
Unity[®] for SpringBoard[™]

PRENTKE ROMICH COMPANY

Corporate Headquarters:

1022 Heyl Rd.

Wooster, Ohio 44691

Sales: 1-800-262-1933

Service: 1-800-262-1990

Fax: 330-263-4829

E-Mail Address: info@prentrom.com

Web Site Address: www.prentrom.com

Worldwide Headquarters:

Prentke Romich International, Ltd.

Minerva House • Minerva Business Park

Peterborough • Cambs. • PE2 6FT • UK

Fax: 44 1733 370470

E-Mail Address: info@prentromint.com



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The Evaluation Protocol used on the SpringBoard uses elements based on an original concept and design by Gail Van Tatenhove, and this modified version is used with her permission. The original Protocol is available for general assessment use at <http://www.vantatenhove.com>

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The SpringBoard Communication Aid



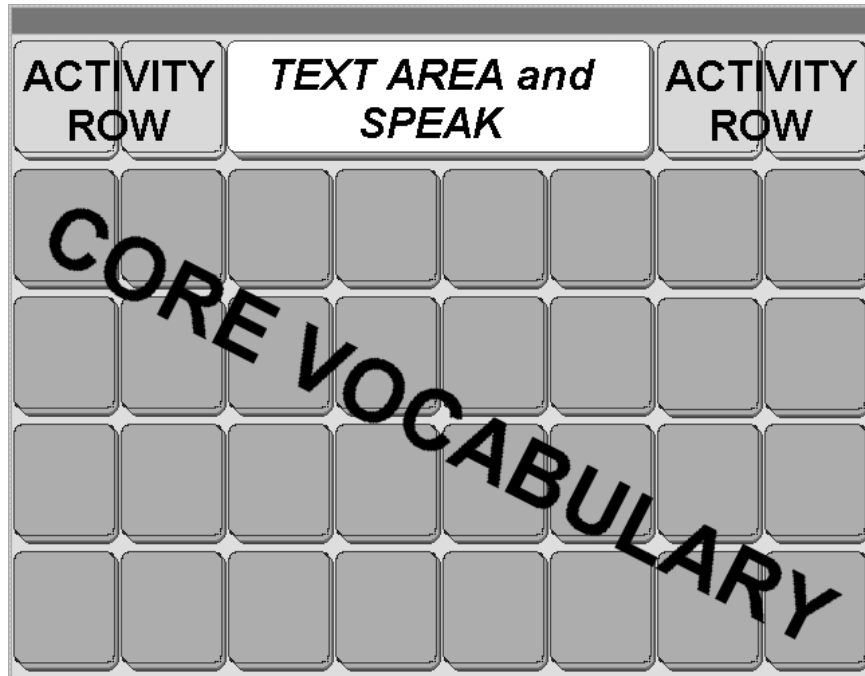
**Up and Running with
Unity® for SpringBoard™**

What is in my SpringBoard?

Summary:

The SpringBoard communication aid gives you different options for where to start with a client. The "Exploration Wizard" helps you (a) decide on how you client can access the device and (b) choose a vocabulary set

Welcome to the SpringBoard communication aid. Before we take a closer look at the pre-stored vocabulary options available to you, let's define some of the words we'll be using. First, here is the general layout of the screen:



Activity Row—the top row of the display contains two keys on either side of the Text Area and these keys are referred to as the *Activity Row*. These will contain special items related to specific Activities or Topics. The content of these keys will change frequently either by selecting them directly or by using keys in the Core Vocabulary.

Dynamic Activity—when an Activity appears in the Activity Row as a result of activating a key in the Core, it is called a *Dynamic Activity*. Typically, a Dynamic Activity will appear until a selection is made, then it will disappear leaving the original Activity in place.

Static Activity—when an Activity is permanently in the Activity Row, it is called a *Static Activity*. A Dynamic Activity can temporarily mask a Static Activity until a selection is made. At that point, the Dynamic Activity disappears and the original Static Activity is seen.

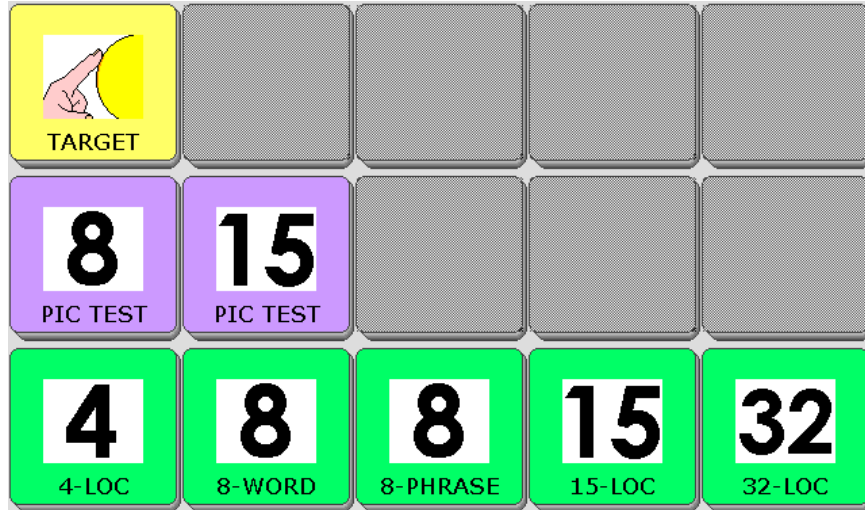
Core Vocabulary—the four rows under the Activity Row contain 32 keys and are collectively referred to as the *Core Vocabulary*. This area typically contains vocabulary items that are used *frequently* and across situations. Although the Activity Row items may change often, Core Vocabulary stays the same, unless you reprogram it.

Text Area—the top center of the display contains an area where Text will appear. The Text Area can contain either two or three lines of text, depending on how you have set this feature up in the Toolbox.

Selecting the Text Area will speak all the vocabulary produced since the last time *Clear Display* was selected. This allows you to build sentences from single words.

Using the “Exploration Wizard” to decide where to start.

When you first turn on your SpringBoard, you will see a 15-location screen that gives you a number of options. Here’s what it looks like:



This is the “Exploration Wizard,” which lets you explore Targeting Ability, Picture Recognition, Associations, and Vocabulary Options.

The TARGET Test; “Chase the Rabbit”

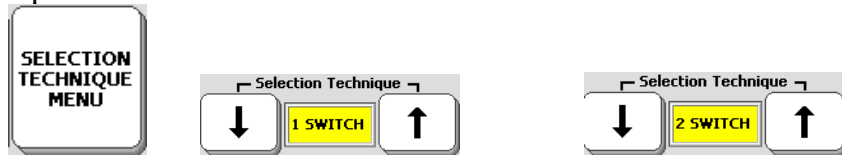
Summary:

If you are unsure whether to use 4-, 8-, 15-, or 32-locations, you can use the “Chase the Rabbit” game to test your accuracy with key selection.

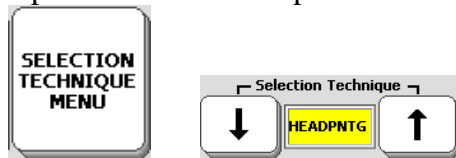
Select the TARGET key and give the device to your client. He or she should then select the rabbit as it moves around the screen. During the chase, the key size will move from 4 key locations, through 8 and 15, to 32 keys.

For ***DIRECT SELECTION***, simply follow the rabbit by pressing the keys.

For ***SWITCH SELECTION***, change the SpringBoard’s selection technique to 1 SWITCH or 2 SWITCH and then try to follow the rabbit. You may need to spend some time modifying the selection technique to find the right speed or technique. Refer to the Operator Manual for details on how to do this.



For ***OPTICAL HEAD-POINTING***, change the SpringBoard Selection Technique option to HEADPNTG. Refer to your Operator Manual for specific details on how to adjust settings.



If your client begins to have difficulty at any particular level, this suggests you may want to start at the previous key size. So, if he or she begins to fail at 32 locations, then starting with the 15-location vocabulary is indicated.

The Picture Test.

Summary:

To help identify an individual's ability to work with pictures, a simple association test is provided. There are two versions available – an 8-key and a 15-key arrangement. Also included with the SpringBoard package is a Scoring Sheet.

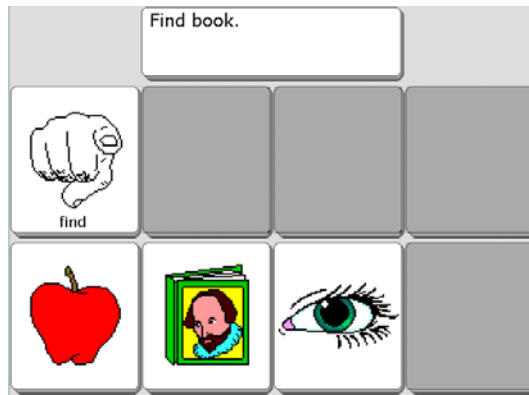
The individual doing the exploration should start by selecting either the 8- or 15-location assessment depending on which you think is the more physically or visually appropriate.



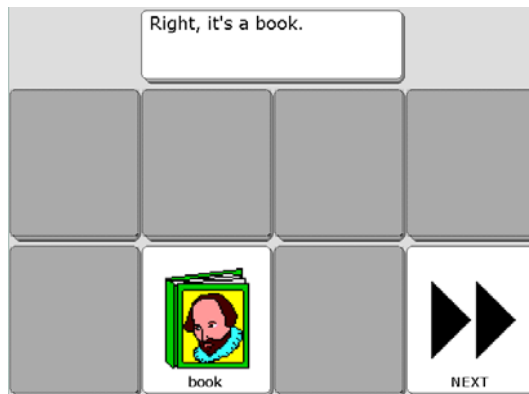
Then follow the instruction on the screen and allow the client to respond. Record responses on the Scoring Sheet (copy included as Appendix 1).

The Picture Test is NOT a standardized evaluation, but a qualitative assessment that will provide some information on a client's ability to *recognize* and *use* pictures. It also gives basic information about an individual's ability to *categorize*. When completed, the Scoring Sheet will provide useful data that will guide Clinicians, Teachers, and AT Specialists in setting-up the SpringBoard prior to implementing a specific program of intervention for an individual.

8-location example screen



Hit the FIND key and the Target Item appears on the screen. In the example above, it is “Find book.” If the correct item is selected, a response will appear in the Text Area.




The NEXT key moves on to the next item. Follow the test through to the end, recording all responses on the Scoring Sheet.

15-location Example screen



Hit the FIND key and the Target Item appears on the screen. In the example above, it is “Find dog.” If the correct item is selected, a response will appear in the Text Area.



The  key moves on to the next item. Follow the test through to the end, recording all responses on the Scoring Sheet.

4-, 8-, 15-, and 32-location options – “I know where I want to start.”

Summary:

If you are already fairly sure of what size keyboard you wish to start with, all you need do is select the appropriate key. This will take you directly to a new User Area with a specific vocabulary set already programmed.

Areas 1 through 5 of the SpringBoard contain different overlay sizes with different, though integrated, vocabularies. If you already know that your client is able to access 15 locations, but not 32, then you can go straight to that Area and begin work.

You may also want to simply explore the options available.

If you want to get back to the “Exploration Wizard,” go to the Toolbox, select CHOOSE OVERLAY MENU, then SWITCH USER AREA, and finally **Exploration Wizard**. Hit the OK key a couple of times and you should find yourself back at the “Exploration Wizard” overlay.

See you *Operator’s Manual* for more details on User Areas.

Color-coding conventions.

Summary:

The Unity vocabularies sometimes use Color-coding to make the system easier to learn. When you're customizing your vocabulary, use these codes when necessary.

To make it easier to learn the vocabularies in the SpringBoard, color-coding has been used. Here are the conventions:

ORANGE – Category Names on Pages.

YELLOW – Pronouns.

PURPLE – Fringe Vocabulary on Pages that is NOT in Core.

RED – Functions e.g. Volume Up/Down.

BLUE – Link to a Page that has other Links.

As you explore the vocabularies, you'll get a chance to see in more detail how the color-coding works. Try selecting some of the color-coded keys to see what happens.

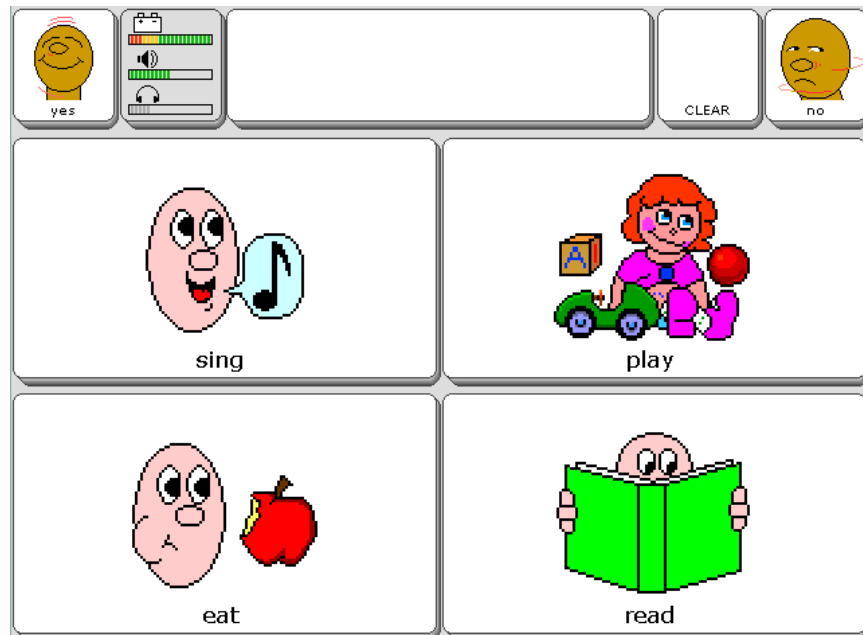


4-LOCATION VOCABULARY

4-Location Vocabulary

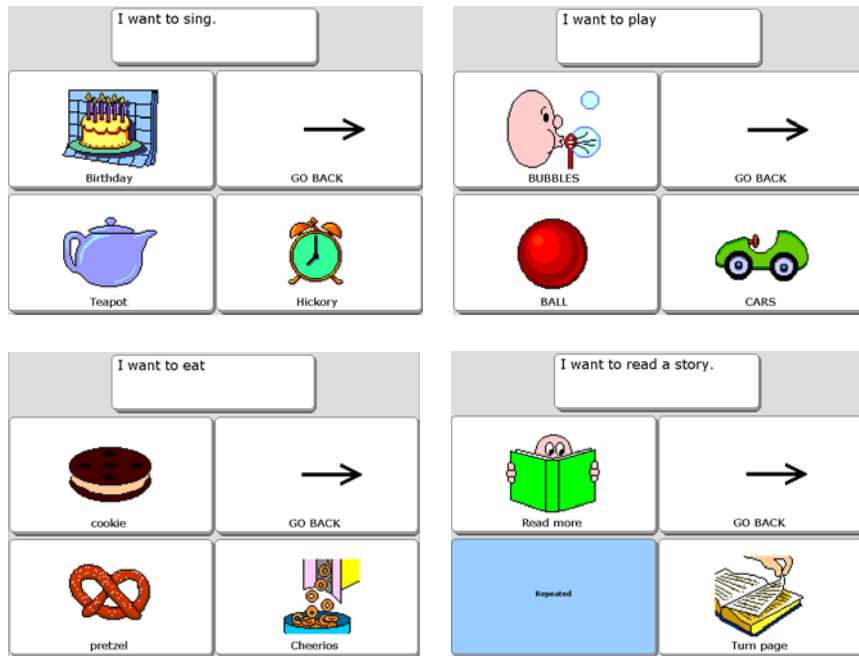
Summary:

For individuals new to using a communication device, who also have some difficulty with smaller keys, the 4-Location vocabulary is a good choice. With very few keystrokes, you can be singing, playing, reading, and making food choices. The vocabulary can be easily customized for favorite items.



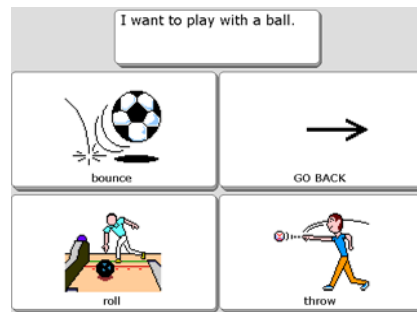
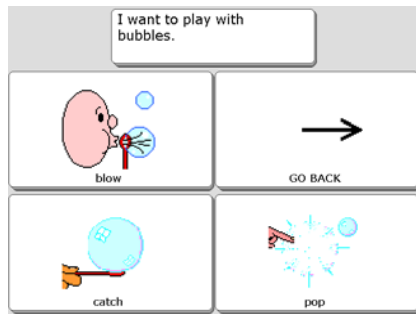
Select one of the Core keys and you will be offered a choice of vocabulary items.

The “Sing” key gives your three song possibilities. You can always change these and record in new favorites. The “Play” key brings up three separate activities. Hitting the “Eat” key gives you the message “I want to eat...” followed by the choice of three items; again, you can customize these for personal preferences. Finally, the “Read” option lets you take part in the reading of any book, the vocabulary giving you control over telling the reader when to turn the page, encourage more reading, or even program in repeated lines.



The “GO BACK” key does exactly that – takes you back to the original Core vocabulary.

Here is a specific example of the options offered when you select the “Play” keys of BUBBLES, BALL, and CARS.:



Try these Pages to see how they work.

Try these examples

Summary:

Here are some sentences for you to find. When you have completed them, invent some new options.

“I want to eat Cheerios.”

“I want to play with cars.”

“I want to read a story.”

“I want to play with a ball.”

“Roll the ball.”

“Bounce the ball.”

“Go fast.”

“It’s gonna crash!”

“Turn the page.”

“Read more.”

Take a look at the 4-location Vocabulary Sort on page 54 to see what is currently available. Think about how you are going to customize your SpringBoard to modify present Pages and add new ones.

Now you’ve explored the 4-location vocabulary, consider looking at the 8-location phrase-based overlay or the 8-location word-based arrangement.



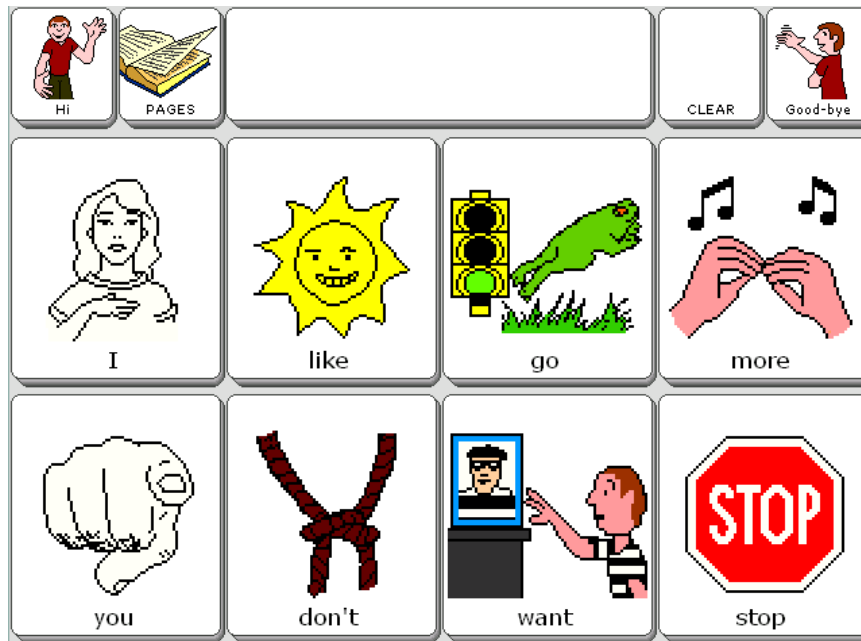
**8-LOCATION VOCABULARY:
SINGLE WORDS**

8-Location Word-based Vocabulary

Summary:

To become a truly independent communicator, an individual needs to be able to build novel sentences from single words. The 8-location Word-based vocabulary is a simple starting point for teaching this skill. Although the vocabulary is very small, it can be used across many situations and with many Activities. There are also a number of fun Page-based Activities available.

The 8-location Word-based option Core vocabulary looks like this;



8-Location Overlay: Word-based

Try these examples

Summary:

Here are some sentences for you to find. When you have completed them, invent some new options.

You can build simple sentences by choosing the appropriate keys.
Try to say the following:

“I like you.”

“I want more.”

“Don’t go.”

“Don’t stop.”

“I don’t want stop.”

If you are able to access the smaller keys in the Activity Row, you can make even more sentences.

“I want to play a game.”

“You stop playing.”

“Don’t you like swimming?”

“I want go for a walk.”


These simple sentences help to develop sequencing, both visual and auditory.

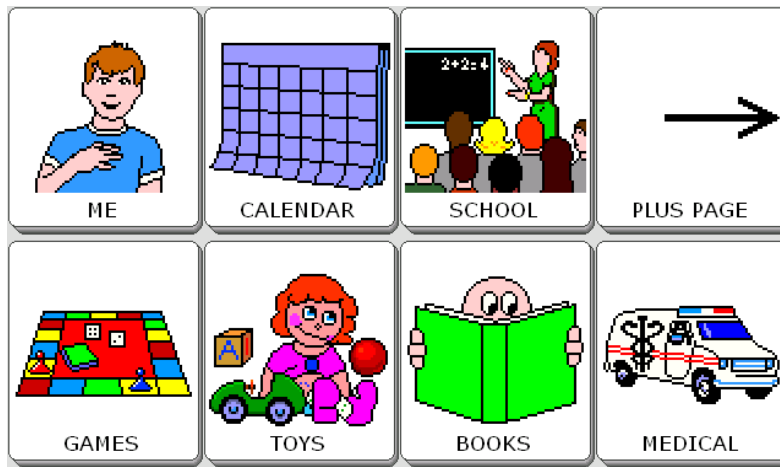
Take a look at the 8-location Vocabulary Sort on page 60 to see what is currently available. Think about how you are going to customize your SpringBoard to modify present Pages and add new ones.

Fun Pages to encourage interaction

Summary:

The single-word option includes some Fun Pages that are quick and easy to use, and which promote interactive communication. Explore these to see what is available and think of ways to customize your own.

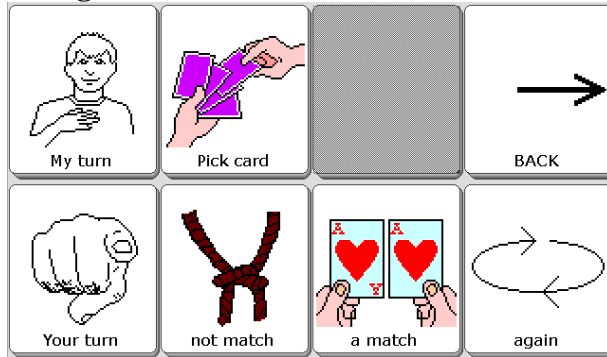
In the Activity Row is a key called PAGES  that you can select to take you to a screen with a number of options.



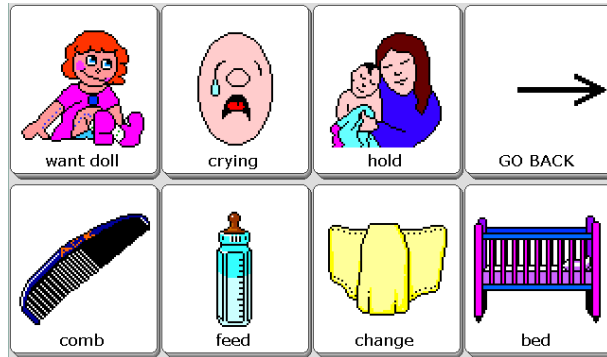
The Pages here are essentially the same as those you'll find with the 8-location phrase-based vocabulary, so if you learn one 8-location overlay, you'll be well on your way to knowing how the other works.

Take a look at the following specific examples of Pages.

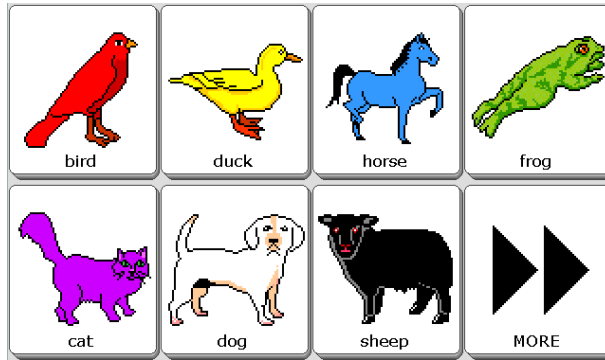
Card-Matching Game: choose PAGES – GAMES - MATCH



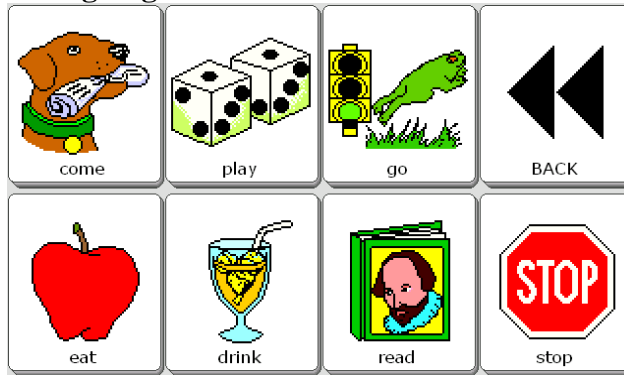
Playing with Dolls: choose PAGES – TOYS - DOLLS



Read Brown Bear: PAGES – BOOKS – BROWN BEAR

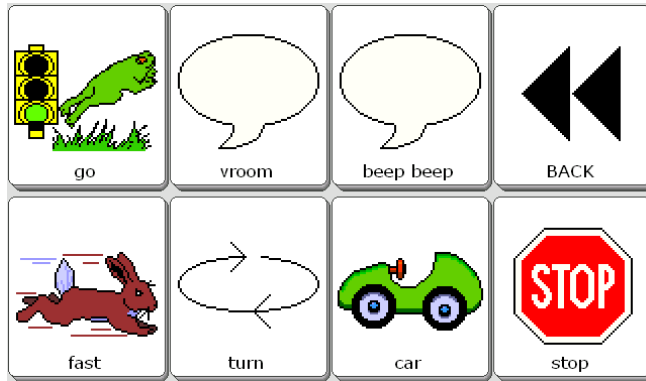


Unity Teaching Page: PAGES – TOYS – TEACH -- VERBS



The Unity Teaching Pages can be used to teach Unity icons in conjunction with a power point slide show of easy-reading books that have been written to teach Unity. To obtain a copy of the CD with the power point slides, ask your PRC consultant or call 1-800-848-8008.

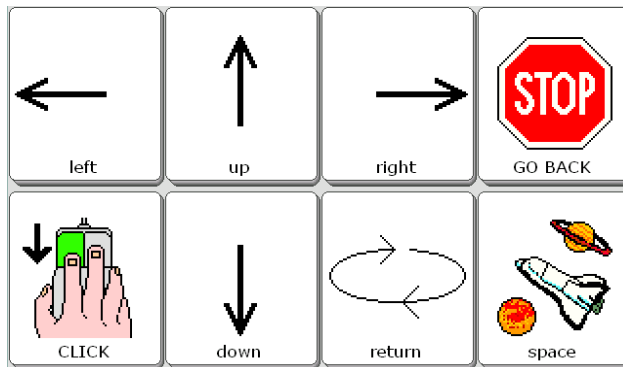
IR Car Page: PAGES – TOYS – TEACH – IR CAR



The “go” and “turn” keys on this page will activate an infrared toy, the IR Car. For more information about the IR Car, see the SpringBoard manual.

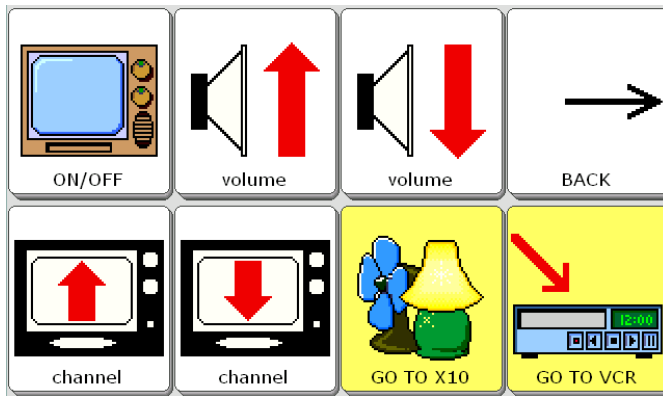
Computer Access and Remotes Pages.

PAGES – PLUS PAGE – COMPUTER



Your new SpringBoard can become an alternated keyboard to a computer. Refer to your SpringBoard Manual to set up computer access. Then use this page in a word processor to move the cursor, do a click, return, and space. The Stop Sign takes you back to core vocabulary.

PAGES – PLUS PAGE – REMOTES



Refer to your SpringBoard Manual to learn how to program your TV and VCR remote commands into your SpringBoard, then the SpringBoard user can use this page as a remote control. The X-10 commands for Unit 1 are already programmed.

If you feel you've explored all you need at this level, take a look at the 8-location phrase-based vocabulary to see how it differs. If you think 8-location is too simple, make the step up to 15 locations.

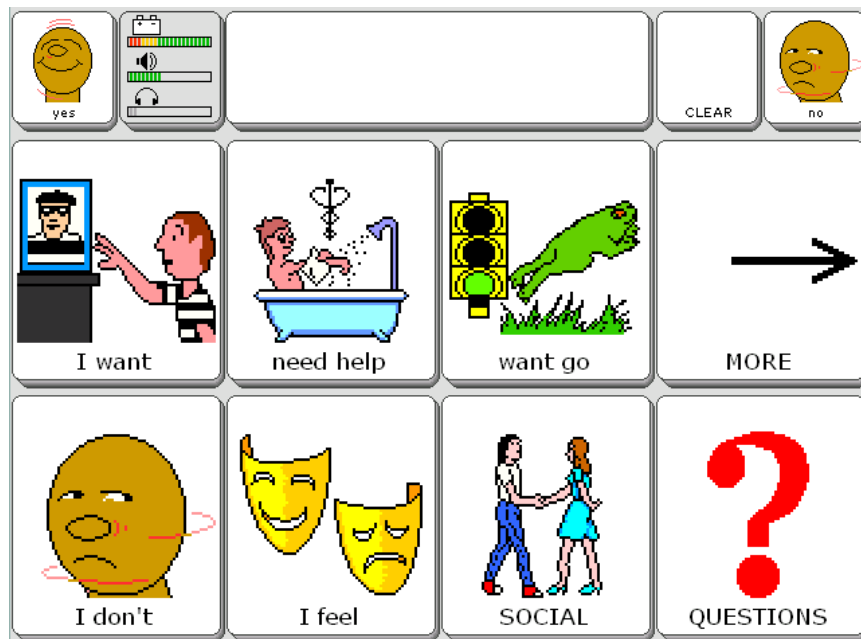
8-LOCATION PHRASE-BASED VOCABULARY

8-Location Phrase-based Vocabulary

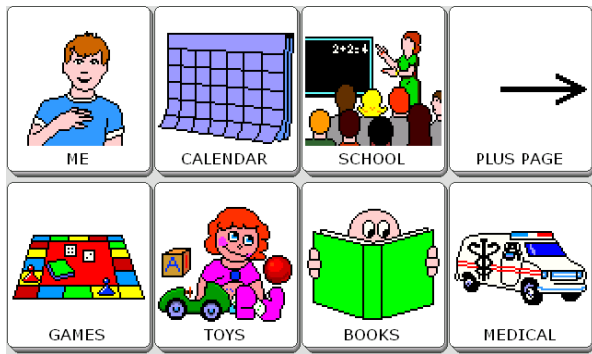
Summary:

For clients who cannot physically or visually handle more than 8 large keys, there are two 8-location options available. The Phrase-based vocabulary enables you to build short, complete sentences with two keystrokes. It isn't as flexible as using single words to make completely novel sentences, but it may be a good starting point for someone needing quick reinforcement with little effort.

When you choose the 8-location phrase-based option, the Core vocabulary looks like this:



if you hit the MORE key, you find another set of items:



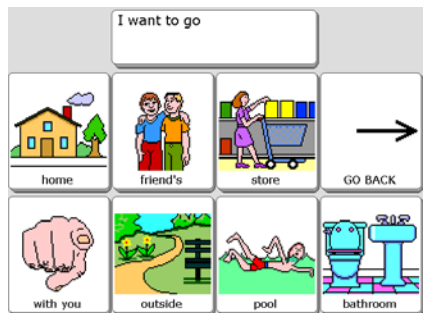
Here are the screens that you will see if you select any of the first 6 keys from the first Core screen:



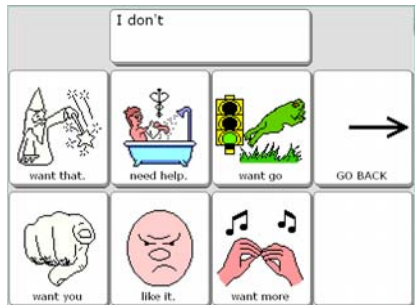
“I want...”



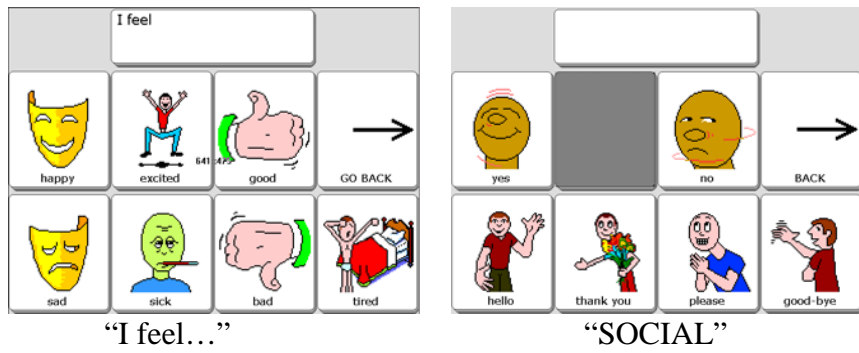
“Need help”



“I want go...”



“I don't...”



Teaching Core Page, IR Car page, Computer Access and Remotes page are the same as in the SB Unity 8-Word user area, see pages 33-35 of this manual.

Try these examples

Summary:

Here are some sentences for you to find. When you have completed them, invent some new options.

If you want to see how easy it is to generate some basic phrases, try making the following:

“I want to watch TV.”

“I need help with my drink.”

“I want to go to my friend’s house.”

“I feel tired.”

“I don’t like it.”

“I want more.”

“Thank you.”

“What are we going to do today?”

“I want to go home.”

“What do you want to do?”

“I want to go to the store.”

“I don’t need help.”

“Thank you.”

“I’m not so good.”

“Good-bye.”

Fun Pages to encourage interaction

Summary:

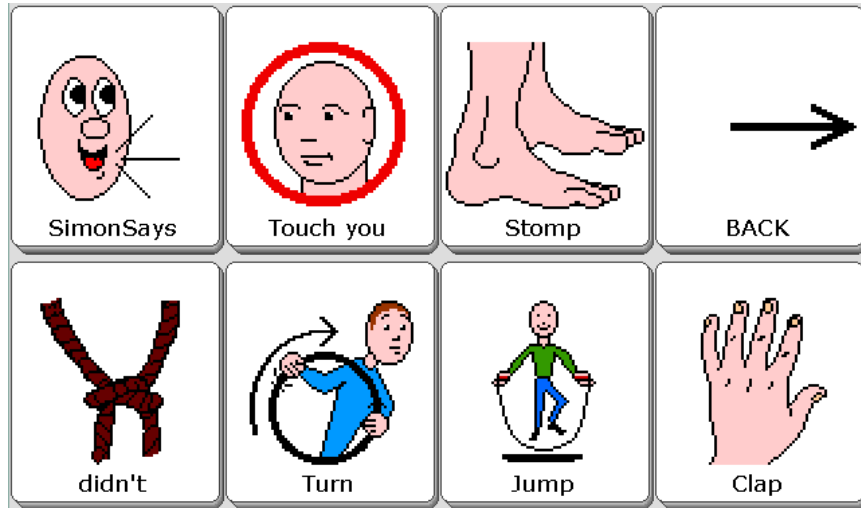
It is important for anyone starting out with an augmentative communication system that they get reinforced for what they achieve. The 8-location Phrase-based overlay provides some Fun Pages that are quick and easy to use, and which promote interactive communication.

Press the MORE key, then the GAMES key to see the following screen:



Now select the “Simon Says” key.


Now you're ready to play "Simon Says!"





Select "Simon Says" followed by another key to issue an instruction.

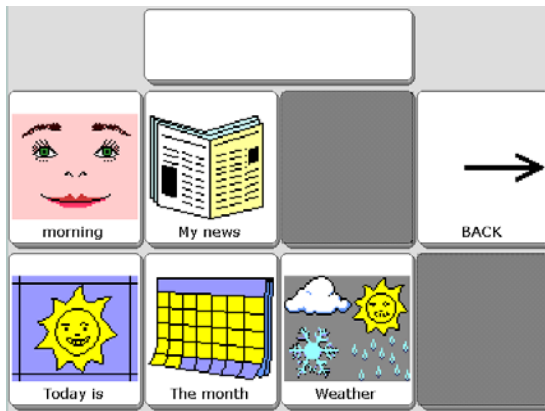
  "Simon Says: Stomp your feet!"

  "Simon Says: Clap your hands!"

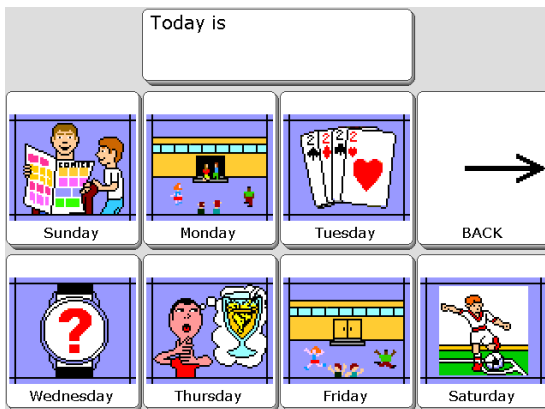
 "Touch your head."

  "Simon didn't say touch your head!"

You can even do more complex tasks such as saying what the day is. Select MORE then CALENDAR and you'll see this overlay:


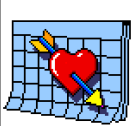

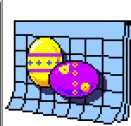









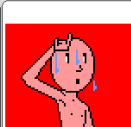

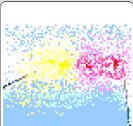


Then select “Today is...”



Now choose the day to say “Today is Wednesday.”

Finally, you can add the month and talk about the weather!

The month is			
 January	 February	 March	 April
 May	 June	 July	 MORE

The weather is			
 sunny	 cloudy	 rainy	 hot
 windy	 foggy	 snowy	 cold

If you feel you've explored all you need at this level, take a look at the 8-location word-based vocabulary to see how it differs. If you think 8-location is too simple, make the step up to 15 locations.

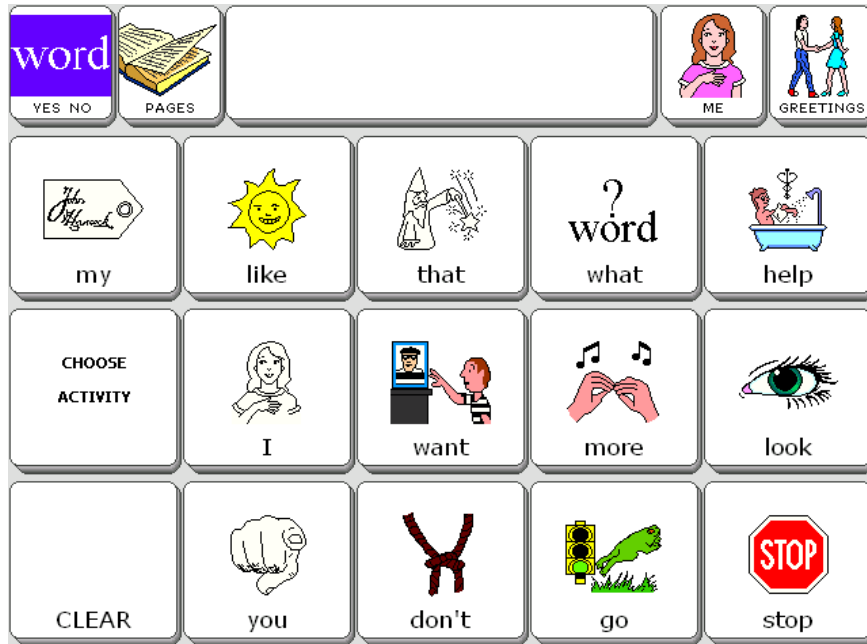
15-LOCATION VOCABULARY

15-Location Word-based Vocabulary

Summary:

The individual who is able to access a 15-location keyboard has more efficient access to vocabulary than using only 8 locations. The ability to build sentences from single words is a skill that an individual needs to acquire to become a truly independent communicator. This 15-location Word-based vocabulary is a simple starting point for teaching this skill. Although the vocabulary is very small, it can be used across many situations and with many Activities. There are also some special Page-based Activities included.

The 15-location Word-based option Core vocabulary looks like this;



15-Location Overlay

Select keys to speak individual words and build sentences. See if you can make the following:

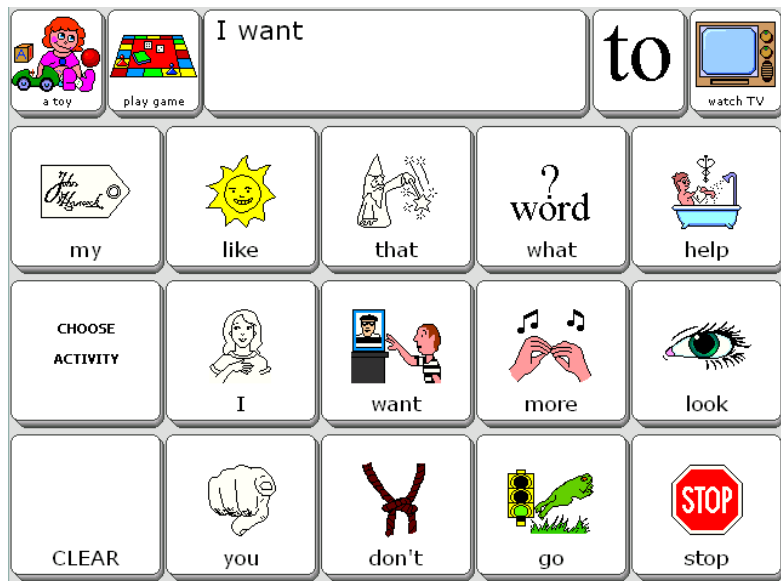
“I want that.”

“What don’t you like?”

“I help you look.”

“Don’t go.”

The Activity Row gives you new vocabulary choices when you select some of the keys.



When you hit the WANT key, notice how there are options in the Activity Row. You could say “I want a toy” or “I want to play a game.” Using the DON’T key gives you the chance to make everything into a negative – “I don’t want a toy;” “I don’t want to play a game.”

Try these examples

Summary:

Here are some sentences for you to find. When you have completed them, invent some new options.

“I want to watch TV.”

“I don’t think so.”

“Don’t you go outside.”

“What did you say?”

“I want more juice.”

“I want my Dad.”

“Look at me.”

“I want to help my friend.”

“Help me.”

“I don’t have any.”

“I don’t want more food.”

“What don’t you like to read?”

“I want to stop now.”

You can go ahead and make up your own sentences. Just remember to keep an eye on the Activity Row where words can change.

Using Special Activities

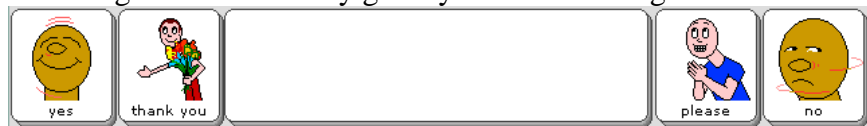
Summary:

The four keys at the top of the display can be used for (a) special vocabulary, (b) special functions (like CLEAR DISPLAY), or to link you to Pages. Dynamic Activities are those items that appear in the top four keys temporarily and then disappear after being selected.

Here is the default set of Activities with the 15-location keyboard.



Choosing the YES NO key gives you the following:



The PAGES key gives you a set of links to special pages:



Choosing ME shows the following items:



The GREETINGS key gives you just what you would expect!



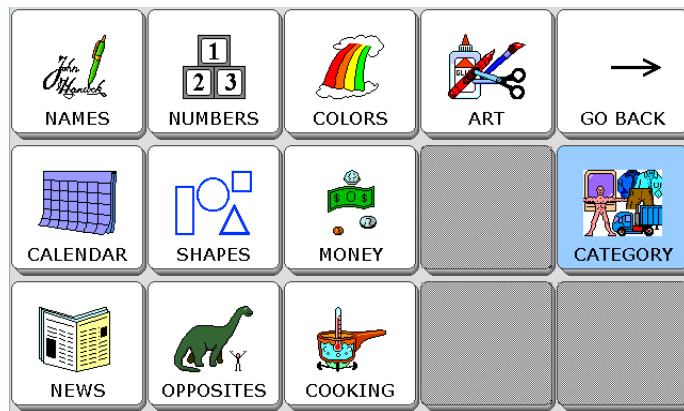
Using Special Pages

Summary:

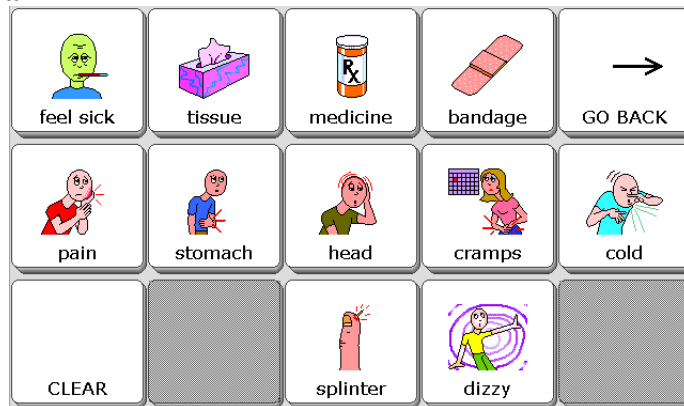
A number of Pages have been designed that cover School-type activities, Medical requests, Fun activities, and Categories of words. The best way to find out about these is to explore.

Here are the Pages available using the PAGES key.

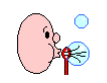













School



Medical



Fun

 BUBBLES	 CARS	 DRESS UP	 DOLLS	 GO BACK
 GAME	 CHECKERS	 CARDS	 GO FISH	 UNO
 READ BOOK	 BLUE HAT	 BR BEAR		 MORE

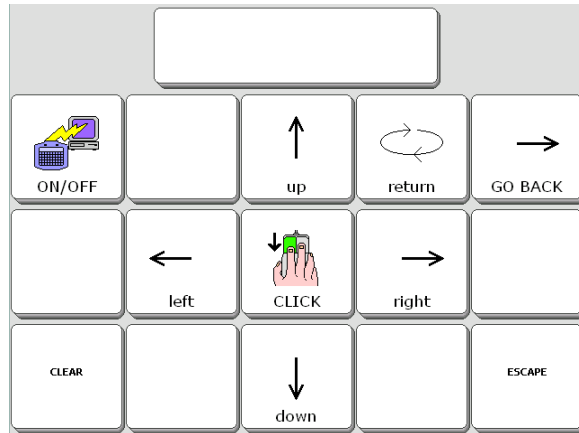
 SIMONSAYS	 COOKIE	 BARNBINGO	 MrPOTATO	 GO BACK
 BOWLING				
				 MORE

Categories

 ANIMALS	 CLASSES	 CLOTHING		 GO BACK
 JOBS	 TOYS	 FOOD		

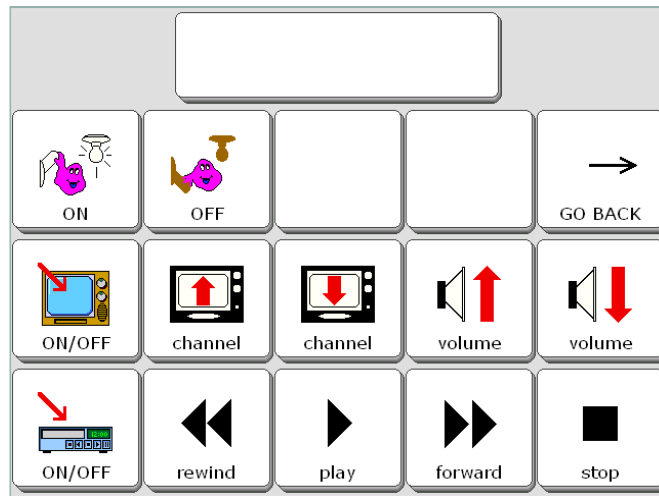
Computer Access and Remote Control Pages

CHOOSE ACTIVITY – SB PLUS -- COMPUTER



Refer to your SpringBoard manual to set up computer access. Then use the commands on this pages to move the cursor in a word processor, do a click, return, and escape. The Go Back key at the top right goes back to core vocabulary.

CHOOSE ACTIVITY – SB PLUS -- REMOTES



Refer to your SpringBoard manual to learn how to program your TV and VCR remote signals to your SpringBoard, then the SpringBoard user can use this page as a remote control. The X-10 commands for Unit 1 are already programmed and light on and light off.

32-LOCATION VOCABULARY

32-Location Word-based Vocabulary

Summary:

For the client who has no physical or visual issues to contend with, the 32-location overlay is the best starting point. Designed to promote and teach single-word sentence building, this vocabulary option provides a Core vocabulary of common words, as well as less commonly used words via the Activity Row or special Pages.

The 32-location Word-based Core vocabulary looks like this;



32-Location Overlay

Building Sentences

Summary:

By using Core keys and Activity Row keys, it is possible to build simple sentences word-by-word. This allows for flexibility in generating new utterances and provides a foundation for moving toward more sophisticated systems with larger vocabularies.

Take a look at the overlay below. Notice how the sentence “I want to play” appears in the Text Area. But you will also see that the Activity Row has changed to contain the items “cards,” “a game,” “music,” and “ball.”



That’s because the “play” key has a DYNAMIC ACTIVITY linked to it; when you select the key, it changes the pictures in the Activity Row. When you choose from a Dynamic Activity, the Activity Row then automatically goes back to the original Row.

So, you can now build a sentence such as “I want to play cards” or “I want to play a game.”

Try these examples

Summary:

Here are some sentences for you to find. When you have completed them, invent some new options.

Try these sentences:

“I like sports.”

“Do you want to listen to music?”

“I don’t feel tired.”

“It is my mom.”

“Come here.”

“I like to eat cereal.”

“What do you want to do?”

“Don’t you want to work on the computer?”

“Please look at me.”

“I like you.”

“I want you to help me get dressed.”

“More juice please.”

“Do you want more food?”

“I want you to make a sandwich.”

“Please read a story.”

Using Special Activities

Summary:

The Activity Row contains some special activities that you can access. Simply selecting the Activity key reveals the special vocabulary.

Here's what the default Activity Row looks like with the 32-location vocabulary overlay:



The four keys, YES NO, ME, GREETINGS, and FUN will produce specific vocabulary. Choose the FUN Activity.



When you choose FUN, you get three new options and a MORE key to take you to more Activities. Select the READ BOOK option and you see the following;



This Activity is designed to give the person using the device the chance to interact in a Book-reading session. There is a *Comment function* (“Look at that!”), a *Question function* (“What’s that?”), a *Directive function* (“Turn the page”), and a location into which a repeated line from a specific book can be recorded.

Using Special Pages

Summary:

A number of Pages have been designed that cover School-type activities, Medical requests, Fun activities, and Categories of words. The best way to find out about these is to explore.

Here are the Pages available using the PAGES key.



Note that a key outlined in *blue* links to another set of Pages, and the keys outlined in red are for the Tools of Volume Up and Volume Down. It's a good idea to adopt this sort of color-coding when you start customizing your device.

Vocabulary Sorts

Using the Vocabulary Sorts

The Sorts are Alphabetical by Core and Page:

- 4-Location Vocabulary
- 8-Location Vocabulary
- 15-Location Vocabulary
- 32-Location Vocabulary

Each Page has a **Heading** followed by a Page Label in parentheses. This is the actual name of the page inside the SpringBoard and the one you would need to choose in order to customize. For example, if you are using the 8-location vocabulary and want to change the **News Page** (to add the latest News), you go to the SpringBoard Toolbox, press **MODIFY PAGE**, and then select **8NEWS**.

The **first column** has the item that is stored – it may be a word, phrase, or sentence.

The **next** columns list the specific icon or icons that need to be chosen.

The **final item** is a word in *italics* that indicates what is actually on the key to press.

The 8-location vocabulary is almost identical for both Word-based and Phrase-based options. The variations are made as such in parentheses e.g. “Core and Dynamic Activity Vocabulary: WORD-BASED ONLY.”

4-Location Vocabulary

Activity Row

No	<i>NO</i>
Yes	<i>YES</i>

Ball Page (4BALL)

Bounce the ball	PLAY	BALL	<i>Bounce</i>
Roll the ball	PLAY	BALL	<i>Roll</i>
Throw the ball	PLAY	BALL	<i>Throw</i>

Bubbles Page (4BUBBLES)

Blow more bubbles	PLAY	BUBBLES	<i>Blow</i>
Catch a bubble	PLAY	BUBBLES	<i>Catch</i>
Pop the bubbles	PLAY	BUBBLES	<i>pop</i>

Cars Page (4CARS)

Go fast	PLAY	CARS	<i>Fast</i>
It's gonna crash	PLAY	CARS	<i>Crash</i>
Make it go	PLAY	CARS	<i>Go</i>

Eat Page (4EAT)

I want to eat a cookie	EAT	<i>Cookie</i>
I want to eat a pretzel	EAT	<i>Pretzel</i>
I want to eat Cheerios	EAT	<i>Cheerios</i>

Play Page (4PLAY)

I want to play with a ball	PLAY	<i>BALL</i>
I want to play with bubbles	PLAY	<i>BUBBLES</i>
I want to play with cars	PLAY	<i>CARS</i>

Reading Page (4READ)

Read more	READ	<i>Read more</i>
Repeated line	READ	<i>Repeated</i>
Turn the page	READ	<i>Turn page</i>

Singing Page (4SING)

Happy Birthday	SING	<i>Birthday</i>
Hickory Dickory Dock	SING	<i>Hickory</i>
I'm a little teapot	SING	<i>Teapot</i>

Talking About Page (4TALK)

I want to eat	<i>EAT</i>
I want to play	<i>PLAY</i>
I want to read a story	<i>READ</i>
I want to sing	<i>SING</i>

8-Location Vocabulary

Core and Dynamic Activity Vocabulary: WORD-BASED ONLY:

<i>Message</i>	<i>Key</i>	<i>Key</i>
Don't	<i>DON'T</i>	
I	<i>I</i>	
Go	<i>GO</i>	
Go for a walk	<i>GO</i>	<i>a walk</i>
Go home	<i>GO</i>	<i>home</i>
Go outside	<i>GO</i>	<i>outside</i>
Go to the bathroom	<i>GO</i>	<i>bathroom</i>
Like riding	<i>LIKE</i>	<i>riding</i>
Like sports	<i>LIKE</i>	<i>sports</i>
Like swimming	<i>LIKE</i>	<i>swimming</i>
Like the movie	<i>LIKE</i>	<i>the movie</i>
More	<i>MORE</i>	
More food	<i>MORE</i>	<i>food</i>
More juice	<i>MORE</i>	<i>juice</i>
More please	<i>MORE</i>	<i>please</i>
More time	<i>MORE</i>	<i>time</i>
Stop	<i>STOP</i>	
Stop now	<i>STOP</i>	<i>now</i>
Stop playing	<i>STOP</i>	<i>playing</i>
Stop this	<i>STOP</i>	<i>this</i>
Stop working	<i>STOP</i>	<i>working</i>
Want	<i>WANT</i>	
Want a toy	<i>WANT</i>	<i>a toy</i>
Want to listen to music	<i>WANT</i>	<i>music</i>
Want to play a game	<i>WANT</i>	<i>play game</i>
Want to watch TV	<i>WANT</i>	<i>TV</i>
You	<i>YOU</i>	

Book Page: Brown Bear (8BEAR and 8BEAR2)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
I see a black sheep looking at me	Brown Bear	<i>Sheep</i>	
I see a blue horse looking at me	Brown Bear	<i>Horse</i>	
I see a green frog looking at me	Brown Bear	<i>Frog</i>	
I see a purple cat looking at me	Brown Bear	<i>Cat</i>	
I see a red bird looking at me	Brown Bear	<i>Bird</i>	
I see a white dog looking at me	Brown Bear	<i>Dog</i>	
I see a yellow duck looking at me	Brown Bear	<i>Duck</i>	
I see a goldfish looking at me	Brown Bear	MORE	<i>Fish</i>
I see a teacher looking at me	Brown Bear	MORE	<i>Teacher</i>
I see children looking at me	Brown Bear	MORE	<i>Children</i>
Read a different book	Brown Bear	MORE	<i>DIFFERENT</i>
Read it again	Brown Bear	MORE	<i>Again</i>
The End	Brown Bear	MORE	<i>The End</i>

Barnyard Bingo Page (8BBINGO)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Barnyard Bingo	GAMES	BARNBINGO	<i>BarnBingo</i>	
Bingo!	GAMES	BARNBINGO	<i>Bingo</i>	
blue	GAMES	BARNBINGO	COLOR	<i>blue</i>
Chicken	GAMES	BARNBINGO	<i>Chicken</i>	
Cow	GAMES	BARNBINGO	<i>Cow</i>	
Green	GAMES	BARNBINGO	COLOR	<i>green</i>
Pig	GAMES	BARNBINGO	<i>Pig</i>	
red	GAMES	BARNBINGO	COLOR	<i>Red</i>
Sheep	GAMES	BARNBINGO	<i>Sheep</i>	
yellow	GAMES	BARNBINGO	COLOR	<i>yellow</i>

Bowling Page (8BOWLING)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Good one!	GAMES	BOWLING	<i>Good one</i>
I need a ball	GAMES	BOWLING	<i>Need ball</i>
I need bowling shoes	GAMES	BOWLING	<i>Need shoe</i>
Knock um down	GAMES	BOWLING	<i>Knock um</i>
My turn	GAMES	BOWLING	<i>My turn</i>
Roll the ball	GAMES	BOWLING	<i>Roll ball</i>
Your turn	GAMES	BOWLING	<i>Your turn</i>

Bubbles Page (8BUBBLES)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blow	TOYS	BUBBLES	<i>Blow</i>
Blow them high	TOYS	BUBBLES	<i>High</i>
Blow them low	TOYS	BUBBLES	<i>Low</i>
Bubbles	TOYS	BUBBLES	<i>Bubbles</i>
Catch a bubble	TOYS	BUBBLES	<i>Catch</i>
Lots of bubbles	TOYS	BUBBLES	<i>Lots</i>
Pop the bubbles	TOYS	BUBBLES	<i>Pop</i>
Wipe off the bubbles	TOYS	BUBBLES	<i>Wipe</i>

Cars Page (8CARS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Beep beep	TOYS	CARS	<i>Beep beep</i>
Car	TOYS	CARS	<i>Car</i>
Crash	TOYS	CARS	<i>Crash</i>
Fast	TOYS	CARS	<i>Fast</i>
Go	TOYS	CARS	<i>Go</i>
Truck	TOYS	CARS	<i>Truck</i>
Vroom	TOYS	CARS	<i>Vroom</i>

Colors Page (8COLORS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blue	SCHOOL	COLORS	<i>Blue</i>
Brown	SCHOOL	COLORS	<i>Brown</i>
Green	SCHOOL	COLORS	<i>Green</i>
Orange	SCHOOL	COLORS	<i>Orange</i>
Purple	SCHOOL	COLORS	<i>Purple</i>
Red	SCHOOL	COLORS	<i>Red</i>
Yellow	SCHOOL	COLORS	<i>Yellow</i>

Cooking Page (8COOK)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Bake	SCHOOL	COOKING	<i>Bake</i>
Cut	SCHOOL	COOKING	<i>Cut</i>
Off	SCHOOL	COOKING	<i>Off</i>
On	SCHOOL	COOKING	<i>On</i>
Pour	SCHOOL	COOKING	<i>Pour</i>
Stir	SCHOOL	COOKING	<i>Stir</i>
Taste	SCHOOL	COOKING	<i>Taste</i>

Cookie Jar Game Page (8COOKIE and 8NAME)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Cindy</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Bobby</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Ben</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Sue</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Jimmy</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Patti</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Sean</i>
Cindy took the cookie from the cookie jar!	GAMES	COOKIE	NAMES	<i>Jenny</i>
Couldn't be me!	GAMES	COOKIE	<i>Couldn't</i>	

Then who?	GAMES	COOKIE	<i>Then who?</i>	
Who took the cookie from the cookie jar?	GAMES	COOKIE	<i>Who took</i>	
Who, me?	GAMES	COOKIE	<i>Who, me?</i>	
Yes, you!	GAMES	COOKIE	<i>Yes, you!</i>	

Days Page (8DAYS)

Message	Key	Key	Key
Good Morning	CALENDAR	<i>Morning</i>	
Today is Friday	CALENDAR	Today is	<i>Friday</i>
Today is Monday	CALENDAR	Today is	<i>Monday</i>
Today is Saturday	CALENDAR	Today is	<i>Saturday</i>
Today is Sunday	CALENDAR	Today is	<i>Sunday</i>
Today is Thursday	CALENDAR	Today is	<i>Thursday</i>
Today is Tuesday	CALENDAR	Today is	<i>Tuesday</i>
Today is Wednesday	CALENDAR	Today is	<i>Wednesday</i>

Doll Game Page (8DOLLS)

Message	Key	Key	Key
Baby's crying	TOYS	DOLLS	<i>Crying</i>
Change the baby	TOYS	DOLLS	<i>Change</i>
Comb the hair	TOYS	DOLLS	<i>Comb</i>
Feed the baby	TOYS	DOLLS	<i>Feed</i>
Hold the baby	TOYS	DOLLS	<i>Hold</i>
I want the baby doll	TOYS	DOLLS	<i>Want doll</i>
Put the baby to bed	TOYS	DOLLS	<i>Bed</i>

Don't Messages (8DON'T): PHRASE-BASED ONLY

Message	Key	Key
I don't like it	DON'T	<i>Like it</i>
I don't need help	DON'T	<i>Need help</i>
I don't want more	DON'T	<i>Want more</i>
I don't want that	DON'T	<i>Want that</i>
I don't want to go	DON'T	<i>Want go</i>
I don't want you	DON'T	<i>Want you</i>

Dress-Up Game Page (8DRESSUP)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
How do I look?	TOYS	DRESS UP	<i>I look</i>
Let's play dress up	TOYS	DRESS UP	
Look in the mirror	TOYS	DRESS UP	<i>Mirror</i>
Put it on	TOYS	DRESS UP	<i>Put on</i>
Put on a hat	TOYS	DRESS UP	<i>Hat</i>
Put on a shirt	TOYS	DRESS UP	<i>Shirt</i>
Put on glasses	TOYS	DRESS UP	<i>Glasses</i>
You look good	TOYS	DRESS UP	<i>You look</i>

Feelings Messages (8FEELING): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
I feel bad	FEEL	<i>Bad</i>
I feel excited	FEEL	<i>Excited</i>
I feel good	FEEL	<i>Good</i>
I feel happy	FEEL	<i>Happy</i>
I feel sad	FEEL	<i>Sad</i>
I feel sick	FEEL	<i>Sick</i>
I feel tired	FEEL	<i>tired</i>

Go Messages (8GO): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
I want to go home	GO	<i>Home</i>
I want to go outside	GO	<i>Outside</i>
I want to go to my friend's house	GO	<i>Friend's</i>
I want to go to the bathroom	GO	<i>Bathroom</i>
I want to go to the pool	GO	<i>Pool</i>
I want to go to the store	GO	<i>Store</i>
I want to go with you	GO	<i>With you</i>

Help Messages (8HELP): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
I need help getting repositioned	HELP	<i>Position</i>
I need help please	HELP	<i>Please</i>
I need help with this	HELP	<i>With this</i>

I need help with my drink	HELP	<i>My drink</i>
I need help with my wheelchair	HELP	<i>My chair</i>

Matching Game Page (8MATCH)

Message	Key	Key	Key
It's a match	GAMES	MATCH	<i>A match</i>
It's not a match	GAMES	MATCH	<i>Not match</i>
Let's play again.	GAMES	MATCH	<i>Again</i>
My turn	GAMES	MATCH	<i>My turn</i>
Pick a card	GAMES	MATCH	<i>Pick card</i>
Your turn	GAMES	MATCH	<i>Your turn</i>

Me Page (8ME)

Message	Key	Key
How about you?	ME	<i>You?</i>
I go to school at...	ME	<i>School</i>
I like...	ME	<i>I like</i>
I live in...	ME	<i>I live in</i>
I live with...	ME	<i>Live with</i>
My birthday is...	ME	<i>Birthday</i>
My name is...	ME	<i>My name</i>

Money Page (8MONEY)

Message	Key	Key	Key
Dime	SCHOOL	MONEY	<i>Dime</i>
Dollar	SCHOOL	MONEY	<i>Dollar</i>
Money	SCHOOL	MONEY	<i>Money</i>
Nickel	SCHOOL	MONEY	<i>Nickel</i>
Penny	SCHOOL	MONEY	<i>Penny</i>
Quarter	SCHOOL	MONEY	<i>Quarter</i>

Months Pages (8MONTH and 8MONTH2)

The month is April	CALENDAR	The month	<i>April</i>	
The month is February	CALENDAR	The month	<i>February</i>	
The month is January	CALENDAR	The month	<i>January</i>	
The month is July	CALENDAR	The month	<i>July</i>	
The month is June	CALENDAR	The month	<i>June</i>	
The month is March	CALENDAR	The month	<i>March</i>	
The month is May	CALENDAR	The month	<i>May</i>	
The month is August	CALENDAR	The month	MORE	<i>August</i>
The month is December	CALENDAR	The month	MORE	<i>December</i>
The month is November	CALENDAR	The month	MORE	<i>November</i>
The month is October	CALENDAR	The month	MORE	<i>October</i>
The month is September	CALENDAR	The month	MORE	<i>September</i>

News Page (8NEWS)

Message	Key	Key	Key
I got a...	CALENDAR	MY NEWS	<i>I got a</i>
I have some news	CALENDAR	MY NEWS	<i>Have News</i>
I went...	CALENDAR	MY NEWS	<i>I went</i>
My family...	CALENDAR	MY NEWS	<i>My family</i>
My friend...	CALENDAR	MY NEWS	<i>My friend</i>

Numbers Page (8NUMBERS)

Message	Key	Key	Key
1	SCHOOL	NUMBERS	<i>1</i>
2	SCHOOL	NUMBERS	<i>2</i>
3	SCHOOL	NUMBERS	<i>3</i>

4	SCHOOL	NUMBERS	4
5	SCHOOL	NUMBERS	5
6	SCHOOL	NUMBERS	6
7	SCHOOL	NUMBERS	7

Opposites Page (8OPPOSITE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Big	SCHOOL	CONCEPTS	<i>Big</i>
Different	SCHOOL	CONCEPTS	<i>Different</i>
Little	SCHOOL	CONCEPTS	<i>Little</i>
Right	SCHOOL	CONCEPTS	<i>Right</i>
Same	SCHOOL	CONCEPTS	<i>Same</i>
Wrong	SCHOOL	CONCEPTS	<i>Wrong</i>

Potato Head Game Page (8POTATO)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
A foot	GAMES	MRPOTATO	<i>Foot</i>
A hand	GAMES	MRPOTATO	<i>Hand</i>
A hat	GAMES	MRPOTATO	<i>Hat</i>
A head	GAMES	MRPOTATO	<i>Head</i>
A mouth	GAMES	MRPOTATO	<i>Mouth</i>
A nose	GAMES	MRPOTATO	<i>Nose</i>
I want	GAMES	MRPOTATO	<i>I want</i>

Questions Page (8QUEST): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
What are we going to do today?	QUESTION	<i>Do today?</i>
What do you want to do?	QUESTION	<i>Want do?</i>
What's that?	QUESTION	<i>That?</i>
When?	QUESTION	<i>When?</i>
Where?	QUESTION	<i>Where?</i>
Why?	QUESTION	<i>Why?</i>

Reading Page (8READBOOK)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Look at that	BOOKS	A book	<i>Look that</i>
Read more	BOOKS	A book	<i>Read more</i>
Repeated line	BOOKS	A book	<i>RpeatLine</i>
Turn the page	BOOKS	A book	<i>Turn page</i>
Wait, go back	BOOKS	A book	<i>Go back</i>
What's that?	BOOKS	A book	<i>What that</i>

Shapes Page (8PAGE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Circle	SCHOOL	SHAPES	<i>Circle</i>
Diamond	SCHOOL	SHAPES	<i>Diamond</i>
Heart	SCHOOL	SHAPES	<i>Heart</i>
Rectangle	SCHOOL	SHAPES	<i>Rectangle</i>
Square	SCHOOL	SHAPES	<i>Square</i>
Star	SCHOOL	SHAPES	<i>Star</i>
Triangle	SCHOOL	SHAPES	<i>Triangle</i>

Simon Says Game Page (8SIMON)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Clap your hands!	GAMES	SIMONSAYS	<i>Clap</i>
Jump up and down!	GAMES	SIMONSAYS	<i>Jump</i>
Simon didn't say!	GAMES	SIMONSAYS	<i>Didn't</i>
Simon Says	GAMES	SIMONSAYS	<i>SimonSays</i>
Stomp your feet!	GAMES	SIMONSAYS	<i>Stomp</i>
Touch your head!	GAMES	SIMONSAYS	<i>Touch you</i>
Turn around!	GAMES	SIMONSAYS	<i>Turn</i>

Social Page (8SOCIAL): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
Good-bye	SOCIAL	<i>Good-bye</i>
Hello	SOCIAL	<i>Hello</i>
No	SOCIAL	<i>No</i>
Please	SOCIAL	<i>Please</i>
Thank you	SOCIAL	<i>Thank you</i>
Yes	SOCIAL	<i>yes</i>

Toys Page (8TOYS)

<i>Message</i>	<i>Key</i>	<i>Key</i>
Let's play	TOYS	
Let's play with bubbles	TOYS	<i>BUBBLES</i>
Let's play with dolls	TOYS	<i>DOLLS</i>
Let's plays with trucks and cars	TOYS	<i>CARS</i>
Let's play dress-up	TOYS	<i>DRESS-UP</i>

Wants Messages (8WANTS): PHRASE-BASED ONLY

<i>Message</i>	<i>Key</i>	<i>Key</i>
I want a drink	WANT	<i>A drink</i>
I want more	WANT	<i>More</i>
I want that	WANT	<i>That</i>
I want to eat	WANT	<i>To eat</i>
I want to play a game	WANT	<i>Play game</i>
I want to stop	WANT	<i>Stop</i>
I want to watch TV	WANT	<i>Watch TV</i>

Weather Page (8WEATHER)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
The weather is cold	CALENDAR	Weather	<i>Cold</i>
The weather is cloudy	CALENDAR	Weather	<i>Cloudy</i>
The weather is foggy	CALENDAR	Weather	<i>Foggy</i>
The weather is hot	CALENDAR	Weather	<i>Hot</i>
The weather is rainy	CALENDAR	Weather	<i>Rainy</i>
The weather is snowy	CALENDAR	Weather	<i>Snowy</i>
The weather is sunny	CALENDAR	Weather	<i>Sunny</i>
The weather is windy	CALENDAR	Weather	<i>Windy</i>

15-Location Vocabulary

Core and Dynamic Activity Vocabulary

<i>Message</i>	<i>Key</i>	<i>Key</i>
Don't	<i>DON'T</i>	
Don't have any	DON'T	<i>Have any</i>
Don't know	DON'T	<i>Know</i>
Don't need any	DON'T	<i>Need any</i>
Don't think so	DON'T	<i>Think so</i>
Go	<i>GO</i>	
Go for a walk	GO	<i>A walk</i>
Go home	GO	<i>Home</i>
Go outside	GO	<i>Outside</i>
Go to work	GO	<i>To work</i>
Help	<i>HELP</i>	
Help me	HELP	<i>Me</i>
Help please	HELP	<i>Please</i>
Help with my food	HELP	<i>My food</i>
Help with this	HELP	<i>With this</i>
Hi	GREETINGS (AR)	<i>Hi</i>
How are you?	GREETINGS (AR)	<i>How you?</i>
I	<i>I</i>	
I am 3-years-old	ME (AR)	<i>3 yrs old</i>
I live in...	ME (AR)	<i>Home</i>
I'm fine	GREETINGS (AR)	<i>I'm fine</i>
I'm not so good	GREETINGS (AR)	<i>Not good</i>
Like	<i>LIKE</i>	
Like reading	LIKE	<i>Riding</i>
Like sports	LIKE	<i>sports</i>
Like swimming	LIKE	<i>Swimming</i>
Like the movie	LIKE	<i>The movie</i>
Look	<i>LOOK</i>	
Look at me	LOOK	<i>At me</i>
Look at the picture	LOOK	<i>Picture</i>
Look at this	LOOK	<i>At this</i>
Look here	LOOK	<i>Here</i>
More	<i>MORE</i>	
More food	MORE	<i>Food</i>
More juice	MORE	<i>Juice</i>

More please	MORE	<i>Please</i>
More time	MORE	<i>Time</i>
My	<i>MY</i>	
My birthday is...	ME (AR)	<i>Birthday</i>
My dad	MY	<i>Dad</i>
My friend	MY	<i>Friend</i>
My mom	MY	<i>Mom</i>
My name is...	ME (AR)	<i>Name</i>
My turn	MY	<i>Turn</i>
No	YES NO (AR)	<i>No</i>
Please	YES NO (AR)	<i>Please</i>
Stop	<i>STOP</i>	
Stop now	STOP	<i>Now</i>
Stop playing	STOP	<i>Playing</i>
Stop this	STOP	<i>This</i>
Stop working	STOP	<i>Working</i>
Thank you	YES NO (AR)	<i>Thank you</i>
That	<i>THAT</i>	
That game	THAT	<i>Game</i>
That kid	THAT	<i>Kid</i>
That one	THAT	<i>One</i>
That sound	THAT	<i>Sound</i>
Want	<i>WANT</i>	
Want a toy	WANT	<i>A toy</i>
Want to	WANT	<i>To</i>
Want to play a game	WANT	<i>Play game</i>
Want to watch TV	WANT	<i>Watch TV</i>
What	<i>WHAT</i>	
What are we going to do?	WHAT	<i>We do?</i>
What are you doing?	WHAT	<i>Doing</i>
What can I do?	WHAT	<i>Can I do?</i>
What did you say?	WHAT	<i>You say?</i>
Yes	YES NO (AR)	<i>Yes</i>
You	<i>YOU</i>	

Animals Page (15ANIMALS)

Message	Key	Key	Key
Animal	CATEGORY (AR)	ANIMALS	<i>Animal</i>
Bear	CATEGORY (AR)	ANIMALS	<i>Bear</i>
Cat	CATEGORY (AR)	ANIMALS	<i>Cat</i>
Cow	CATEGORY (AR)	ANIMALS	<i>Cow</i>
Dog	CATEGORY (AR)	ANIMALS	<i>Dog</i>
Elephant	CATEGORY (AR)	ANIMALS	<i>Elephant</i>
Fish	CATEGORY (AR)	ANIMALS	<i>Fish</i>
Horse	CATEGORY (AR)	ANIMALS	<i>Horse</i>
Lion	CATEGORY (AR)	ANIMALS	<i>Lion</i>
Monkey	CATEGORY (AR)	ANIMALS	<i>Monkey</i>
Pig	CATEGORY (AR)	ANIMALS	<i>Pig</i>
Sheep	CATEGORY (AR)	ANIMALS	<i>Sheep</i>
Tiger	CATEGORY (AR)	ANIMALS	<i>tiger</i>

Art Page (15ART)

Message	Key	Key	Key
Color	CATEGORY (AR)	ART	<i>Color</i>
Crayon	CATEGORY (AR)	ART	<i>Crayon</i>
Cut	CATEGORY (AR)	ART	<i>Cut</i>
Draw	CATEGORY (AR)	ART	<i>Draw</i>
Glue	CATEGORY (AR)	ART	<i>Glue</i>
I want	CATEGORY (AR)	ART	<i>I want</i>
Marker	CATEGORY (AR)	ART	<i>Marker</i>
Paper	CATEGORY (AR)	ART	<i>Paper</i>
Pencil	CATEGORY (AR)	ART	<i>Pencil</i>
Scissors	CATEGORY (AR)	ART	<i>Scissors</i>
Stamper	CATEGORY (AR)	ART	<i>Stamper</i>

Barnyard Bingo Page (15BABINGO)

Message	Key	Key	Key
Barnyard Bingo	FUN (AR)	BARNBINGO	<i>BarnBingo</i>
Blue	FUN (AR)	BARNBINGO	<i>Blue</i>
Chicken	FUN (AR)	BARNBINGO	<i>Chicken</i>
Good game	FUN (AR)	BARNBINGO	<i>Good game</i>
Green	FUN (AR)	BARNBINGO	<i>Green</i>
Let's play again	FUN (AR)	BARNBINGO	<i>Again</i>
Let's stop	FUN (AR)	BARNBINGO	<i>Stop</i>

Pig	FUN (AR)	BARNBINGO	<i>Pig</i>
Red	FUN (AR)	BARNBINGO	<i>Red</i>
Sheep	FUN (AR)	BARNBINGO	<i>Sheep</i>
Yellow	FUN (AR)	BARNBINGO	<i>Cow</i>

Blue Hat Book Page (15BLUEHAT)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blue	FUN (AR)	BLUE HAT	<i>Blue</i>
Coat	FUN (AR)	BLUE HAT	<i>Coat</i>
Green	FUN (AR)	BLUE HAT	<i>Green</i>
Hat	FUN (AR)	BLUE HAT	<i>Hat</i>
oops	FUN (AR)	BLUE HAT	<i>oops</i>
Pants	FUN (AR)	BLUE HAT	<i>Pants</i>
Red	FUN (AR)	BLUE HAT	<i>Red</i>
Shirt	FUN (AR)	BLUE HAT	<i>Shirt</i>
Shoe	FUN (AR)	BLUE HAT	<i>Shoe</i>
Sock	FUN (AR)	BLUE HAT	<i>Sock</i>
White	FUN (AR)	BLUE HAT	<i>White</i>
Yellow	FUN (AR)	BLUE HAT	<i>Yellow</i>

Bowling Page (15BOWLING)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Good one!	FUN (AR)	BOWLING	<i>Good one</i>
I need bowling shoes	FUN (AR)	BOWLING	<i>Need shoe</i>
I needs a bowling ball	FUN (AR)	BOWLING	<i>Need ball</i>
I'm ready to ball	FUN (AR)	BOWLING	<i>Ready</i>
Knock um down	FUN (AR)	BOWLING	<i>Knock um</i>
Look at the score	FUN (AR)	BOWLING	<i>score</i>
Lose	FUN (AR)	BOWLING	<i>Lose</i>
My turn	FUN (AR)	BOWLING	<i>My turn</i>
Roll the ball	FUN (AR)	BOWLING	<i>Roll ball</i>
Try again	FUN (AR)	BOWLING	<i>Try again</i>
Whose turn?	FUN (AR)	BOWLING	<i>Who turn?</i>
Win	FUN (AR)	BOWLING	<i>Win</i>
Your turn	FUN (AR)	BOWLING	<i>Your turn</i>

Brown Bear Book Page (15BRBEAR)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Brown Bear	FUN (AR)	BR BEAR	<i>Br Bear</i>
I see a black sheep looking at me	FUN (AR)	BR BEAR	<i>Black she</i>
I see a blue horse looking at me	FUN (AR)	BR BEAR	<i>Blue hors</i>
I see a goldfish looking at me	FUN (AR)	BR BEAR	<i>Goldfish</i>
I see a green frog looking at me	FUN (AR)	BR BEAR	<i>Green fro</i>
I see a purple cat looking at me	FUN (AR)	BR BEAR	<i>Purple ca</i>
I see a red bird looking at me	FUN (AR)	BR BEAR	<i>Red bird</i>
I see a teacher looking at me	FUN (AR)	BR BEAR	<i>Teacher</i>
I see a white dog looking at me	FUN (AR)	BR BEAR	<i>White do</i>
I see a yellow duck looking at me	FUN (AR)	BR BEAR	<i>Yellow du</i>
I see children looking at me	FUN (AR)	BR BEAR	<i>children</i>
What do you see?	FUN (AR)	BR BEAR	<i>What see</i>

Bubbles Page (15BUBBLES)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Big bubbles	FUN (AR)	BUBBLES	<i>Big</i>
Blow	FUN (AR)	BUBBLES	<i>blow</i>
Bubbles	FUN (AR)	BUBBLES	<i>Bubbles</i>
Catch a bubble	FUN (AR)	BUBBLES	<i>Catch</i>
Let's stop	FUN (AR)	BUBBLES	<i>stop</i>
Little bubbles	FUN (AR)	BUBBLES	<i>Little</i>
More bubbles	FUN (AR)	BUBBLES	<i>More</i>
Pop the bubble	FUN (AR)	BUBBLES	<i>Pop</i>
Taste a bubble	FUN (AR)	BUBBLES	<i>Taste</i>

Cards Page (15CARDS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Deal the cards	FUN (AR)	CARDS	<i>Deal card</i>
Don't cheat	FUN (AR)	CARDS	<i>Cheat</i>
It's a match	FUN (AR)	CARDS	<i>A match</i>
It's not a match	FUN (AR)	CARDS	<i>Not match</i>
Let's play again	FUN (AR)	CARDS	<i>Again</i>
Let's stop	FUN (AR)	CARDS	<i>stop</i>
My turn	FUN (AR)	CARDS	<i>My turn</i>
Pick a card	FUN (AR)	CARDS	<i>Pick card</i>
Whose turn	FUN (AR)	CARDS	<i>Who turn</i>
Your turn	FUN (AR)	CARDS	<i>Your turn</i>

Cars Page (15CARS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Beep beep	FUN (AR)	CARS	<i>Beep beep</i>
Car	FUN (AR)	CARS	<i>Car</i>
Crash	FUN (AR)	CARS	<i>Crash</i>
Don't	FUN (AR)	CARS	<i>Don't</i>
Fast	FUN (AR)	CARS	<i>Fast</i>
Go	FUN (AR)	CARS	<i>Go</i>
Slow	FUN (AR)	CARS	<i>Slow</i>
Stop	FUN (AR)	CARS	<i>Stop</i>
Truck	FUN (AR)	CARS	<i>Truck</i>
Turn	FUN (AR)	CARS	<i>Turn</i>
Vroom	FUN (AR)	CARS	<i>Vroom</i>

Checkers Page (15CHECKER)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Good game	FUN (AR)	CHECKERS	<i>Good game</i>
I want black	FUN (AR)	CHECKERS	<i>Black</i>
I want red	FUN (AR)	CHECKERS	<i>Red</i>
Jump	FUN (AR)	CHECKERS	<i>Jump</i>
King	FUN (AR)	CHECKERS	<i>King</i>
King me	FUN (AR)	CHECKERS	<i>King me</i>
Let's play again	FUN (AR)	CHECKERS	<i>Again</i>
Let's play checkers	FUN (AR)	CHECKERS	<i>Checkers</i>
Let's stop	FUN (AR)	CHECKERS	<i>Stop</i>
My turn	FUN (AR)	CHECKERS	<i>My turn</i>

Whose turn?	FUN (AR)	CHECKERS	<i>Who turn</i>
Your turn	FUN (AR)	CHECKERS	<i>Your turn</i>

Cookie Jar Page (15COOKIE)

Message	Key	Key	Key
Who took the cookie from the cookie jar?	FUN (AR)	COOKIE	<i>Who took</i>
Who, me?	FUN (AR)	COOKIE	<i>Who, me?</i>
Yes, you!	FUN (AR)	COOKIE	<i>Yes, you!</i>
Couldn't be me!	FUN (AR)	COOKIE	<i>Couldn't</i>
Then who?	FUN (AR)	COOKIE	<i>Then who?</i>

Classes Page (15CLASSES)

Message	Key	Key	Key
Art	CATEGORY (AR)	CLASSES	<i>Art</i>
Circle time	CATEGORY (AR)	CLASSES	<i>Circle</i>
Class	CATEGORY (AR)	CLASSES	<i>Class</i>
Health	CATEGORY (AR)	CLASSES	<i>Health</i>
Language Arts	CATEGORY (AR)	CLASSES	<i>Lang arts</i>
Library	CATEGORY (AR)	CLASSES	<i>Library</i>
Math	CATEGORY (AR)	CLASSES	<i>Math</i>
Music	CATEGORY (AR)	CLASSES	<i>Music</i>
Physical education	CATEGORY (AR)	CLASSES	<i>P.E.</i>
Reading	CATEGORY (AR)	CLASSES	<i>Reading</i>
Recess	CATEGORY (AR)	CLASSES	<i>Recess</i>
Science	CATEGORY (AR)	CLASSES	<i>Science</i>
Social studies	CATEGORY (AR)	CLASSES	<i>Social st</i>

Clothing Page (15CLOTHING)

Message	Key	Key	Key
Clothing	CATEGORY (AR)	CLOTHING	<i>Clothing</i>
Hat	CATEGORY (AR)	CLOTHING	<i>Hat</i>
Jacket	CATEGORY (AR)	CLOTHING	<i>Jacket</i>
Pajamas	CATEGORY (AR)	CLOTHING	<i>Pajamas</i>
Pants	CATEGORY (AR)	CLOTHING	<i>Pants</i>
Shirt	CATEGORY (AR)	CLOTHING	<i>Shirt</i>
Shoes	CATEGORY (AR)	CLOTHING	<i>Shoes</i>
Shorts	CATEGORY (AR)	CLOTHING	<i>Shorts</i>
Skirt	CATEGORY (AR)	CLOTHING	<i>Skirt</i>

Sock	CATEGORY (AR)	CLOTHING	<i>Sock</i>
Sweater	CATEGORY (AR)	CLOTHING	<i>Sweater</i>
Swim suit	CATEGORY (AR)	CLOTHING	<i>Swim suit</i>
Underwear	CATEGORY (AR)	CLOTHING	<i>Underwear</i>

Colors Page (15COLORS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Black	SCHOOL (AR)	COLORS	<i>Black</i>
Blue	SCHOOL (AR)	COLORS	<i>Blue</i>
Brown	SCHOOL (AR)	COLORS	<i>Brown</i>
Color	SCHOOL (AR)	COLORS	<i>Color</i>
Green	SCHOOL (AR)	COLORS	<i>Green</i>
Gray	SCHOOL (AR)	COLORS	<i>Gray</i>
Orange	SCHOOL (AR)	COLORS	<i>Orange</i>
Pink	SCHOOL (AR)	COLORS	<i>Pink</i>
Purple	SCHOOL (AR)	COLORS	<i>Purple</i>
Red	SCHOOL (AR)	COLORS	<i>Red</i>
White	SCHOOL (AR)	COLORS	<i>White</i>
Yellow	SCHOOL (AR)	COLORS	<i>Yellow</i>

Cooking Page (15COOK)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Bake	SCHOOL (AR)	COOKING	<i>Bake</i>
Cut	SCHOOL (AR)	COOKING	<i>Cut</i>
I want to	SCHOOL (AR)	COOKING	<i>I want to</i>
It	SCHOOL (AR)	COOKING	<i>It</i>
Make	SCHOOL (AR)	COOKING	<i>Make</i>
Off	SCHOOL (AR)	COOKING	<i>Off</i>
On	SCHOOL (AR)	COOKING	<i>On</i>
Pour	SCHOOL (AR)	COOKING	<i>Pour</i>
Put	SCHOOL (AR)	COOKING	<i>Put</i>
Stir	SCHOOL (AR)	COOKING	<i>Stir</i>
Taste	SCHOOL (AR)	COOKING	<i>Taste</i>
Turn	SCHOOL (AR)	COOKING	<i>Turn</i>

Dance Page (15DANCE)

Message	Key	Key	Key
Are you going to the dance?	FUN (AR)	DANCE	<i>You go?</i>
Do you have a date?	FUN (AR)	DANCE	<i>Date?</i>
I'm going to the dance.	FUN (AR)	DANCE	<i>I going</i>
I'm wearing a suit.	FUN (AR)	DANCE	<i>Wear suit</i>
Let's get something to eat.	FUN (AR)	DANCE	<i>Let's eat</i>
My friend is going with me.	FUN (AR)	DANCE	<i>My friend</i>
Thank you.	FUN (AR)	DANCE	<i>Thank you</i>
We'll decorate the room.	FUN (AR)	DANCE	<i>Decorate</i>
What are you wearing?	FUN (AR)	DANCE	<i>What wear</i>
When is the dance?	FUN (AR)	DANCE	<i>When?</i>
Will you dance with me?	FUN (AR)	DANCE	<i>Dance me</i>
You look good!	FUN (AR)	DANCE	<i>Look good</i>

Days Page (15DAYS)

Message	Key	Key	Key	Key
Friday	SCHOOL (AR)	CALENDAR	DAY	<i>Friday</i>
Monday	SCHOOL (AR)	CALENDAR	DAY	<i>Monday</i>
Saturday	SCHOOL (AR)	CALENDAR	DAY	<i>Saturday</i>
Sunday	SCHOOL (AR)	CALENDAR	DAY	<i>Sunday</i>
Thursday	SCHOOL (AR)	CALENDAR	DAY	<i>Thursday</i>
Today is	SCHOOL (AR)	CALENDAR	DAY	<i>Today is</i>
Tuesday	SCHOOL (AR)	CALENDAR	DAY	<i>Tuesday</i>
Wednesday	SCHOOL (AR)	CALENDAR	DAY	<i>Wednesday</i>
Weekend	SCHOOL (AR)	CALENDAR	DAY	<i>Weekend</i>

Dress Up Page (15DRESSUP)

Message	Key	Key	Key
A dress.	FUN (AR)	DRESS UP	<i>Dress</i>
A hat	FUN (AR)	DRESS UP	<i>Hat</i>
A scarf	FUN (AR)	DRESS UP	<i>Scarf</i>
A shirt	FUN (AR)	DRESS UP	<i>Shirt</i>
Glasses	FUN (AR)	DRESS UP	<i>Glasses</i>
Good	FUN (AR)	DRESS UP	<i>Good</i>
Heels	FUN (AR)	DRESS UP	<i>Heels</i>

How do I look?	FUN (AR)	DRESS UP	<i>I look?</i>
Look in the mirror	FUN (AR)	DRESS UP	<i>Mirror</i>
Put on	FUN (AR)	DRESS UP	<i>Put on</i>
Silly	FUN (AR)	DRESS UP	<i>Silly</i>
You look	FUN (AR)	DRESS UP	<i>You look</i>

Food Page (15FOOD)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Banana	CATEGORY (AR)	FOOD	<i>Banana</i>
Cereal	CATEGORY (AR)	FOOD	<i>Cereal</i>
Cheese	CATEGORY (AR)	FOOD	<i>Cheese</i>
Cracker	CATEGORY (AR)	FOOD	<i>Cracker</i>
Food	CATEGORY (AR)	FOOD	<i>Food</i>
Grapes	CATEGORY (AR)	FOOD	<i>Grapes</i>
Macaroni	CATEGORY (AR)	FOOD	<i>Macaroni</i>
Pizza	CATEGORY (AR)	FOOD	<i>Pizza</i>
Pretzel	CATEGORY (AR)	FOOD	<i>Pretzel</i>
Sandwich	CATEGORY (AR)	FOOD	<i>Sandwich</i>
Spaghetti	CATEGORY (AR)	FOOD	<i>Spaghetti</i>
Yogurt	CATEGORY (AR)	FOOD	<i>Yogurt</i>

Game Page (15GAME)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Don't cheat.	FUN (AR)	GAME	<i>Cheat</i>
Good game	FUN (AR)	GAME	<i>Good game</i>
I'm winning	FUN (AR)	GAME	<i>Winning</i>
Let's play again	FUN (AR)	GAME	<i>Again</i>
Let's stop	FUN (AR)	GAME	<i>Stop</i>
Move my piece	FUN (AR)	GAME	<i>Move my</i>
My turn	FUN (AR)	GAME	<i>My turn</i>
Roll the game	FUN (AR)	GAME	<i>Roll dice</i>
Whose turn?	FUN (AR)	GAME	<i>Who turn?</i>
You turn	FUN (AR)	GAME	<i>Your turn</i>
You're losing	FUN (AR)	GAME	<i>Losing</i>

Go Fish game Page (15GOFISH)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
A bed	FUN (AR)	GO FISH	<i>Bed</i>
A book	FUN (AR)	GO FISH	<i>Book</i>
A dice	FUN (AR)	GO FISH	<i>Dice</i>
A dog	FUN (AR)	GO FISH	<i>Dog</i>
A shoe	FUN (AR)	GO FISH	<i>Shoe</i>
A truck	FUN (AR)	GO FISH	<i>Truck</i>
A watch	FUN (AR)	GO FISH	<i>Watch</i>
An apple	FUN (AR)	GO FISH	<i>Apple</i>
Do you have?	FUN (AR)	GO FISH	<i>You have?</i>
Go Fish	FUN (AR)	GO FISH	<i>No</i>
No	FUN (AR)	GO FISH	<i>Go Fish</i>
Yes	FUN (AR)	GO FISH	<i>Yes</i>

Jobs Page (15JOBS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Aide	CATEGORY (AR)	JOBS	<i>Aide</i>
Bus driver	CATEGORY (AR)	JOBS	<i>Bus drive</i>
Doctor	CATEGORY (AR)	JOBS	<i>Doctor</i>
Farmer	CATEGORY (AR)	JOBS	<i>Farmer</i>
Fireman	CATEGORY (AR)	JOBS	<i>Fireman</i>
Job	CATEGORY (AR)	JOBS	<i>Job</i>
Nurse	CATEGORY (AR)	JOBS	<i>Nurse</i>
Occupational Therapist	CATEGORY (AR)	JOBS	<i>O.T.</i>
Physical Therapist	CATEGORY (AR)	JOBS	<i>P.T.</i>
Police	CATEGORY (AR)	JOBS	<i>Police</i>
Secretary	CATEGORY (AR)	JOBS	<i>Secretary</i>
Speech Therapist	CATEGORY (AR)	JOBS	<i>SLP</i>
Teacher	CATEGORY (AR)	JOBS	<i>Teacher</i>

Magazine Page (15MAGAZIN)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Check her out	FUN (AR)	MAGAZINE	<i>Check her</i>
Do you like that one?	FUN (AR)	MAGAZINE	<i>You like?</i>
He's cute	FUN (AR)	MAGAZINE	<i>He's cute</i>
I don't like that	FUN (AR)	MAGAZINE	<i>Dn't like</i>
I want one of those	FUN (AR)	MAGAZINE	<i>Want one</i>
I want to buy that	FUN (AR)	MAGAZINE	<i>Want buy</i>

Look at this	FUN (AR)	MAGAZINE	<i>Look</i>
May I look at your magazine?	FUN (AR)	MAGAZINE	<i>Magazine</i>
No	FUN (AR)	MAGAZINE	
That's my favorite	FUN (AR)	MAGAZINE	<i>Favorite</i>
What do you think of this?	FUN (AR)	MAGAZINE	<i>Think?</i>
What's that?	FUN (AR)	MAGAZINE	<i>What that</i>
Yes	FUN (AR)	MAGAZINE	<i>Yes</i>

Medical Page (15MEDICAL)

Message	Key	Key
I feel dizzy	MEDICAL	<i>dizzy</i>
I feel sick	MEDICAL	<i>Feel sick</i>
I have a cold	MEDICAL	<i>cold</i>
I have a pain	MEDICAL	<i>pain</i>
I have a splinter	MEDICAL	<i>splinter</i>
I have cramps	MEDICAL	<i>cramps</i>
I need a bandage	MEDICAL	<i>bandage</i>
I need a tissue	MEDICAL	<i>tissue</i>
I need my medicine	MEDICAL	<i>medicine</i>
My head hurts	MEDICAL	<i>head</i>
My stomach hurts	MEDICAL	<i>stomach</i>

Money Page (15MONEY)

Message	Key	Key	Key
Dime	SCHOOL (AR)	MONEY	<i>Dime</i>
Dollar	SCHOOL (AR)	MONEY	<i>Dollar</i>
Money	SCHOOL (AR)	MONEY	<i>Money</i>
Nickel	SCHOOL (AR)	MONEY	<i>Nickel</i>
Penny	SCHOOL (AR)	MONEY	<i>Penny</i>
Quarter	SCHOOL (AR)	MONEY	<i>Quarter</i>

Months Page (15MONTHS)

Message	Key	Key	Key	Key
April	SCHOOL (AR)	CALENDAR	MONTH	<i>April</i>
August	SCHOOL (AR)	CALENDAR	MONTH	<i>August</i>
December	SCHOOL (AR)	CALENDAR	MONTH	<i>December</i>
February	SCHOOL (AR)	CALENDAR	MONTH	<i>February</i>

January	SCHOOL (AR)	CALENDAR	MONTH	<i>January</i>
July	SCHOOL (AR)	CALENDAR	MONTH	<i>July</i>
June	SCHOOL (AR)	CALENDAR	MONTH	<i>June</i>
March	SCHOOL (AR)	CALENDAR	MONTH	<i>March</i>
May	SCHOOL (AR)	CALENDAR	MONTH	<i>May</i>
November	SCHOOL (AR)	CALENDAR	MONTH	<i>November</i>
October	SCHOOL (AR)	CALENDAR	MONTH	<i>October</i>
September	SCHOOL (AR)	CALENDAR	MONTH	<i>September</i>
The month is	SCHOOL (AR)	CALENDAR	MONTH	<i>The month</i>

Music Page (15MUSIC)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
CD	FUN (AR)	MUSIC	<i>CD</i>
Do	FUN (AR)	MUSIC	<i>Do</i>
Don't	FUN (AR)	MUSIC	<i>Don't</i>
Favorite	FUN (AR)	MUSIC	<i>Favorite</i>
I	FUN (AR)	MUSIC	<i>I</i>
Like	FUN (AR)	MUSIC	<i>Like</i>
My	FUN (AR)	MUSIC	<i>my</i>
Play	FUN (AR)	MUSIC	<i>Play</i>
Singer	FUN (AR)	MUSIC	<i>singer</i>
Skip	FUN (AR)	MUSIC	<i>Skip</i>
That	FUN (AR)	MUSIC	<i>That</i>
You	FUN (AR)	MUSIC	<i>You</i>

Names Page (15NAMES)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Dashawn	CATEGORY (AR)	NAMES	<i>Dashawn</i>
Morgan	CATEGORY (AR)	NAMES	<i>Morgan</i>

Numbers Page (15NUMBERS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
0	SCHOOL (AR)	NUMBERS	<i>0</i>
1	SCHOOL (AR)	NUMBERS	<i>1</i>
10	SCHOOL (AR)	NUMBERS	<i>10</i>
2	SCHOOL (AR)	NUMBERS	<i>2</i>
3	SCHOOL (AR)	NUMBERS	<i>3</i>
4	SCHOOL (AR)	NUMBERS	<i>4</i>
5	SCHOOL (AR)	NUMBERS	<i>5</i>

6	SCHOOL (AR)	NUMBERS	6
7	SCHOOL (AR)	NUMBERS	7
8	SCHOOL (AR)	NUMBERS	8
9	SCHOOL (AR)	NUMBERS	9
Number	SCHOOL (AR)	NUMBERS	<i>Number</i>

Opposites Page (15OPPOSITE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Bad	SCHOOL (AR)	OPPOSITES	<i>Bad</i>
Big	SCHOOL (AR)	OPPOSITES	<i>Big</i>
Different	SCHOOL (AR)	OPPOSITES	<i>Different</i>
Fast	SCHOOL (AR)	OPPOSITES	<i>Fast</i>
Good	SCHOOL (AR)	OPPOSITES	<i>Good</i>
Little	SCHOOL (AR)	OPPOSITES	<i>Little</i>
New	SCHOOL (AR)	OPPOSITES	<i>New</i>
Old	SCHOOL (AR)	OPPOSITES	<i>Old</i>
Right	SCHOOL (AR)	OPPOSITES	<i>Right</i>
Same	SCHOOL (AR)	OPPOSITES	<i>Same</i>
Slow	SCHOOL (AR)	OPPOSITES	<i>Slow</i>
Wrong	SCHOOL (AR)	OPPOSITES	<i>Wrong</i>

Phone Page (15PHONE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Can you come over to my house?	FUN (AR)	PHONE	<i>You come?</i>
Good-bye	FUN (AR)	PHONE	<i>Good-bye</i>
Hello, this is...	FUN (AR)	PHONE	<i>Hello</i>
How are you?	FUN (AR)	PHONE	<i>How you?</i>
I gotta go now	FUN (AR)	PHONE	<i>Gotta go</i>
I miss you	FUN (AR)	PHONE	<i>Miss you</i>
I'm fine	FUN (AR)	PHONE	<i>I'm fine</i>
I'm not so good	FUN (AR)	PHONE	<i>Not good</i>
May I talk to ____, please?	FUN (AR)	PHONE	<i>Name</i>
No	FUN (AR)	PHONE	<i>No</i>
What have you been doing?	FUN (AR)	PHONE	<i>What do?</i>
Yes	FUN (AR)	PHONE	<i>Yes</i>

Potato Head Game Page (15POTATO)

Message	Key	Key	Key
A hand	FUN (AR)	MRPOTATO	<i>Hand</i>
A hat	FUN (AR)	MRPOTATO	<i>Hat</i>
A head	FUN (AR)	MRPOTATO	<i>Head</i>
A mouth	FUN (AR)	MRPOTATO	<i>Mouth</i>
A mustache	FUN (AR)	MRPOTATO	<i>Mustache</i>
A nose	FUN (AR)	MRPOTATO	<i>Nose</i>
An ear	FUN (AR)	MRPOTATO	<i>Ear</i>
An eye	FUN (AR)	MRPOTATO	<i>Eye</i>
Glasses	FUN (AR)	MRPOTATO	<i>glasses</i>
I want	FUN (AR)	MRPOTATO	<i>I want</i>
Mr. Potato Head	FUN (AR)	MRPOTATO	<i>MrPotato</i>
Shoes	FUN (AR)	MRPOTATO	<i>Shoes</i>

Reading Page (15READ)

Message	Key	Key	Key
Let's stop	FUN (AR)	READ BOOK	<i>Lets stop</i>
Look at that!	FUN (AR)	READ BOOK	<i>Look that</i>
Read more	FUN (AR)	READ BOOK	<i>Read more</i>
Repeated line	FUN (AR)	READ BOOK	<i>Repeated</i>
Turn the page	FUN (AR)	READ BOOK	<i>Turn page</i>
Wait, go back	FUN (AR)	READ BOOK	<i>Go back</i>
What's that?	FUN (AR)	READ BOOK	<i>What's that</i>

Shapes Page (15SHAPES)

Message	Key	Key	Key
Circle	SCHOOL (AR)	SHAPES	<i>Circle</i>
Diamond	SCHOOL (AR)	SHAPES	<i>Diamond</i>
heart	SCHOOL (AR)	SHAPES	<i>heart</i>
Oval	SCHOOL (AR)	SHAPES	<i>Oval</i>
Shape	SCHOOL (AR)	SHAPES	<i>Shape</i>
Square	SCHOOL (AR)	SHAPES	<i>Square</i>
Star	SCHOOL (AR)	SHAPES	<i>Star</i>
Triangle	SCHOOL (AR)	SHAPES	<i>Triangle</i>

Simon Says Page (15SIMON)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Simon Says:	FUN (AR)	SIMONSAYS	<i>SimonSays</i>
Touch your head			<i>Touch</i>
Stomp your feet			<i>Stomp</i>
Turn around			<i>Turn</i>
Jump up and down			<i>Jump</i>
Clap your hands			<i>Clap</i>
Simon didn't say:			<i>Didn't</i>

Time Page (15CALENDAR)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
After	SCHOOL (AR)	CALENDAR	<i>After</i>
Before	SCHOOL (AR)	CALENDAR	<i>Before</i>
Now	SCHOOL (AR)	CALENDAR	<i>Now</i>
Today	SCHOOL (AR)	CALENDAR	<i>Today</i>
Tomorrow	SCHOOL (AR)	CALENDAR	<i>Tomorrow</i>
Yesterday	SCHOOL (AR)	CALENDAR	<i>Yesterday</i>

Toys Page (15TOYS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Ball	CATEGORY (AR)	TOYS	<i>Ball</i>
Blocks	CATEGORY (AR)	TOYS	<i>Blocks</i>
Bubbles	CATEGORY (AR)	TOYS	<i>Bubbles</i>
Car	CATEGORY (AR)	TOYS	<i>Car</i>
Dress up	CATEGORY (AR)	TOYS	<i>Dress up</i>
Game	CATEGORY (AR)	TOYS	<i>Game</i>
Legos	CATEGORY (AR)	TOYS	<i>Legos</i>
Mr. Potato Head	CATEGORY (AR)	TOYS	<i>Mr.Potato</i>
Puppet	CATEGORY (AR)	TOYS	<i>Puppet</i>
Puzzle	CATEGORY (AR)	TOYS	<i>Puzzle</i>
Stuffed toy	CATEGORY (AR)	TOYS	<i>Stuff toy</i>
Toy	CATEGORY (AR)	TOYS	<i>Toy</i>
Video game	CATEGORY (AR)	TOYS	<i>Videogame</i>

UNO Game Page (15UNO)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Draw four	FUN (AR)	UNO		<i>Draw four</i>
Draw two	FUN (AR)	UNO		<i>Draw two</i>
Good game	FUN (AR)	UNO		<i>Good game</i>
My turn	FUN (AR)	UNO		<i>My turn</i>
Reverse	FUN (AR)	UNO		<i>Reverse</i>
Skip	FUN (AR)	UNO		<i>Skip</i>
Uno	FUN (AR)	UNO		<i>Uno</i>
Whose turn?	FUN (AR)	UNO		<i>Who turn?</i>
Wild card	FUN (AR)	UNO		<i>Wild card</i>
Your turn	FUN (AR)	UNO		<i>Your turn</i>

Weather Page (15WEATHER)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
And	SCHOOL (AR)	CALENDAR	WEATHER	<i>And</i>
Cloudy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Cloudy</i>
Cold	SCHOOL (AR)	CALENDAR	WEATHER	<i>Cold</i>
Foggy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Foggy</i>
Hot	SCHOOL (AR)	CALENDAR	WEATHER	<i>Hot</i>
Icy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Icy</i>
It is	SCHOOL (AR)	CALENDAR	WEATHER	<i>It is</i>
Rainy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Rainy</i>
Snowy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Snowy</i>
Stormy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Stormy</i>
Sunny	SCHOOL (AR)	CALENDAR	WEATHER	<i>Sunny</i>
Windy	SCHOOL (AR)	CALENDAR	WEATHER	<i>Windy</i>

Years Page (15YEARS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
2002	SCHOOL (AR)	CALENDAR	YEAR	<i>2002</i>
2003	SCHOOL (AR)	CALENDAR	YEAR	<i>2003</i>
2004	SCHOOL (AR)	CALENDAR	YEAR	<i>2004</i>
2005	SCHOOL (AR)	CALENDAR	YEAR	<i>2005</i>
The year is	SCHOOL (AR)	CALENDAR	YEAR	<i>The year</i>

32-Location Vocabulary

Core and Activity Vocabulary

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blow	FUN (AR)	BUBBLES	<i>Blow</i>	
Brother	FAMILY	<i>Brother</i>		
Bubbles	FUN (AR)	BUBBLES	<i>Bubbles</i>	
Buy	FUN (AR)	SHOPPING	<i>Buy</i>	
Catch	FUN (AR)	BUBBLES	<i>Catch</i>	
Checker1	FUN (AR)	CHECKERS	MORE	<i>Checker1</i>
Checker2	FUN (AR)	CHECKERS	MORE	<i>Checker2</i>
Checkers	FUN (AR)	CHECKERS	<i>Checkers</i>	
Come	<i>COME</i>			
Come back	COME	<i>Back</i>		
Come here	COME	<i>Here</i>		
Come to my house	COME	<i>My house</i>		
Come with me	COME	<i>With me</i>		
Dad	FAMILY	<i>Dad</i>		
Do	<i>DO</i>			
Do it again	DO	<i>Again</i>		
Do mine	DO	<i>Mine</i>		
Do something	DO	<i>Something</i>		
Do this	DO	<i>This</i>		
Don't	<i>DON'T</i>			
Drink	<i>DRINK</i>			
Drink juice	DRINK	<i>Juice</i>		
Drink milk	DRINK	<i>Milk</i>		
Drink water	DRINK	<i>Water</i>		
Eat	<i>EAT</i>			
Eat a cookie	EAT	<i>Cookie</i>		
Eat a pretzel	EAT	<i>Pretzel</i>		
Eat cereal	EAT	<i>Cereal</i>		
Feel	<i>FEEL</i>			
Feel happy	FEEL	<i>Happy</i>		
Feel sad	FEEL	<i>Sad</i>		
Feel sick	FEEL	<i>Sick</i>		
Feel tired	FEEL	<i>Tired</i>		

Get	<i>GET</i>			
Get my backpack	GET	<i>Backpack</i>		
Get my coat	GET	<i>My coat</i>		
Get my drink	GET	<i>My drink</i>		
Get my sweater	GET	<i>My sweate</i>		
Go	<i>GO</i>			
Go for a walk	GO	<i>A walk</i>		
Go home	GO	<i>Home</i>		
Go outside	GO	<i>Outside</i>		
Go to the bathroom	GO	<i>Bathroom</i>		
Goodbye	GREETINGS (AR)	<i>Good-bye</i>		
Help	<i>HELP</i>			
Help me	HELP	<i>Me</i>		
Help me get dressed	HELP	<i>dressed</i>		
Help with my food	HELP	<i>My food</i>		
Help with this	HELP	<i>With this</i>		
Hi	GREETINGS (AR)	<i>Hi</i>		
How are you?	GREETINGS (AR)	<i>How you?</i>		
How much is it?	FUN (AR)	SHOPPING	<i>How much</i>	
I	<i>I</i>			
I am 5-years-old	ME (AR)	<i>5 years old</i>		
I live in...	ME (AR)	<i>Home</i>		
I'm fine	GREETINGS (AR)	<i>I'm fine</i>		
I'm looking for...	FUN (AR)	SHOPPING	<i>Look for</i>	
Is	<i>IS</i>			
It	<i>IT</i>			
Jump	FUN (AR)	CHECKERS	<i>Jump</i>	
King	FUN (AR)	CHECKERS	MORE	<i>King</i>
King me	FUN (AR)	CHECKERS	<i>King me</i>	

Like	<i>LIKE</i>		
Like reading	LIKE	<i>Riding</i>	
Like sports	LIKE	<i>sports</i>	
Like swimming	LIKE	<i>Swimming</i>	
Like the movie	LIKE	<i>The movie</i>	
Look	<i>LOOK</i>		
Look at me	LOOK	<i>At me</i>	
Look at that	FUN (AR)	READ BOOK	<i>Look that</i>
Look at the picture	LOOK	<i>Picture</i>	
Look at this	LOOK	<i>At this</i>	
Look here	LOOK	<i>Here</i>	
Lose	FUN (AR)	PLAY GAME	<i>Lose</i>
Make	<i>MAKE</i>		
Make a picture	MAKE	<i>A picture</i>	
Make a sandwich	MAKE	<i>Sandwich</i>	
Make cookies	MAKE	<i>Cookies</i>	
Make pudding	MAKE	<i>Pudding</i>	
Mom	FAMILY	<i>Mom</i>	
More food	MORE	<i>Food</i>	
More juice	MORE	<i>Juice</i>	
More time	MORE	<i>Time</i>	
My	<i>MY</i>		
My birthday is...	ME (AR)	<i>Birthday</i>	
My dad	MY	<i>Dad</i>	
My friend	MY	<i>Friend</i>	
My mom	MY	<i>Mom</i>	
My name is...	ME (AR)	<i>Name</i>	
My turn	MY	<i>Turn</i>	
Name (1)	NAME	<i>Name (1)</i>	
Name (2)	NAME	<i>Name (2)</i>	
Name (3)	NAME	<i>Name (3)</i>	
Name (4)	NAME	<i>Name (4)</i>	

No	YES NO (AR)	<i>No</i>		
Pay	FUN (AR)	SHOPPING	<i>Pay</i>	
play	<i>PLAY</i>			
Play a game	PLAY	<i>Game</i>		
Play ball	PLAY	<i>Ball</i>		
Play cards	PLAY	<i>Cards</i>		
Play music	PLAY	<i>Music</i>		
Please	<i>PLEASE</i>			
Pop	FUN (AR)	BUBBLES	<i>Pop</i>	
Put	<i>PUT</i>			
Put it here	PUT	<i>Here</i>		
Put it in my backpack	PUT	<i>Backpack</i>		
Put it in my bag	PUT	<i>In bag</i>		
Put it on	PUT	<i>It on</i>		
Read	<i>READ</i>			
Read a magazine	READ	<i>Magazine</i>		
Read a story	READ	<i>A story</i>		
Read it again	READ	<i>Again</i>		
Read my book	READ	<i>My book</i>		
Repeated line	FUN	READ BOOK	<i>Repeated</i>	
Sister	FAMILY	<i>Sister</i>		
Stop	<i>STOP</i>			
Stop now	STOP	<i>Now</i>		
Stop playing	STOP	<i>Playing</i>		
Stop this	STOP	<i>This</i>		
Stop working	STOP	<i>Working</i>		
Thank you	YES NO (AR)	<i>Thank you</i>		
That	<i>THAT</i>			
That game	THAT	<i>Game</i>		
That kid	THAT	<i>Kid</i>		
That one	THAT	<i>One</i>		
That sound	THAT	<i>Sound</i>		
To	<i>TO</i>			
Turn page	FUN	READ BOOK	<i>Turn</i>	

			<i>page</i>	
Want	WANT			
Want to listen to music	WANT	<i>Music</i>		
Want to play a game	WANT	<i>Play game</i>		
Want to watch TV	WANT	<i>Watch TV</i>		
Want to work on the computer	WANT	<i>Computer</i>		
What	WHAT			
What are we going to do?	WHAT	<i>We do?</i>		
What are you doing?	WHAT	<i>Doing</i>		
What can I do?	WHAT	<i>Can I do?</i>		
What did you say?	WHAT	<i>You say?</i>		
What's that?	FUN (AR)	READ BOOK	<i>What that</i>	
Whose turn?	FUN (AR)	PLAY GAME	<i>Who turn</i>	
Why	YES NO (AR)	<i>Why</i>		
Win	FUN (AR)	PLAY GAME	<i>Win</i>	
Yes	YES NO (AR)	<i>Yes</i>		
You	<i>YOU</i>			
Your turn	FUN (AR)	PLAY GAME	<i>Your turn</i>	

Animals Page (ANIMALS)

Message	Key	Key	Key
Bird	PAGES	ANIMALS	<i>Bird</i>
Cat	PAGES	ANIMALS	<i>Cat</i>
Chicken	PAGES	ANIMALS	<i>Chicken</i>
Cow	PAGES	ANIMALS	<i>Cow</i>
Dog	PAGES	ANIMALS	<i>Dog</i>
Donkey	PAGES	ANIMALS	<i>Donkey</i>
Duck	PAGES	ANIMALS	<i>Duck</i>
Farm animals	PAGES	ANIMALS	<i>Farm anim</i>

Gerbil	PAGES	ANIMALS	<i>Gerbil</i>
Goat	PAGES	ANIMALS	<i>Goat</i>
Guinea pig	PAGES	ANIMALS	<i>Guineapig</i>
Hamster	PAGES	ANIMALS	<i>Hamster</i>
Horse	PAGES	ANIMALS	<i>Horse</i>
Mouse	PAGES	ANIMALS	<i>Mouse</i>
Pets	PAGES	ANIMALS	<i>Pets</i>
Pig	PAGES	ANIMALS	<i>Pig</i>
Rabbit	PAGES	ANIMALS	<i>Rabbit</i>
Rooster	PAGES	ANIMALS	<i>Rooster</i>
Sheep	PAGES	ANIMALS	<i>Sheep</i>
Turkey	PAGES	ANIMALS	<i>Turkey</i>
Turtle	PAGES	ANIMALS	<i>Turtle</i>

Brown Bear Book Page (BBEAR)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Black Sheep	PAGES	BR BEAR	<i>Sheep</i>
Blue Horse	PAGES	BR BEAR	<i>Horse</i>
Brown Bear	PAGES	BR BEAR	<i>Brown bea</i>
Children	PAGES	BR BEAR	<i>Children</i>
Goldfish	PAGES	BR BEAR	<i>Goldfish</i>
Green Frog	PAGES	BR BEAR	<i>Frog</i>
I see a...	PAGES	BR BEAR	<i>I see a</i>
Let's stop	PAGES	BR BEAR	<i>Stop</i>
Look at that	PAGES	BR BEAR	<i>Look that</i>
Looking at me	PAGES	BR BEAR	<i>Looking a</i>
Purple Cat	PAGES	BR BEAR	<i>Cat</i>
Read more	PAGES	BR BEAR	<i>Read more</i>
Red Bird	PAGES	BR BEAR	<i>Red bird</i>
Teacher	PAGES	BR BEAR	<i>Teacher</i>
Turn the page	PAGES	BR BEAR	<i>Turn page</i>
Wait, go back	PAGES	BR BEAR	<i>Go back</i>
What do you see?	PAGES	BR BEAR	<i>What see</i>
What's that?	PAGES	BR BEAR	<i>What that</i>
White Dog	PAGES	BR BEAR	<i>Dog</i>
Yellow Duck	PAGES	BR BEAR	<i>Duck</i>

Blue Hat Book Page (BLUEHAT)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blue	PAGES	BLUE HAT	<i>Blue</i>
Coat	PAGES	BLUE HAT	<i>Coat</i>
Green	PAGES	BLUE HAT	<i>Green</i>
Hat	PAGES	BLUE HAT	<i>Hat</i>
Let's stop	PAGES	BLUE HAT	<i>Stop</i>
Look at that	PAGES	BLUE HAT	<i>Look that</i>
No	PAGES	BLUE HAT	<i>No</i>
Oops	PAGES	BLUE HAT	<i>Oops</i>
Pants	PAGES	BLUE HAT	<i>Pants</i>
Read more	PAGES	BLUE HAT	<i>Read more</i>
Red	PAGES	BLUE HAT	<i>Red</i>
Shirt	PAGES	BLUE HAT	<i>Shirt</i>
Shoes	PAGES	BLUE HAT	<i>Shoes</i>
Socks	PAGES	BLUE HAT	<i>Socks</i>
Turn the page	PAGES	BLUE HAT	<i>Turn page</i>
Wait, go back	PAGES	BLUE HAT	<i>Wait, go</i>
What's that	PAGES	BLUE HAT	<i>What that</i>
White	PAGES	BLUE HAT	<i>White</i>
Yellow	PAGES	BLUE HAT	<i>Yellow</i>
Yes	PAGES	BLUE HAT	<i>Yes</i>

Bowling Page (BOWLING)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Ball	PAGES	BOWLING	<i>Ball</i>
Bowling	PAGES	BOWLING	<i>Bowling</i>
Do	PAGES	BOWLING	<i>Do</i>
Don't	PAGES	BOWLING	<i>Don't</i>
Get	PAGES	BOWLING	<i>Get</i>
Go	PAGES	BOWLING	<i>Go</i>
Help	PAGES	BOWLING	<i>Help</i>
Hit	PAGES	BOWLING	<i>Hit</i>
I	PAGES	BOWLING	<i>I</i>
It	PAGES	BOWLING	<i>It</i>
Like	PAGES	BOWLING	<i>Like</i>
Lose	PAGES	BOWLING	<i>Lose</i>
More	PAGES	BOWLING	<i>More</i>
No	PAGES	BOWLING	<i>No</i>
Pin	PAGES	BOWLING	<i>Pin</i>

Play	PAGES	BOWLING	<i>Play</i>
Please	PAGES	BOWLING	<i>Please</i>
Score	PAGES	BOWLING	<i>Score</i>
Shoes	PAGES	BOWLING	<i>Shoes</i>
Spare	PAGES	BOWLING	<i>Spare</i>
Stop	PAGES	BOWLING	<i>Stop</i>
Strike	PAGES	BOWLING	<i>Strike</i>
To	PAGES	BOWLING	<i>To</i>
Try	PAGES	BOWLING	<i>Try</i>
Want	PAGES	BOWLING	<i>Want</i>
Win	PAGES	BOWLING	<i>Win</i>
Yes	PAGES	BOWLING	<i>Yes</i>
You	PAGES	BOWLING	<i>You</i>

Bubbles Game Page (BUBBLES)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Big	PAGES	BUBBLES	<i>Big</i>
Blow	PAGES	BUBBLES	<i>Blow</i>
Bubbles	PAGES	BUBBLES	<i>Bubbles</i>
Catch	PAGES	BUBBLES	<i>Catch</i>
Do	PAGES	BUBBLES	<i>Do</i>
Don't	PAGES	BUBBLES	<i>Don't</i>
Get	PAGES	BUBBLES	<i>Get</i>
Help	PAGES	BUBBLES	<i>Help</i>
High	PAGES	BUBBLES	<i>High</i>
I	PAGES	BUBBLES	<i>I</i>
It	PAGES	BUBBLES	<i>It</i>
Like	PAGES	BUBBLES	<i>Like</i>
Little	PAGES	BUBBLES	<i>Little</i>
Low	PAGES	BUBBLES	<i>Low</i>
Make	PAGES	BUBBLES	<i>Make</i>
More	PAGES	BUBBLES	<i>More</i>
My turn	PAGES	BUBBLES	<i>My turn</i>
Pop	PAGES	BUBBLES	<i>Pop</i>
Stop	PAGES	BUBBLES	<i>Stop</i>
Taste	PAGES	BUBBLES	<i>Taste</i>
To	PAGES	BUBBLES	<i>To</i>
Want	PAGES	BUBBLES	<i>Want</i>
You	PAGES	BUBBLES	<i>You</i>
Your turn	PAGES	BUBBLES	<i>Your turn</i>

Calendar Page (CALENDAR)

Message	Key	Key	Key
2002	PAGES	CALENDAR	<i>2002</i>
2003	PAGES	CALENDAR	<i>2003</i>
2004	PAGES	CALENDAR	<i>2004</i>
April	PAGES	CALENDAR	<i>April</i>
August	PAGES	CALENDAR	<i>August</i>
December	PAGES	CALENDAR	<i>December</i>
February	PAGES	CALENDAR	<i>February</i>
Friday	PAGES	CALENDAR	<i>Friday</i>
It is	PAGES	CALENDAR	<i>It is</i>
January	PAGES	CALENDAR	<i>January</i>
July	PAGES	CALENDAR	<i>July</i>
June	PAGES	CALENDAR	<i>June</i>
March	PAGES	CALENDAR	<i>March</i>
May	PAGES	CALENDAR	<i>May</i>
Monday	PAGES	CALENDAR	<i>Monday</i>
November	PAGES	CALENDAR	<i>November</i>
October	PAGES	CALENDAR	<i>October</i>
Saturday	PAGES	CALENDAR	<i>Saturday</i>
September	PAGES	CALENDAR	<i>September</i>
Sunday	PAGES	CALENDAR	<i>Sunday</i>
The month is...	PAGES	CALENDAR	<i>The month</i>
Thursday	PAGES	CALENDAR	<i>Thursday</i>
Today is...	PAGES	CALENDAR	<i>Today is</i>
Tuesday	PAGES	CALENDAR	<i>Tuesday</i>
Wednesday	PAGES	CALENDAR	<i>Wednesday</i>

Cards Page (CARDS)

Message	Key	Key	Key
A pair	PAGES	CARDS	<i>A pair</i>
A run	PAGES	CARDS	<i>A run</i>
Ace	PAGES	CARDS	<i>Ace</i>
Blackjack	PAGES	CARDS	<i>Blackjack</i>
Card	PAGES	CARDS	<i>Card</i>
Cheat	PAGES	CARDS	<i>Cheat</i>
Choose	PAGES	CARDS	<i>Choose</i>
Clubs	PAGES	CARDS	<i>Clubs</i>
Deal	PAGES	CARDS	<i>Deal</i>

Diamonds	PAGES	CARDS	<i>Diamonds</i>
Fullhouse	PAGES	CARDS	<i>Fullhouse</i>
Good game	PAGES	CARDS	<i>Good game</i>
Hearst	PAGES	CARDS	<i>Hearst</i>
Jack	PAGES	CARDS	<i>Jack</i>
Joker	PAGES	CARDS	<i>Joker</i>
King	PAGES	CARDS	<i>King</i>
Let's play again	PAGES	CARDS	<i>Again</i>
Let's stop	PAGES	CARDS	<i>Let's stop</i>
No	PAGES	CARDS	<i>No</i>
Poker	PAGES	CARDS	<i>Poker</i>
Queen	PAGES	CARDS	<i>Queen</i>
Rummy	PAGES	CARDS	<i>Rummy</i>
Spades	PAGES	CARDS	<i>Spades</i>
Yes	PAGES	CARDS	<i>Yes</i>

Cars Page (CARS)

Message	Key	Key	Key
Beep beep	PAGES	CARS	<i>Beep beep</i>
Bus	PAGES	CARS	<i>Bus</i>
Car	PAGES	CARS	<i>Car</i>
Crash	PAGES	CARS	<i>Crash</i>
Don't	PAGES	CARS	<i>Don't</i>
Fast	PAGES	CARS	<i>Fast</i>
Get	PAGES	CARS	<i>Get</i>
Go	PAGES	CARS	<i>Go</i>
Help	PAGES	CARS	<i>Help</i>
I	PAGES	CARS	<i>I</i>
It	PAGES	CARS	<i>It</i>
Like	PAGES	CARS	<i>Like</i>
Make	PAGES	CARS	<i>Make</i>
More	PAGES	CARS	<i>More</i>
My turn	PAGES	CARS	<i>My turn</i>
Slow	PAGES	CARS	<i>Slow</i>
Stop	PAGES	CARS	<i>Stop</i>
To	PAGES	CARS	<i>To</i>
Train	PAGES	CARS	<i>Train</i>
Truck	PAGES	CARS	<i>Truck</i>
Vroom	PAGES	CARS	<i>Vroom</i>
Want	PAGES	CARS	<i>Want</i>
You	PAGES	CARS	<i>You</i>

Your turn	PAGES	CARS	<i>Your turn</i>
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Checkers Page (CHECKERS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Black	PAGES	CHECKERS	<i>Black</i>
Checkers	PAGES	CHECKERS	<i>Checkers</i>
Do	PAGES	CHECKERS	<i>Do</i>
Don't	PAGES	CHECKERS	<i>Don't</i>
Get	PAGES	CHECKERS	<i>Get</i>
Go	PAGES	CHECKERS	<i>Go</i>
Help	PAGES	CHECKERS	<i>Help</i>
I	PAGES	CHECKERS	<i>I</i>
It	PAGES	CHECKERS	<i>It</i>
Jump	PAGES	CHECKERS	<i>Jump</i>
King	PAGES	CHECKERS	<i>King</i>
King me	PAGES	CHECKERS	<i>King me</i>
Like	PAGES	CHECKERS	<i>Like</i>
Lose	PAGES	CHECKERS	<i>Lose</i>
More	PAGES	CHECKERS	<i>More</i>
No	PAGES	CHECKERS	<i>No</i>
Play	PAGES	CHECKERS	<i>Play</i>
Please	PAGES	CHECKERS	<i>Please</i>
Red	PAGES	CHECKERS	<i>Red</i>
Stop	PAGES	CHECKERS	<i>Stop</i>
To	PAGES	CHECKERS	<i>To</i>
Want	PAGES	CHECKERS	<i>Want</i>
Win	PAGES	CHECKERS	<i>Win</i>
Yes	PAGES	CHECKERS	<i>Yes</i>
You	PAGES	CHECKERS	<i>You</i>

Clock Page (CLOCK)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
:05	PAGES	CLOCK	<i>05</i>
:10	PAGES	CLOCK	<i>10</i>
:15	PAGES	CLOCK	<i>15</i>
:20	PAGES	CLOCK	<i>20</i>
:25	PAGES	CLOCK	<i>25</i>
:30	PAGES	CLOCK	<i>30</i>
:35	PAGES	CLOCK	<i>35</i>
:40	PAGES	CLOCK	<i>40</i>

:45	PAGES	CLOCK	45
:50	PAGES	CLOCK	50
:55	PAGES	CLOCK	55
1	PAGES	CLOCK	1
10	PAGES	CLOCK	10
11	PAGES	CLOCK	11
12	PAGES	CLOCK	12
2	PAGES	CLOCK	2
3	PAGES	CLOCK	3
4	PAGES	CLOCK	4
5	PAGES	CLOCK	5
6	PAGES	CLOCK	6
7	PAGES	CLOCK	7
8	PAGES	CLOCK	8
9	PAGES	CLOCK	9
O'clock	PAGES	CLOCK	O'clock

Colors Page (COLORS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Black	PAGES	COLORS	<i>Black</i>
Blue	PAGES	COLORS	<i>Blue</i>
Brown	PAGES	COLORS	<i>Brown</i>
Color	PAGES	COLORS	<i>Color</i>
Do	PAGES	COLORS	<i>Do</i>
Don't like	PAGES	COLORS	<i>Dn't like</i>
Green	PAGES	COLORS	<i>Green</i>
I	PAGES	COLORS	<i>I</i>
Is	PAGES	COLORS	<i>Is</i>
It	PAGES	COLORS	<i>It</i>
Like	PAGES	COLORS	<i>Like</i>
Orange	PAGES	COLORS	<i>Orange</i>
Pink	PAGES	COLORS	<i>Pink</i>
Purple	PAGES	COLORS	<i>Purple</i>
Red	PAGES	COLORS	<i>Red</i>
Want	PAGES	COLORS	<i>Want</i>
What color?	PAGES	COLORS	<i>Color?</i>
White	PAGES	COLORS	<i>White</i>
Yellow	PAGES	COLORS	<i>Yellow</i>
You	PAGES	COLORS	<i>You</i>

Cooking Page (COOKING)

Bake	PAGES	COOKING	<i>Bake</i>
Cold	PAGES	COOKING	<i>Cold</i>
Cookies	PAGES	COOKING	<i>Cookies</i>
Do	PAGES	COOKING	<i>Do</i>
Don't	PAGES	COOKING	<i>Don't</i>
Drink	PAGES	COOKING	<i>Drink</i>
Eat	PAGES	COOKING	<i>Eat</i>
Get	PAGES	COOKING	<i>Get</i>
Help	PAGES	COOKING	<i>Help</i>
Hot	PAGES	COOKING	<i>Hot</i>
I	PAGES	COOKING	<i>I</i>
In	PAGES	COOKING	<i>In</i>
Is	PAGES	COOKING	<i>Is</i>
It	PAGES	COOKING	<i>It</i>
Like	PAGES	COOKING	<i>Like</i>
Look	PAGES	COOKING	<i>Look</i>
Make	PAGES	COOKING	<i>Make</i>
More	PAGES	COOKING	<i>More</i>
Off	PAGES	COOKING	<i>Off</i>
On	PAGES	COOKING	<i>On</i>
Please	PAGES	COOKING	<i>Please</i>
Put	PAGES	COOKING	<i>Put</i>
Stop	PAGES	COOKING	<i>Stop</i>
That	PAGES	COOKING	<i>That</i>
To	PAGES	COOKING	<i>To</i>
Want	PAGES	COOKING	<i>Want</i>
What	PAGES	COOKING	<i>What</i>
You	PAGES	COOKING	<i>You</i>

Dance Page (DANCE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Are you going to the dance?	PAGES	DANCE	<i>You go?</i>
Do you have a date?	PAGES	DANCE	<i>Date?</i>
I hope I get flowers	PAGES	DANCE	<i>Flowers</i>
I'm getting my hair done	PAGES	DANCE	<i>Hair</i>
I'm getting my nails done	PAGES	DANCE	<i>Nails</i>

I'm going to the dance	PAGES	DANCE	<i>I going</i>
I'm wearing a dress	PAGES	DANCE	<i>Wear dress</i>
I'm wearing a suit	PAGES	DANCE	<i>Wear suit</i>
It's soon time for the dance	PAGES	DANCE	<i>Soon time</i>
Let's get something to drink	PAGES	DANCE	<i>Get drink</i>
Let's get something to eat	PAGES	DANCE	<i>Let's eat</i>
My friend is going with me	PAGES	DANCE	<i>My friend</i>
No	PAGES	DANCE	<i>No</i>
We'll decorate the room	PAGES	DANCE	<i>Decorate</i>
What are you wearing?	PAGES	DANCE	<i>What are</i>
When is the dance?	PAGES	DANCE	<i>When?</i>
Will you dance with me?	PAGES	DANCE	<i>Dance me?</i>
Yes	PAGES	DANCE	<i>Yes</i>
You look good	PAGES	DANCE	<i>Look good</i>

Dates Page (DATE)

Message	Key	Key	Key	Key
10 th	PAGES	CALENDER	DATE	<i>10</i>
11 th	PAGES	CALENDER	DATE	<i>11</i>
12 th	PAGES	CALENDER	DATE	<i>12</i>
13 th	PAGES	CALENDER	DATE	<i>13</i>
14 th	PAGES	CALENDER	DATE	<i>14</i>
15 th	PAGES	CALENDER	DATE	<i>15</i>
16 th	PAGES	CALENDER	DATE	<i>16</i>
17 th	PAGES	CALENDER	DATE	<i>17</i>
18 th	PAGES	CALENDER	DATE	<i>18</i>
19 th	PAGES	CALENDER	DATE	<i>19</i>
1 st	PAGES	CALENDAR	DATE	<i>1</i>
20 th	PAGES	CALENDER	DATE	<i>20</i>
21 st	PAGES	CALENDER	DATE	<i>21</i>
22 nd	PAGES	CALENDER	DATE	<i>22</i>
23 rd	PAGES	CALENDER	DATE	<i>23</i>
24 th	PAGES	CALENDER	DATE	<i>24</i>
25 th	PAGES	CALENDER	DATE	<i>25</i>
26 th	PAGES	CALENDER	DATE	<i>26</i>
27 th	PAGES	CALENDER	DATE	<i>27</i>
28 th	PAGES	CALENDER	DATE	<i>28</i>

29 th	PAGES	CALENDER	DATE	29
2 nd	PAGES	CALENDER	DATE	2
30 th	PAGES	CALENDER	DATE	30
31 st	PAGES	CALENDER	DATE	31
3 rd	PAGES	CALENDER	DATE	3
4 th	PAGES	CALENDER	DATE	4
5 th	PAGES	CALENDER	DATE	5
6 th	PAGES	CALENDER	DATE	6
7 th	PAGES	CALENDER	DATE	7
8 th	PAGES	CALENDER	DATE	8
9 th	PAGES	CALENDER	DATE	9

Drinks Page (DRINKS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Cider	PAGES	DRINKS	<i>Cider</i>
Coffee	PAGES	DRINKS	<i>Coffee</i>
Hot chocolate	PAGES	DRINKS	<i>Hot chocolate</i>
I want	PAGES	DRINKS	<i>I want</i>
Iced tea	PAGES	DRINKS	<i>Iced tea</i>
Juice	PAGES	DRINKS	<i>Juice</i>
Lemon and lime	PAGES	DRINKS	<i>Lemonlime</i>
Lemonade	PAGES	DRINKS	<i>Lemonade</i>
Milk	PAGES	DRINKS	<i>Milk</i>
No	PAGES	DRINKS	<i>No</i>
Pepsi	PAGES	DRINKS	<i>Pepsi</i>
Please	PAGES	DRINKS	<i>Please</i>
Root beer	PAGES	DRINKS	<i>Root beer</i>
Soda	PAGES	DRINKS	<i>Soda</i>
Tea	PAGES	DRINKS	<i>Tea</i>
Thank you	PAGES	DRINKS	<i>Thank you</i>
Water	PAGES	DRINKS	<i>Water</i>
Yes	PAGES	DRINKS	<i>Yes</i>

Food Page (FOODS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
A taco	PAGES	FOOD	<i>A taco</i>
And	PAGES	FOOD	<i>And</i>
Apple	PAGES	FOOD	<i>Apple</i>
Banana	PAGES	FOOD	<i>Banana</i>
Burrito	PAGES	FOOD	<i>Burrito</i>

Carrot	PAGES	FOOD	<i>Carrot</i>
Cheese	PAGES	FOOD	<i>Cheese</i>
Corn	PAGES	FOOD	<i>Corn</i>
Fries	PAGES	FOOD	<i>Fries</i>
Grapes	PAGES	FOOD	<i>Grapes</i>
Hamburger	PAGES	FOOD	<i>Hamburger</i>
Hot dog	PAGES	FOOD	<i>Hot dog</i>
I don't want	PAGES	FOOD	<i>dn't want</i>
I want	PAGES	FOOD	<i>I want</i>
Jelly	PAGES	FOOD	<i>Jelly</i>
No	PAGES	FOOD	<i>No</i>
Orange	PAGES	FOOD	<i>Orange</i>
Peanut butter	PAGES	FOOD	<i>Peanut</i>
Pizza	PAGES	FOOD	<i>Pizza</i>
Please	PAGES	FOOD	<i>Please</i>
Potato	PAGES	FOOD	<i>Potato</i>
Salad	PAGES	FOOD	<i>Salad</i>
Sandwich	PAGES	FOOD	<i>Sandwich</i>
Spaghetti	PAGES	FOOD	<i>Spaghetti</i>
Thank you	PAGES	FOOD	<i>Thank you</i>
Yes	PAGES	FOOD	<i>Yes</i>

Go Fish Game Page (GOFISH)

Message	Key	Key	Key
A girl	PAGES	GO FISH	<i>Girl</i>
A Hammer	PAGES	GO FISH	<i>Hammer</i>
A shoe	PAGES	GO FISH	<i>Shoe</i>
A truck	PAGES	GO FISH	<i>Truck</i>
A watch	PAGES	GO FISH	<i>Watch</i>
Do	PAGES	GO FISH	<i>Do</i>
Do you have	PAGES	GO FISH	<i>Do have</i>
Don't	PAGES	GO FISH	<i>Don't</i>
Get	PAGES	GO FISH	<i>Get</i>
Go	PAGES	GO FISH	<i>Go</i>
Go Fish	PAGES	GO FISH	<i>Go Fish</i>
Help	PAGES	GO FISH	<i>Help</i>
I	PAGES	GO FISH	<i>I</i>
It	PAGES	GO FISH	<i>It</i>
Like	PAGES	GO FISH	<i>Like</i>
Lose	PAGES	GO FISH	<i>Lose</i>
Money	PAGES	GO FISH	<i>money</i>

More	PAGES	GO FISH	<i>More</i>
No	PAGES	GO FISH	<i>No</i>
Play	PAGES	GO FISH	<i>Play</i>
Stop	PAGES	GO FISH	<i>Stop</i>
To	PAGES	GO FISH	<i>To</i>
Want	PAGES	GO FISH	<i>Want</i>
Win	PAGES	GO FISH	<i>Win</i>
Yes	PAGES	GO FISH	<i>Yes</i>
You	PAGES	GO FISH	<i>You</i>

Holiday Page (HOLIDAY)

Message	Key	Key	Key
Balloon	PAGES	HOLIDAY	<i>balloon</i>
Birthday cake	PAGES	HOLIDAY	<i>Bday cake</i>
Birthday card	PAGES	HOLIDAY	<i>Bday card</i>
Candle	PAGES	HOLIDAY	<i>Candle</i>
Card	PAGES	HOLIDAY	<i>Card</i>
Christmas tree	PAGES	HOLIDAY	<i>Tree</i>
Costume	PAGES	HOLIDAY	<i>Costume</i>
Easter basket	PAGES	HOLIDAY	<i>E basket</i>
Easter bunny	PAGES	HOLIDAY	<i>E bunny</i>
Easter egg	PAGES	HOLIDAY	<i>Easter eg</i>
Elf	PAGES	HOLIDAY	<i>Elf</i>
Ghost	PAGES	HOLIDAY	<i>Ghost</i>
Gift	PAGES	HOLIDAY	<i>Gift</i>
Heart	PAGES	HOLIDAY	<i>Heart</i>
Jack o’lantern	PAGES	HOLIDAY	<i>Jack-o-la</i>
Leprechaun	PAGES	HOLIDAY	<i>Leprechaun</i>
Mask	PAGES	HOLIDAY	<i>Mask</i>
Mayflower	PAGES	HOLIDAY	<i>Mayflower</i>
Pilgrim	PAGES	HOLIDAY	<i>Pilgrim</i>
Rainbow	PAGES	HOLIDAY	<i>Rainbow</i>
Reindeer	PAGES	HOLIDAY	<i>Reindeer</i>
Santa	PAGES	HOLIDAY	<i>Santa</i>
Shamrock	PAGES	HOLIDAY	<i>Shamrock</i>
Sleigh	PAGES	HOLIDAY	<i>Sleigh</i>
Turkey	PAGES	HOLIDAY	<i>Turkey</i>
Valentine	PAGES	HOLIDAY	<i>Valentine</i>
Witch	PAGES	HOLIDAY	<i>Witch</i>
Wreath	PAGES	HOLIDAY	<i>Wreath</i>

Letters Page (LETTERS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
A	PAGES	LETTERS	<i>A</i>
B	PAGES	LETTERS	<i>B</i>
C	PAGES	LETTERS	<i>C</i>
D	PAGES	LETTERS	<i>D</i>
E	PAGES	LETTERS	<i>E</i>
F	PAGES	LETTERS	<i>F</i>
G	PAGES	LETTERS	<i>G</i>
H	PAGES	LETTERS	<i>H</i>
I	PAGES	LETTERS	<i>I</i>
It starts with	PAGES	LETTERS	<i>It start</i>
J	PAGES	LETTERS	<i>J</i>
K	PAGES	LETTERS	<i>K</i>
L	PAGES	LETTERS	<i>L</i>
M	PAGES	LETTERS	<i>M</i>
N	PAGES	LETTERS	<i>N</i>
O	PAGES	LETTERS	<i>O</i>
P	PAGES	LETTERS	<i>P</i>
Q	PAGES	LETTERS	<i>Q</i>
R	PAGES	LETTERS	<i>R</i>
S	PAGES	LETTERS	<i>S</i>
T	PAGES	LETTERS	<i>T</i>
U	PAGES	LETTERS	<i>U</i>
V	PAGES	LETTERS	<i>V</i>
W	PAGES	LETTERS	<i>W</i>
X	PAGES	LETTERS	<i>X</i>
Y	PAGES	LETTERS	<i>Y</i>
Z	PAGES	LETTERS	<i>Z</i>

Magazine Page (MAGAZIN)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Buy	PAGES	MAGAZINE	<i>Buy</i>
Check her out!	PAGES	MAGAZINE	<i>Check her out!</i>
Do	PAGES	MAGAZINE	<i>Do</i>
Don't	PAGES	MAGAZINE	<i>Don't</i>
Favorite	PAGES	MAGAZINE	<i>Favorite</i>
Get	PAGES	MAGAZINE	<i>Get</i>
He's cute!	PAGES	MAGAZINE	<i>He's cute!</i>

Help	PAGES	MAGAZINE	<i>Help</i>
Her	PAGES	MAGAZINE	<i>Her</i>
Him	PAGES	MAGAZINE	<i>Him</i>
I	PAGES	MAGAZINE	<i>I</i>
Is	PAGES	MAGAZINE	<i>Is</i>
It	PAGES	MAGAZINE	<i>It</i>
Like	PAGES	MAGAZINE	<i>Like</i>
Look	PAGES	MAGAZINE	<i>Look</i>
Magazine	PAGES	MAGAZINE	<i>Magazine</i>
Make-up	PAGES	MAGAZINE	<i>Make-up</i>
My	PAGES	MAGAZINE	<i>My</i>
No	PAGES	MAGAZINE	<i>No</i>
Please	PAGES	MAGAZINE	<i>Please</i>
Put	PAGES	MAGAZINE	<i>Put</i>
stop	PAGES	MAGAZINE	<i>stop</i>
That	PAGES	MAGAZINE	<i>That</i>
To	PAGES	MAGAZINE	<i>To</i>
Want	PAGES	MAGAZINE	<i>Want</i>
What	PAGES	MAGAZINE	<i>What</i>
Yes	PAGES	MAGAZINE	<i>Yes</i>
You	PAGES	MAGAZINE	<i>You</i>

Make-Up Page (MAKEUP)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Blush	PAGES	MAKE-UP	<i>Blush</i>
Brush	PAGES	MAKE-UP	<i>Brush</i>
Comb	PAGES	MAKE-UP	<i>Comb</i>
Do	PAGES	MAKE-UP	<i>Do</i>
Don't	PAGES	MAKE-UP	<i>Don't</i>
Get	PAGES	MAKE-UP	<i>Get</i>
Hair	PAGES	MAKE-UP	<i>Hair</i>
Help	PAGES	MAKE-UP	<i>Help</i>
How do I look?	PAGES	MAKE-UP	<i>How look?</i>
I	PAGES	MAKE-UP	<i>I</i>
It	PAGES	MAKE-UP	<i>It</i>
Lipstick	PAGES	MAKE-UP	<i>Lipstick</i>
Look	PAGES	MAKE-UP	<i>Look</i>
Mascara	PAGES	MAKE-UP	<i>Mascara</i>
More	PAGES	MAKE-UP	<i>More</i>
My	PAGES	MAKE-UP	<i>My</i>
No	PAGES	MAKE-UP	<i>No</i>

Off	PAGES	MAKE-UP	<i>Off</i>
On	PAGES	MAKE-UP	<i>On</i>
Please	PAGES	MAKE-UP	<i>Please</i>
Put	PAGES	MAKE-UP	<i>Put</i>
Shadow	PAGES	MAKE-UP	<i>Shadow</i>
Stop	PAGES	MAKE-UP	<i>stop</i>
Take	PAGES	MAKE-UP	<i>Take</i>
Want	PAGES	MAKE-UP	<i>Want</i>
What	PAGES	MAKE-UP	<i>What</i>
Yes	PAGES	MAKE-UP	<i>Yes</i>
You	PAGES	MAKE-UP	<i>You</i>

Medical Page (MEDICAL)

Message	Key	Key	Key
I feel dizzy	PAGES	MEDICAL	<i>Dizzy</i>
I feel sick	PAGES	MEDICAL	<i>Sick</i>
I had a seizure	PAGES	MEDICAL	<i>Seizure</i>
I had a stroke	PAGES	MEDICAL	<i>Stroke</i>
I had an operation	PAGES	MEDICAL	<i>Operation</i>
I have a cold	PAGES	MEDICAL	<i>Cold</i>
I have a headache	PAGES	MEDICAL	<i>headache</i>
I have a splinter	PAGES	MEDICAL	<i>Splinter</i>
I have a stomach ache	PAGES	MEDICAL	<i>Stomach</i>
I have a toothache	PAGES	MEDICAL	<i>Toothache</i>
I have cramps	PAGES	MEDICAL	<i>Cramps</i>
I have diarrhea	PAGES	MEDICAL	<i>Diarrhea</i>
I need a bandaid	PAGES	MEDICAL	<i>Bandaid</i>
I need a throat lozenge	PAGES	MEDICAL	<i>Lozenge</i>
I need a tissue	PAGES	MEDICAL	<i>Tissue</i>
I need my medicine	PAGES	MEDICAL	<i>Medicine</i>
I need my oxygen	PAGES	MEDICAL	<i>Oxygen</i>
I need my shot	PAGES	MEDICAL	<i>My shot</i>
I need some cough syrup	PAGES	MEDICAL	<i>Cough</i>
I need to be suctioned	PAGES	MEDICAL	<i>Suction</i>
I need to check my blood sugar	PAGES	MEDICAL	<i>Blood sug</i>
I was in an accident	PAGES	MEDICAL	<i>Accident</i>
My eye is itchy	PAGES	MEDICAL	<i>Itchy eye</i>
My vision is blurry	PAGES	MEDICAL	<i>Blurry</i>
No	PAGES	MEDICAL	<i>No</i>
Yes	PAGES	MEDICAL	<i>Yes</i>

Money Page (MONEY)

Message	Key	Key	Key
And	PAGES	MONEY	<i>And</i>
Cents	PAGES	MONEY	<i>Cents</i>
Dime	PAGES	MONEY	<i>Dime</i>
Dollar	PAGES	MONEY	<i>Dollar</i>
Dollars	PAGES	MONEY	<i>Dollars</i>
I have	PAGES	MONEY	<i>I have</i>
I need	PAGES	MONEY	<i>I need</i>
I want	PAGES	MONEY	<i>I want</i>
Money	PAGES	MONEY	<i>Money</i>
Nickel	PAGES	MONEY	<i>Nickel</i>
Penny	PAGES	MONEY	<i>Penny</i>
Quarter	PAGES	MONEY	<i>Quarter</i>

Music Page (MUSIC)

Message	Key	Key	Key
CD	PAGES	MUSIC	<i>CD</i>
Do	PAGES	MUSIC	<i>Do</i>
Don't	PAGES	MUSIC	<i>Don't</i>
Favorite	PAGES	MUSIC	<i>Favorite</i>
Get	PAGES	MUSIC	<i>Get</i>
Help	PAGES	MUSIC	<i>Help</i>
I	PAGES	MUSIC	<i>I</i>
Is	PAGES	MUSIC	<i>Is</i>
It	PAGES	MUSIC	<i>It</i>
Like	PAGES	MUSIC	<i>Like</i>
Loud	PAGES	MUSIC	<i>Loud</i>
More	PAGES	MUSIC	<i>More</i>
My	PAGES	MUSIC	<i>My</i>
No	PAGES	MUSIC	<i>No</i>
On	PAGES	MUSIC	<i>On</i>
Play	PAGES	MUSIC	<i>Play</i>
Please	PAGES	MUSIC	<i>Please</i>
Put	PAGES	MUSIC	<i>Put</i>
Quiet	PAGES	MUSIC	<i>Quiet</i>
Singer	PAGES	MUSIC	<i>Singer</i>
Skip	PAGES	MUSIC	<i>Skip</i>
stop	PAGES	MUSIC	<i>stop</i>

That	PAGES	MUSIC	<i>That</i>
To	PAGES	MUSIC	<i>To</i>
Turn	PAGES	MUSIC	<i>Turn</i>
Want	PAGES	MUSIC	<i>Want</i>
What	PAGES	MUSIC	<i>What</i>
Yes	PAGES	MUSIC	<i>Yes</i>
You	PAGES	MUSIC	<i>You</i>
Your	PAGES	MUSIC	<i>Your</i>

Number Page (NUMBERS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
0	PAGES	NUMBERS	<i>0</i>
1	PAGES	NUMBERS	<i>1</i>
10	PAGES	NUMBERS	<i>10</i>
100	PAGES	NUMBERS	<i>100</i>
11	PAGES	NUMBERS	<i>11</i>
12	PAGES	NUMBERS	<i>12</i>
13	PAGES	NUMBERS	<i>13</i>
14	PAGES	NUMBERS	<i>14</i>
15	PAGES	NUMBERS	<i>15</i>
16	PAGES	NUMBERS	<i>16</i>
17	PAGES	NUMBERS	<i>17</i>
18	PAGES	NUMBERS	<i>18</i>
19	PAGES	NUMBERS	<i>19</i>
2	PAGES	NUMBERS	<i>2</i>
20	PAGES	NUMBERS	<i>20</i>
25	PAGES	NUMBERS	<i>25</i>
3	PAGES	NUMBERS	<i>3</i>
4	PAGES	NUMBERS	<i>4</i>
5	PAGES	NUMBERS	<i>5</i>
50	PAGES	NUMBERS	<i>50</i>
6	PAGES	NUMBERS	<i>6</i>
7	PAGES	NUMBERS	<i>7</i>
75	PAGES	NUMBERS	<i>75</i>
8	PAGES	NUMBERS	<i>8</i>
9	PAGES	NUMBERS	<i>9</i>

Opposites Pages (OPPOSITES)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Bad	PAGES	OPPOSITES	<i>Bad</i>

Big	PAGES	OPPOSITES	<i>Big</i>
Cold	PAGES	OPPOSITES	<i>Cold</i>
Different	PAGES	OPPOSITES	<i>Different</i>
Down	PAGES	OPPOSITES	<i>Down</i>
Empty	PAGES	OPPOSITES	<i>Empty</i>
Fast	PAGES	OPPOSITES	<i>Fast</i>
Full	PAGES	OPPOSITES	<i>Full</i>
Good	PAGES	OPPOSITES	<i>Good</i>
Hot	PAGES	OPPOSITES	<i>Hot</i>
In	PAGES	OPPOSITES	<i>In</i>
Little	PAGES	OPPOSITES	<i>Little</i>
New	PAGES	OPPOSITES	<i>New</i>
Old	PAGES	OPPOSITES	<i>Old</i>
Out	PAGES	OPPOSITES	<i>Out</i>
Over	PAGES	OPPOSITES	<i>Over</i>
Pretty	PAGES	OPPOSITES	<i>Pretty</i>
Right	PAGES	OPPOSITES	<i>Right</i>
Same	PAGES	OPPOSITES	<i>Same</i>
Slow	PAGES	OPPOSITES	<i>Slow</i>
Ugly	PAGES	OPPOSITES	<i>Ugly</i>
Under	PAGES	OPPOSITES	<i>Under</i>
Up	PAGES	OPPOSITES	<i>Up</i>
Wrong	PAGES	OPPOSITES	<i>Wrong</i>

Phone Page (PHONE)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Call me	PAGES	PHONE	<i>Call me</i>
Can you come over to my house?	PAGES	PHONE	<i>You come?</i>
Goodbye	PAGES	PHONE	<i>Good-bye</i>
Hello	PAGES	PHONE	<i>Hello</i>
How are you?	PAGES	PHONE	<i>How you?</i>
I gotta go now	PAGES	PHONE	<i>Gotta go</i>
I miss you	PAGES	PHONE	<i>Miss you</i>
I was sick	PAGES	PHONE	<i>Sick</i>
I'm fine	PAGES	PHONE	<i>I'm fine</i>
I'm not so good	PAGES	PHONE	<i>Not good</i>
Name (1)	PAGES	PHONE	<i>Name</i>
Name (2)	PAGES	PHONE	<i>Name</i>
Name (3)	PAGES	PHONE	<i>Name</i>
No	PAGES	PHONE	<i>No</i>

Playing	PAGES	PHONE	<i>Playing</i>
school	PAGES	PHONE	<i>School</i>
Thank you	PAGES	PHONE	<i>Thank you</i>
What have you been doing?	PAGES	PHONE	<i>What do?</i>
Working	PAGES	PHONE	<i>Working</i>
Yes	PAGES	PHONE	<i>Yes</i>

Potato Head Game Page (POTATO)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Beard	PAGES	MRPOTATO	<i>Beard</i>
Don't	PAGES	MRPOTATO	<i>Don't</i>
Ear	PAGES	MRPOTATO	<i>Ear</i>
Eye	PAGES	MRPOTATO	<i>Eye</i>
Foot	PAGES	MRPOTATO	<i>Foot</i>
Get	PAGES	MRPOTATO	<i>Get</i>
Glasses	PAGES	MRPOTATO	<i>Glasses</i>
Hand	PAGES	MRPOTATO	<i>Hand</i>
Hat	PAGES	MRPOTATO	<i>Hat</i>
Head	PAGES	MRPOTATO	<i>Head</i>
Help	PAGES	MRPOTATO	<i>Help</i>
I	PAGES	MRPOTATO	<i>I</i>
It	PAGES	MRPOTATO	<i>It</i>
Like	PAGES	MRPOTATO	<i>Like</i>
Make	PAGES	MRPOTATO	<i>Make</i>
More	PAGES	MRPOTATO	<i>More</i>
Mouth	PAGES	MRPOTATO	<i>Mouth</i>
Mr. Potato Head	PAGES	MRPOTATO	<i>Mr. Potato</i>
Mustache	PAGES	MRPOTATO	<i>Mustache</i>
Nose	PAGES	MRPOTATO	<i>Nose</i>
Put	PAGES	MRPOTATO	<i>Put</i>
Stop	PAGES	MRPOTATO	<i>Stop</i>
Want	PAGES	MRPOTATO	<i>Want</i>
You	PAGES	MRPOTATO	<i>You</i>

Sports Page (SPORTS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Baseball	PAGES	SPORTS	<i>Baseball</i>
Basketball	PAGES	SPORTS	<i>Basketbal</i>
Bowling	PAGES	SPORTS	<i>Bowling</i>

Fishing	PAGES	SPORTS	<i>Fishing</i>
Football	PAGES	SPORTS	<i>Football</i>
Golf	PAGES	SPORTS	<i>Golf</i>
Gymnastics	PAGES	SPORTS	<i>Gymnastic</i>
Hockey	PAGES	SPORTS	<i>Hockey</i>
Rugby	PAGES	SPORTS	<i>Rugby</i>
Skating	PAGES	SPORTS	<i>Skating</i>
Skiing	PAGES	SPORTS	<i>Skiing</i>
Soccer	PAGES	SPORTS	<i>Soccer</i>
Softball	PAGES	SPORTS	<i>Softball</i>
Sports	PAGES	SPORTS	<i>Sports</i>
Swimming	PAGES	SPORTS	<i>Swimming</i>
Track	PAGES	SPORTS	<i>Track</i>
Wrestling	PAGES	SPORTS	<i>Wrestling</i>

Toys Page (TOYS)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Ball	PAGES	TOYS	<i>Ball</i>
Balloon	PAGES	TOYS	<i>Balloon</i>
Beads	PAGES	TOYS	<i>Beads</i>
Blocks	PAGES	TOYS	<i>Blocks</i>
Bubbles	PAGES	TOYS	<i>Bubbles</i>
Car	PAGES	TOYS	<i>Car</i>
Doll	PAGES	TOYS	<i>Doll</i>
Dress-up	PAGES	TOYS	<i>Dressup</i>
Jack-in-the-Box	PAGES	TOYS	<i>Jackinbox</i>
Kite	PAGES	TOYS	<i>Kite</i>
Legos	PAGES	TOYS	<i>Legos</i>
Magic wand	PAGES	TOYS	<i>Magicwand</i>
Marble	PAGES	TOYS	<i>Marble</i>
Mr. Potato head	PAGES	TOYS	<i>Mr.Potato</i>
No	PAGES	TOYS	<i>No</i>
Obstacle	PAGES	TOYS	<i>Obstacle</i>
Pool	PAGES	TOYS	<i>Pool</i>
Puppet	PAGES	TOYS	<i>Puppet</i>
Puzzle	PAGES	TOYS	<i>Puzzle</i>
Sandbox	PAGES	TOYS	<i>Sandbox</i>
Slide	PAGES	TOYS	<i>Slide</i>
Stuffed toy	PAGES	TOYS	<i>Stuff toy</i>
Swing	PAGES	TOYS	<i>Swing</i>
Teddy bear	PAGES	TOYS	<i>Teddybear</i>

Toy box	PAGES	TOYS	<i>Toy box</i>
Toys	PAGES	TOYS	<i>Toys</i>
Yes	PAGES	TOYS	<i>Yes</i>
Yo-yo	PAGES	TOYS	<i>Yo-yo</i>

Uno Page (UNO)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
Do	PAGES	UNO	<i>Do</i>
Don't	PAGES	UNO	<i>Don't</i>
Draw 2	PAGES	UNO	<i>Draw 2</i>
Draw 4	PAGES	UNO	<i>Draw 4</i>
Get	PAGES	UNO	<i>Get</i>
Go	PAGES	UNO	<i>Go</i>
Help	PAGES	UNO	<i>Help</i>
I	PAGES	UNO	<i>I</i>
It	PAGES	UNO	<i>It</i>
Like	PAGES	UNO	<i>Like</i>
Lose	PAGES	UNO	<i>Lose</i>
More	PAGES	UNO	<i>More</i>
No	PAGES	UNO	<i>No</i>
Play	PAGES	UNO	<i>Play</i>
Please	PAGES	UNO	<i>Please</i>
Reverse	PAGES	UNO	<i>Reverse</i>
Skip	PAGES	UNO	<i>Skip</i>
Stop	PAGES	UNO	<i>Stop</i>
To	PAGES	UNO	<i>To</i>
Uno	PAGES	UNO	<i>Uno</i>
Want	PAGES	UNO	<i>Want</i>
Wild card	PAGES	UNO	<i>Wild card</i>
Win	PAGES	UNO	<i>Win</i>
Yes	PAGES	UNO	<i>Yes</i>
You	PAGES	UNO	<i>You</i>

Weather Page (WEATHER)

<i>Message</i>	<i>Key</i>	<i>Key</i>	<i>Key</i>
And	PAGES	WEATHER	<i>And</i>
Cloudy	PAGES	WEATHER	<i>Cloudy</i>
Cold	PAGES	WEATHER	<i>Cold</i>
Earthquake	PAGES	WEATHER	<i>Earthquake</i>
Foggy	PAGES	WEATHER	<i>Foggy</i>

Frosty	PAGES	WEATHER	<i>Frosty</i>
Hot	PAGES	WEATHER	<i>Hot</i>
Hurricane	PAGES	WEATHER	<i>Hurricane</i>
Icy	PAGES	WEATHER	<i>Icy</i>
It is	PAGES	WEATHER	<i>It is</i>
Lightning	PAGES	WEATHER	<i>Lightning</i>
Rainy	PAGES	WEATHER	<i>Rainy</i>
Snowy	PAGES	WEATHER	<i>Snowy</i>
Stormy	PAGES	WEATHER	<i>Stormy</i>
Sunny	PAGES	WEATHER	<i>Sunny</i>
The weather is...	PAGES	WEATHER	<i>Weather</i>
Thunder	PAGES	WEATHER	<i>Thunder</i>
Tornado	PAGES	WEATHER	<i>Tornado</i>
Windy	PAGES	WEATHER	<i>Windy</i>

Work Page (WORK)

Message	Key	Key	Key
I have a problem	PAGES	WORK	<i>Problem</i>
I need more work	PAGES	WORK	<i>Need more</i>
I'm finished	PAGES	WORK	<i>Finished</i>
I'm ready	PAGES	WORK	<i>I'm ready</i>
No	PAGES	WORK	<i>No</i>
Thank you	PAGES	WORK	<i>Thank you</i>
Yes	PAGES	WORK	<i>Yes</i>

Appendices

Appendix A: Picture Test Scoring Sheet

Summary:

Use this Scoring Sheet along with the Picture Tests to get an idea of how a client responds to pictures. This will help determine where to start when introducing the SpringBoard.

How to use the Scoring Sheet

1. ACCESS Section.

Access Method: Check off how the client is best able to access the device; by Direct Selection, by Switch Scanning, or by Optical Head-pointing.

Key size: Check off the key size that the client is best able to use. If need be, have the client use the TARGET test first.

2. LANGUAGE Section.

There are two options: 8-locations and 15-locations. Choose the one that is more accessible for your client.

Each option has three distinct sections, each looking at a different skill:

- Identification of Pictures by Label
- Identification of Pictures by Action
- Identification of Pictures by Category

Put an X in the box by each test item when the client makes a correct response, put a O for an incorrect response. Use the *Notes* section to jot down any relevant observations.

Picture Test Scoring Sheet

Client Name: _____

Date of Birth: _____

Date of Test: _____

Tester: _____

ACCESS METHOD

<i>Method</i>	<i>Notes</i>
<input type="checkbox"/> Direct Selection	
<input type="checkbox"/> Switch	
<input type="checkbox"/> Optical Head-pointing	

<i>Key Size</i>	<i>Notes</i>
<input type="checkbox"/> 4 locations	
<input type="checkbox"/> 8 locations	
<input type="checkbox"/> 15 locations	
<input type="checkbox"/> 32 locations	

LANGUAGE

8-Location Test

(a) Identification of Pictures by Label

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Book	
<input type="checkbox"/> Apple	
<input type="checkbox"/> Eye	

(b) Identification of Pictures by Function

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Read	
<input type="checkbox"/> See	
<input type="checkbox"/> Eat	

(c) Identification of Pictures by Category

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Shirt (CLOTHING)	
<input type="checkbox"/> Apple (FOOD)	
<input type="checkbox"/> Puppet (TOYS)	

15-Location Test

(a) Identification of Pictures by Label

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Dog	
<input type="checkbox"/> Apple	
<input type="checkbox"/> Computer	
<input type="checkbox"/> Truck	
<input type="checkbox"/> Bed	
<input type="checkbox"/> Family	
<input type="checkbox"/> Rainbow	

(b) Identification of Pictures by Action

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Read	
<input type="checkbox"/> Drink	
<input type="checkbox"/> Look	
<input type="checkbox"/> Stop	
<input type="checkbox"/> Sleep	
<input type="checkbox"/> Go	
<input type="checkbox"/> Eat	

(a) Identification of Pictures by Category

<i>Picture</i>	<i>Notes</i>
<input type="checkbox"/> Train (VEHICLES)	
<input type="checkbox"/> Dog (ANIMALS)	
<input type="checkbox"/> Shirt (CLOTHING)	
<input type="checkbox"/> Puzzle (TOYS)	
<input type="checkbox"/> Pizza (FOOD)	
<input type="checkbox"/> Green (COLORS)	

Appendix B: Using IntelliTools with SpringBoard

Summary: Your new SpringBoard has IntelliTools pages ready to use. Refer to the SB manual to start up computer access, then use the following instructions to begin.

Getting Started with IntelliTools Classroom Suite Using Your Springboard

Congratulations on receiving your new Springboard. I am sure you will see that with practice and support, the possibilities for language and learning are endless. Prentke Romich Company has partnered with IntelliTools to bring you new and exciting ways to support language and educational goals using your new Springboard.

What is IntelliTools Classroom Suite?

IntelliTools Classroom Suite integrates IntelliTools' three popular and award-winning PreK-8 classroom tools into an incredibly powerful and useful classroom resource.

**Intellipics Studio 3* is a multimedia presentation tool.

**IntelliMathics 3* is a virtual math manipulatives tool.

**IntelliTalk 3* is a talking word processor and writing tool.

IntelliTools Classroom Suite is designed to provide one set of cross-curricular tools that steps up with students – from kindergarten through middle school. Powerful yet easy-to-use, it delivers curriculum, creativity, and accountability in one extremely flexible program.

How Can a Springboard User Utilize IntelliTools Classroom Suite?

There are some new pre-programmed activities and pages that come standard in your new device. The pages are used to control a number of activities already in the IntelliTools Classroom Suite activity library included with the software.

*Preschool students can use coloring book and puzzle activities where they paint and use stamps, explore shapes, patterns and counting or work with cause and effect activities. Because they are accessing the software through their Springboard, all access methods will work.

*Elementary and primary students can use engaging pre-made activities to learn curriculum and practice with concepts. They can create their own electronic books and slide shows, practice math concepts with on-screen manipulatives, and develop writing fluency.

The activity row can be used with existing vocabulary on the device to access the talking word processor for journal writing, poetry, letter writing, story telling, etc. The possibilities are endless. We strongly encourage you to explore the power of Intellitools Classroom Suite with your child. For more information, and a free trial version of Intellitools Classroom Suite software, go to www.intellitools.com.

Interfacing IntelliTools Classroom Suite with Your Springboard

The Springboard comes with an activity row and a variety of pages already installed in the device that integrate with the IntelliTools Classroom Suite software. To use these functions, you must set up the Springboard for computer emulation (directions provided in the Springboard Manual).

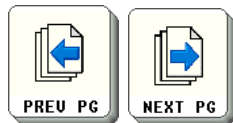
IntelliTools items (keys) across Springboard pages or activity rows provide the user with a variety of functions in IntelliTools Classroom Suite. Most of the pictured items will be self-evident, as they match the activity. Here are some function keys that may not be as obvious:

The key that simply says “ACTVTY” on the activity row will allow you to turn off the dynamic activity feature allowing the user access to the IntelliTools functions on the activity row to use with core vocabulary in IntelliTools Classroom Suite. Otherwise the activity row will bring up the dynamic activity associated with the word making access to the tools more difficult.

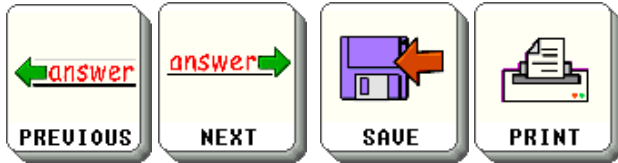
Some items (keys) are used for readback functions: Read Word, Read Sentence, Read Sentence and Advance, Read All. The “STOP” item activates the “escape” key.



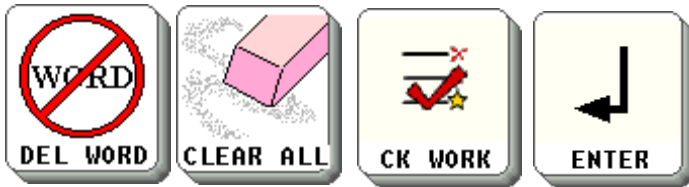
The two items below are for navigation purposes and will provide the page up/down functions in word processing documents as well as turning pages in other files.



The following items are grouped to be helpful during the writing process: Previous Answer Field, Next Answer Field (tab), Save, and Print:



Below are items are grouped for editing purposes: Delete Word, Clear All, Check Work, and Enter.



The “PIC LIB” item opens up the picture library in IntelliTools. The user or teacher can type a word and look for it in the picture library. To select a picture from the library, use the “Enter” key. The “ENTER” item is commonly used, and also works as a “Return” key.

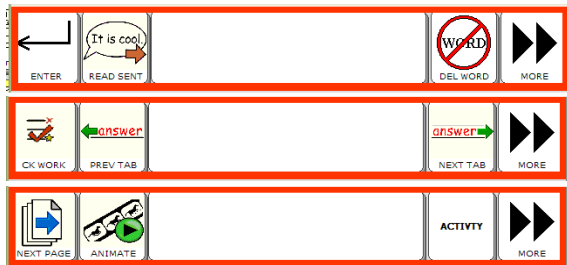


When animation occurs in the program and you would like it to repeat. Simply hit the “PLAY ANIMATION” key and the action will play again.

Finding Your Way Around



All IntelliTools Classroom Suite functions have been added to the activity row under the following activity. This way the user can use core vocabulary within the program itself.



Also included are a variety of pages that directly correspond with specific IntelliTools Classroom Suite activities. You find them on the “PAGES” page.



They are organized according to the curricular area that the lesson is associated with. Nineteen different lesson pages are included. You are encouraged to start with these and then create your own according to your own individual learning

objectives. Full documentation for each of these activities can be found in the IntelliTools Classroom Suite Teacher's Guide.

PAGES PAGE – ITPAGES



The following IntelliTools Classroom Suite Curricular Activities have pre-made Springboard pages to use with them. These lessons provide learning and creativity opportunities for students. Refer to your IntelliTools Classroom Suite Teachers Guide for learning objectives, procedures, assessments etc. You can also find information at www.intellitools.com. Several activities are accessible from the free trial version of IntelliTools Classroom Suite for 45 days.

LANGUAGE ARTS



A Day at the Beach

Students read an illustrated story. They respond to the text and illustrations by interacting with objects on the screen.

Easy Writing Fall

Students develop reading and writing fluency by combining sentence beginnings and endings to create a simple, errorless story about the season of fall.

Phonics Sort

Students complete phonics activities by sorting words onto a word wall. Words are sorted based on common word families, also known as chunks or rhymes.

MATH



Explore Dinosaurs

Students have an opportunity to explore attributes of size, number, color, and movement by interacting with a set of animals.

Counting Trucks

Students practice counting and matching number symbols with the objects they place on the page.

Shapes and Patterns

Students practice recognizing shapes and patterns and create their own patterns.

Seashore Animals

This activity features counting, sorting and patterns. Students connect numerals to the quantities they represent. They establish one-to-one correspondence as they enter and move sea animals.

Addition in the Desert

Students explore addition by interacting with a set of animals, placing them in counting boxes, and generating matching equations.

Using Money

Students practice using both bills and coins to solve word problems and to make change.

2-Digit/3-Digit Numbers

Students work on place values of numbers by placing the correct numeral in the corresponding value column.

SOCIAL STUDIES



US Puzzle Capitol

This puzzle is an errorless, cause and effect activity. Students who use the puzzle are reinforced by seeing the animation sequence after the final puzzle piece has been added.

SCIENCE



Coloring Ant Colony

Students use the paint tools to color a diagram of an ant colony. It is a simple cause and effect coloring activity that is suitable for young students, including switch users.

PRODUCTIVITY



Easy Paint Underwater

This is a simple cause and effect coloring activity that is suitable for young students, including switch users. Students use paint tools to complete a coloring book page of an underwater scene. Other scenes will work the same way and can be created using the Easy Paint Template.

Puzzle Arch

This cause and effect activity enables students to complete a simple puzzle, one piece at a time. It is suitable for young students as well as switch users. Other puzzles will work the same way and can be created using a Puzzle Template.

Coloring Book

Students use the paint tools to complete coloring book pages. Other pages will work the same way and can be created using the Coloring Book Template.

THEMATIC UNIT/SPORTS MANIA



Sports Mania

Sports Mania is a sample thematic unit that demonstrates the way you can customize *IntelliTools Classroom Suite* instant-activity templates to create a collection of thematically related activities. The Sports Mania thematic unit includes activities focused on sports. It showcases a couple of templates included in IntelliTools Classroom Suite that you can use to create your own thematic units in any subject area.

All these are “activities” created in IntelliTools Classroom Suite using templates that install with the program. People can use these templates to create new activities that can be activated from the Springboard in the same way.

- Ex.Easy Paint Template
- Puzzle Template
- Easy Storybook Template
- Counting Template

Some, (like Counting Trucks Template) would entail copying an existing page and changing the content on the Springboard to match the new activity. Others (such as the Puzzle, Paint or the Easy Paint Template) will work with the existing Springboard page.

Mouse Accessibility

Many of the activities included in IntelliTools Classroom Suite utilize mouse functions. Not all users are able to operate a standard mouse. The following pages are added to activities that require a user to activate mouse functions. Both Mac and PC pages are included. You may consider hiding the key that you are not using.



There is a mouse-movement area on your Mouse page. This area contains keys with single or double arrows on them. This is a “step” grid. These keys allow you to move the mouse in the direction of the arrows. The **single arrows** move the cursor in **small steps** in the direction of the arrow. The **double arrows** move the cursor in **large steps** in the direction of the arrow.

These pages also have also been programmed with the computer commands that you will need to access your IntelliTools Classroom

Suite activities. Commands such as **click**, **double click**, **button up** and **button down** are available. You may also want to check in your IntelliTools manual for more features (such as Sticky Mouse) that might come in handy.

IntelliTools and Prentke Romich hope you will share activities you create with and for your students with other teachers. To exchange lessons on the free Activity Exchange and to learn about new products, visit the IntelliTools Web site:

<http://www.intellitools.com>