOUR a RAINBOW in art class.
color(US)/ colour(UK)	RAINBOW	VERB		You may COLOR/COLOUR a RAINBOW in art class.
colour(UK)/ color(US)/	RAINBOW	VERB		You may COLOUR/COLOR a RAINBOW in art class.
colour(UK)/ color(US)/	RAINBOW	VERB		You may COLOUR/COLOR a RAINBOW in art class.
come	DOG	VERB		The DOG COMEs to you at your command.
come	DOG	VERB		The DOG COMEs to you at your command.
communicate	*FAMILY*	*SECOND*	*VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
communicate	*FAMILY*	*SECOND*	*VERB*	*SECOND = Second level words; The FAMILY COMMUNICATEs with one another.*
cook	KITCHEN	VERB		You COOK in the KITCHEN.
cook	KITCHEN	VERB		You COOK in the KITCHEN.
count	NUMBER	VERB		COUNT the blocks on the NUMBER icon.
count	NUMBER	VERB		COUNT the blocks on the NUMBER icon.
cut	*TIME*	*SECOND*	*VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
cut	*TIME*	*SECOND*	*VERB*	*SECOND = Second level words; You CUT (TIME) the paper.*
dance	*MUSIC*	*SECOND*	*VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
dance	*MUSIC*	*SECOND*	*VERB*	*SECOND = Second level words; It is fun to DANCE to the MUSIC.*
die	X-RAY	VERB		The skull (X-RAY) represent those that DIE.
die	X-RAY	VERB		The skull (X-RAY) represent those that DIE.
disagree	*PEOPLE*	*THMBS DN*		*PEOPLE agree and DISAGREE on things.*
do	REMEMBER	VERB		You say "I DO" (REMEMBER) when you are being married.
do	REMEMBER	VERB		You say "I DO" (REMEMBER) when you are being married.
draw	*GIRL*	*SECOND*	*VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the GIRL.*
draw	*GIRL*	*SECOND*	*VERB*	*GIRL = Art-related words; SECOND = Second level words; DRAW a picture of the girl.*
dress	SUIT	VERB		You DRESS in clothing (SUIT).
dress	SUIT	VERB		You DRESS in clothing (SUIT).
drink	JUICE	VERB		You DRINK JUICE.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
drink	JUICE	VERB		You DRINK JUICE.
drive	TRUCK	VERB		Some people DRIVE a TRUCK.
drive	TRUCK	VERB		Some people DRIVE a TRUCK.
drop	*ELEPHANT*	*THMBS DN*		*Elephants use their trunks to lift or DROP (THUMBS DOWN) things.*
dry	CACTUS	VERB		The desert (CACTUS) is DRY.
dry	CACTUS	VERB		The desert (CACTUS) is DRY.
eat	APPLE	VERB		You may EAT an APPLE.
eat	APPLE	VERB		You may EAT an APPLE.
end	ISLAND	VERB		We have reached the END of our trip (ISLAND).
end	ISLAND	VERB		We have reached the END of our trip (ISLAND).
enjoy	*MASKS*	*SECOND*	*VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing MASKS at Halloween.*
enjoy	*MASKS*	*SECOND*	*VERB*	*MASKS = Feeling-related words; SECOND = Second level words; ENJOY wearing masks at Halloween.*
fall	MOUNTAIN	VERB		Snow FALLs on the MOUNTAIN.
fall	MOUNTAIN	VERB		Snow FALLs on the MOUNTAIN.
feel	MASKS	VERB		The MASKS express emotion or how you FEEL.
feel	MASKS	VERB		The MASKS express emotion or how you FEEL.
figure	WRONG	VERB		FIGURE the math (WRONG) correctly.
figure	WRONG	VERB		FIGURE the math (WRONG) correctly.
find	*ISLAND*	*SECOND*	*VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
find	*ISLAND*	*SECOND*	*VERB*	*SECOND = Second level words; Use the map (ISLAND) to FIND the treasure.*
fly	SPACE	VERB		The rocket FL(Y)ies into outer SPACE.
fly	SPACE	VERB		The rocket FL(Y)ies into outer SPACE.
follow	PEOPLE	VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
follow	PEOPLE	VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
forget	*REMEMBER*	*THMBS DN*		*Sometimes you REMEMBER; sometimes you FORGET (THUMBS DOWN).*
get	MORNING	VERB		We GET up in the MORNING.
get	MORNING	VERB		We GET up in the MORNING.
give	FLOWERS	VERB		Everyone likes to GIVE FLOWERS.
give	FLOWERS	VERB		Everyone likes to GIVE FLOWERS.
go	FROG	VERB		Look at that FROG GO!
go	FROG	VERB		Look at that FROG GO!
grow	*APPLE*	*SECOND*	*VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
grow	*APPLE*	*SECOND*	*VERB*	*APPLE = Food-related words; SECOND = Second level words; You GROW food (APPLE).*
guess	*QUESTION*	*SECOND*	*VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
guess	*QUESTION*	*SECOND*	*VERB*	*SECOND = Second level words; GUESS what's on TV (QUESTION)?*
hang	*SCALES*	*SECOND*	*VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the PHONE (compare hanging sausage).*
hang	*SCALES*	*SECOND*	*VERB*	*SCALES = Weight-related words; SECOND = Second level words; You HANG up the phone (compare hanging sausage).*
happen	*TV*	*SECOND*	*VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
happen	*TV*	*SECOND*	*VERB*	*TV = TV-related words; SECOND = Second level words; Ask what HAPPENed on the TV show.*
hate	*X-RAY*	*SECOND*	*VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls (X-RAY) because they are scary.*
hate	*X-RAY*	*SECOND*	*VERB*	*X-RAY = Skeletal-related words; SECOND = Second level words; Some people HATE skulls because they are scary.*
have	MONEY	VERB		It's always good to HAVE MONEY.
have	MONEY	VERB		It's always good to HAVE MONEY.
hear	EAR	VERB		You HEAR with your EARs.
hear	EAR	VERB		You HEAR with your EARs.
help	MEDICAL	VERB		Medicine (MEDICAL) HELPs you get well.
help	MEDICAL	VERB		Medicine (MEDICAL) HELPs you get well.
hurry	*FROG*	*SECOND*	*VERB*	*FROG = Movement-related words; SECOND = Second level words; The FROG is going fast (VOLT); he's in a HURRY.*
hurry	*FROG*	*SECOND*	*VERB*	*FROG = Movement-related words; SECOND = Second level words; The frog is going fast; he's in a HURRY.*
hurt	*MEDICAL*	*SECOND*	*VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need MEDICAL help if you get HURT.*
hurt	*MEDICAL*	*SECOND*	*VERB*	*MEDICAL = Health-related words; SECOND = Second level words; You may need medical help if you get HURT.*
join	FAMILY	VERB		A FAMILY is a group JOINed together.
join	FAMILY	VERB		A FAMILY is a group JOINed together.
keep	*OPEN*	*SECOND*	*VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest (OPEN).*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
keep	*OPEN*	*SECOND*	*VERB*	*OPEN = Chest-related words; SECOND = Second level words; You KEEP some of your favorite treasures in a chest.*
kiss	*LOVE*	*SECOND*	*VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved (LOVE).*
kiss	*LOVE*	*SECOND*	*VERB*	*LOVE = Loving-related words; SECOND = Second level words; A KISS often makes you feel loved.*
know	KNOW	VERB		Icon name.
know	KNOW	VERB		Icon name.
laugh	*SUN*	*SECOND*	*VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The SUN icon shows a LAUGHing face.*
laugh	*SUN*	*SECOND*	*VERB*	*SUN = Words related to facially expressed emotions; SECOND = Second level words; The sun icon shows a LAUGHing face.*
learn	*KNOW*	*SECOND*	*VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN (KNOW) a new skill.*
learn	*KNOW*	*SECOND*	*VERB*	*KNOW = School-related words; SECOND = Second level words; You can LEARN a new skill.*
leave	EXIT	VERB		To LEAVE is to EXIT.
leave	EXIT	VERB		To LEAVE is to EXIT.
let	POLICE	VERB		LET us play cops (POLICE) and robbers.
let	POLICE	VERB		LET us play cops (POLICE) and robbers.
lift	*ELEPHANT*	*THMBS UP*		*ELEPHANT = Words related to what an elephant does with his trunk; ELEPHANTs use their trunks to LIFT (THUMBS UP) or drop things.*
light	*MORNING*	*SECOND*	*VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises (MORNING), it turns the darkness of night into the LIGHT of day.*
light	*MORNING*	*SECOND*	*VERB*	*MORNING = Morning-related words; SECOND = Second level word; As the sun rises, it turns the darkness of night into the LIGHT of day.*
like	SUN	VERB		The SUN is happy and LIK(E)able.
like	SUN	VERB		The SUN is happy and LIK(E)able.
listen	*EAR*	*SECOND*	*VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your EARs.*
listen	*EAR*	*SECOND*	*VERB*	*EAR = Hearing-related words; SECOND = Second level word; LISTEN with your ears.*
live	HOUSE	VERB		Home (HOUSE) is where you LIVE.
live	HOUSE	VERB		Home (HOUSE) is where you LIVE.
look	EYE	VERB		We LOOK at things with our EYEs.
look	EYE	VERB		We LOOK at things with our EYEs.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
lose	*DICE*	*THMBS DN*		*DICE = Game-related words; You may signal THUMBS DOWN if you LOSE a game.*
love	LOVE	VERB		Icon name.
love	LOVE	VERB		Icon name.
make	GOD	VERB		You can MAKE a shape (GOD) on your paper.
make	GOD	VERB		You can MAKE a shape (GOD) on your paper.
match	*DICE*	*SECOND*	*VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of DICE MATCH.*
match	*DICE*	*SECOND*	*VERB*	*DICE = Game-related words; SECOND = Second level words; The pair of dice MATCH.*
mean	*WANTED*	*SECOND*	*VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
mean	*WANTED*	*SECOND*	*VERB*	*SECOND = Second level words; The criminal (WANTED) didn't MEAN to do it.*
measure	*TRIANGLE*	*SECOND*	*VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the TRIANGLE ruler to MEASURE.*
measure	*TRIANGLE*	*SECOND*	*VERB*	*TRIANGLE = Measurement-related words; SECOND = Second level words; You can use the triangle ruler to MEASURE.*
meet	ELEPHANT	VERB		The ELEPHANTs' trunk and tail MEET.
meet	ELEPHANT	VERB		The ELEPHANTs' trunk and tail MEET.
mind	*QUEENBEE*	*SECOND*	*VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
mind	*QUEENBEE*	*SECOND*	*VERB*	*SECOND = Second level words; I don't MIND the QUEENBEE.*
mix	*KITCHEN*	*SECOND*	*VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the KITCHEN.*
mix	*KITCHEN*	*SECOND*	*VERB*	*KITCHEN = Cooking-related words; SECOND = Second level words; You MIX the cake in the kitchen.*
move	*TRUCK*	*SECOND*	*VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van (TRUCK).*
move	*TRUCK*	*SECOND*	*VERB*	*TRUCK = Transportation-related words; SECOND = Second level words; You may MOVE using a moving van.*
need	UMBRELLA	VERB		An UMBRELLA is NEEDed when it rains.
need	UMBRELLA	VERB		An UMBRELLA is NEEDed when it rains.
open	*OPEN*	*THMBS UP*		*OPEN = Chest-related words; The chest is OPEN (THUMBS UP).*
own	*HOUSE*	*SECOND*	*VERB*	*SECOND = Second level words; With money, a HOUSE may someday be your OWN.*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
own	*HOUSE*	*SECOND*	*VERB*	*SECOND = Second level words; Someday you may OWN a HOUSE.*
paint	*RAINBOW*	*SECOND*	*VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your HOUSE.*
paint	*RAINBOW*	*SECOND*	*VERB*	*RAINBOW = Art-related words; SECOND = Second level words; PAINT your house.*
pay	*MONEY*	*SECOND*	*VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much MONEY, crime doesn't PAY.*
pay	*MONEY*	*SECOND*	*VERB*	*MONEY = Money-related words; SECOND = Second level words; For no matter how much money, crime doesn't PAY.*
play	DICE	VERB		You may PLAY a game (DICE).
play	DICE	VERB		You may PLAY a game (DICE).
pull	*ELEPHANT*	*SECOND*	*VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One ELEPHANT is PULLing the other.*
pull	*ELEPHANT*	*SECOND*	*VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; One elephant is PULLing the other.*
push	*POLICE*	*SECOND*	*VERB*	*ELEPHANT = Words related to what an elephant does with his trunk; SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
push	*POLICE*	*SECOND*	*VERB*	*SECOND = Second level words; The POLICE will PUSH with their hands if they need to do so.*
put	OPEN	VERB		A chest (OPEN) is for PUTting riches into.
put	OPEN	VERB		A chest (OPEN) is for PUTting riches into.
rain	*UMBRELLA*	*SECOND*	*VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an UMBRELLA in the RAIN.*
rain	*UMBRELLA*	*SECOND*	*VERB*	*UMBRELLA = Weather-related words; SECOND = Second level words; You use an umbrella in the RAIN.*
read	BOOK	VERB		You READ BOOKs.
read	BOOK	VERB		You READ BOOKs.
relax	SNAIL	VERB		The SNAIL is slow and RELAXed.
relax	SNAIL	VERB		The SNAIL is slow and RELAXed.
remember	*REMEMBER*	*SECOND*	*VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
remember	*REMEMBER*	*THMBS UP*		*Sometimes you REMEMBER; sometimes you forget.*
remember	*REMEMBER*	*SECOND*	*VERB*	*REMEMBER = Hand-related words; SECOND = Second level words; Icon name.*
rest	*BED*	*SECOND*	*VERB*	*BED = Sleeping-related words; SECOND = Second level words; You play to help you REST (BED).*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
rest	*BED*	*SECOND*	*VERB*	*BED = Sleeping-related words; SECOND = Second level words; You can REST in your bed.*
return	*RETURN*	*SECOND*	*VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
return	*RETURN*	*SECOND*	*VERB*	*RETURN = Repetitious movement-related words; SECOND = Second level words; Icon name.*
ride	ZEBRA	VERB		You may RIDE on a horse or a ZEBRA.
ride	ZEBRA	VERB		You may RIDE on a horse or a ZEBRA.
run	*SHOE*	*SECOND*	*VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
run	*SHOE*	*SECOND*	*VERB*	*SHOE = Sports-related words; SECOND = Second level words; Some RUN as fast as lightning.*
say	PHONE	VERB		SAY is the most basic verb of communication (PHONE).
say	PHONE	VERB		SAY is the most basic verb of communication (PHONE).
see	*EYE*	*SECOND*	*VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both EYEs.*
see	*EYE*	*SECOND*	*VERB*	*EYE = Sight-related words; SECOND = Second level words; You SEE with both eyes.*
shine	*NIGHT*	*SECOND*	*VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at NIGHT.*
shine	*NIGHT*	*SECOND*	*VERB*	*NIGHT = Night-related words; SECOND = Second level words; Stars SHINE at night.*
shower	*BATH*	*SECOND*	*VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean (BATH) yourself by taking a SHOWER.*
shower	*BATH*	*SECOND*	*VERB*	*BATH = Cleaning-related words; SECOND = Second level words; You can clean yourself by taking a SHOWER.*
sing	MUSIC	VERB		You read MUSICal notes to SING.
sing	MUSIC	VERB		You read MUSICal notes to SING.
sit	CHAIR	VERB		A CHAIR is to SIT on.
sit	CHAIR	VERB		A CHAIR is to SIT on.
sleep	BED	VERB		A BED is to SLEEP in.
sleep	BED	VERB		A BED is to SLEEP in.
speak	*DOG*	*SECOND*	*VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*
speak	*DOG*	*SECOND*	*VERB*	*SECOND = Second level words; The newspaper (DOG) SPEAKs out on today's issues.*

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
spell	*NAME*	*SECOND*	*VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters (STOP).*
spell	*NAME*	*SECOND*	*VERB*	*NAME = Writing-related words; SECOND = Second level words; You SPELL your name with letters.*
start	WATCH	VERB		The stopWATCH is activated at the START of a race.
start	WATCH	VERB		The stopWATCH is activated at the START of a race.
stay	*EXIT*	*SECOND*	*VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the DOG to STAY.*
stay	*EXIT*	*SECOND*	*VERB*	*EXIT = Destination-related words; SECOND = Second level words; Ask the dog to STAY.*
stop	STOP	VERB		Icon name.
stop	STOP	VERB		Icon name.
store	COMPUTER	VERB		You can STORE things in a COMPUTER.
store	COMPUTER	VERB		You can STORE information in a COMPUTER.
study	*BOOK*	*SECOND*	*VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a BOOK.*
study	*BOOK*	*SECOND*	*VERB*	*BOOK = Reading-related words; SECOND = Second level words; You STUDY a book.*
swallow	*JUICE*	*SECOND*	*VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW your drink (JUICE).*
swallow	*JUICE*	*SECOND*	*VERB*	*JUICE = Drinking-related words; SECOND = Second level words; You SWALLOW JUICE.*
swim	BOY	VERB		The BOY is about to go SWIMming.
swim	BOY	VERB		The BOY is about to go SWIMming.
take	TIME	VERB		TAKE your TIME.
take	TIME	VERB		TAKE your TIME.
talk	SENTENCE	VERB		The two people in the SENTENCE icon are TALKING to each other
talk	SENTENCE	VERB		The two people in the SENTENCE icon are TALKING to each other.
tell	*SENTENCE*	*SECOND*	*VERB*	*SENTENCE = Sentences; SECOND = Second level words; I am going to TELL (SENTENCE) mommy on you.*
tell	*SENTENCE*	*SECOND*	*VERB*	*SECOND = Second level words; I'm going to TELL mommy on you.*
thank	*FLOWERS*	*SECOND*	*VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given FLOWERS.*
thank	*FLOWERS*	*SECOND*	*VERB*	*FLOWERS = Greeting-related words; SECOND = Second level words; You say "THANKs" when you are given flowers.*
think	THINK	VERB		Icon name.

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
think	THINK	VERB		Icon name.
to	TO+VERB	TO+VERB		Quick access to the frequently used word TO; TO is shown on the icon.
try	TRIANGLE	VERB		TRY sounds like TRIANGLE.
try	TRIANGLE	VERB		TRY sounds like TRIANGLE.
turn	RETURN	VERB		The arrows (RETURN) are TURNing.
turn	RETURN	VERB		The arrows (RETURN) are TURNing.
understand	*THINK*	*SECOND*	*VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
understand	*THINK*	*SECOND*	*VERB*	*THINK = Thinking-related words; SECOND = Second level words; Knowledge may help you to UNDERSTAND.*
use	*HAMMER*	*SECOND*	*VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
use	*HAMMER*	*SECOND*	*VERB*	*HAMMER = Work-related words; SECOND = Second level words; You USE your brain to think.*
wait	*STOP*	*SECOND*	*VERB*	*STOP = Stopping-related words; SECOND = Second level words; The STOP sign makes you WAIT.*
wait	*STOP*	*SECOND*	*VERB*	*STOP = Stopping-related words; SECOND = Second level words; The stop sign makes you WAIT.*
walk	SHOE	VERB		You wear SHOEs to WALK.
walk	SHOE	VERB		You wear SHOEs to WALK.
want	WANTED	VERB		The WANTED icon shows a WANTed criminal.
want	WANTED	VERB		The WANTED icon shows a WANTed criminal.
wash	BATH	VERB		Take a BATH to WASH yourself.
wash	BATH	VERB		Take a BATH to WASH yourself.
watch	TV	VERB		Many people WATCH TV.
watch	*TV*	*VERB*		*Many people WATCH TV.*
wear	*SUIT*	*SECOND*	*VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing (SUIT).*
wear	*SUIT*	*SECOND*	*VERB*	*SUIT = Clothing-related words; SECOND = Second level words; You WEAR clothing.*
weigh	SCALES	VERB		You may WEIGH the sausage on the SCALES.
weigh	SCALES	VERB		You may WEIGH the sausage on the SCALES.
welcome	YORK	VERB		WELCOME to YORK city.
welcome	YORK	VERB		WELCOME to YORK city.
win	*DICE*	*THMBS UP*		*DICE = Game-related words; You may signal THUMBS UP if you WIN a game.*
wish	NIGHT	VERB		Some people WISH upon a star (NIGHT).

Italicized words are available in the extended vocabulary.

Unity Condensed Version
Vocabulary for Overlay Three/Four

Message	Icon 1	Icon 2	Icon 3	Rationale
wish	NIGHT	VERB		Some people WISH upon a star (NIGHT).
work	HAMMER	VERB		Building with a HAMMER is WORK.
work	HAMMER	VERB		Building with a HAMMER is WORK.
write	NAME	VERB		You WRITE your NAME.
write	NAME	VERB		You WRITE your NAME.

Italicized words are available in the extended vocabulary.