

# Unity For Vantage And Vanguard



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# Acknowledgments

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This program is dedicated to the many special individuals with communication disabilities who have motivated and inspired us throughout the years. Thank you for your many ideas and suggestions which have served to shape this program.

We wish to thank the following people who assisted us in developing Unity Enhanced - Snoopi Botten, Tracy Custer, Darlette Navrotski, Julie Patterson, Gail Van Tatenhove, Phyllis Watson and Mark Zucco.

Many thanks go to the original Unity Team members of Arlene Badman, Bruce Baker, Meher Banajee, Russell Cross, Janet Lehr, Julie Maro, and Mark Zucco. And a special thanks to Russell Cross who developed the original Unity for Vanguard.

*Nancy Inman and Janet Lehr*

## **April 2004**

With the evolution of Prentke Romich devices, software changes have enabled us to develop a new version of Unity for the Vantage and Vanguard II communication aids. The addition of an 84-location option offers individuals the potential to use a very powerful language program, based primarily on the Unity 128 location version for the Pathfinder communication device.

Our thanks go to the original Unity team; to all our beta testers and the PRC Consultant network; to Janet Lehr and Nancy Inman for their work on the 45-location version; and to our colleagues in Europe, whose input helped design the new software features for the Vantage and Vanguard devices, and, by extension, some of the linguistic opportunities therein.

*Bruce Baker, Russell Cross, and Gail Van Tatenhove*



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## **User Areas and Vocabulary Options**

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The Vantage and Vanguard II devices have six User Areas. New devices ship with all these areas containing software. These program options are:

**User Area One** - Level 1 Unity Enhanced Single Hit

**User Area Two** - Level 1 Unity Enhanced 2- Hit

**User Area Three** - Level 1 Unity Enhanced Full Core

**User Area Four** - Exploration Wizard

**User Area Five** - Unity 84 Single Hit

**User Area Six** - Unity 84 Sequenced

### ***Moving Between User Areas***

(a) If you have just received a device and it is the first time it has been turned on, you will see the “Exploration Wizard” screen that allows you to go directly to any of the five default MAPs. Just choose a key to change.

(b) You can move between the 6 User Areas via the TOOLBOX. Press the  on your device and use the “Switch User Area” button in the CHOOSE OVERLAY MENU. This is the more common way to change areas.

### ***Saving Changes***

As you make changes to your vocabulary, you can use the Memory Transfer process to save them. It is advisable to maintain back-up copies of your vocabulary. For more details on the Memory Transfer process, see your Operator’s Manual.

### ***Reloading a default vocabulary into a User Area***

Should you ever need to reload a default vocabulary into a particular User Area, you have to use the CHOOSE OVERLAY MENU and use the “Overlay Menu” buttons. There you will see all the different vocabulary options available to you. Remember that you will LOSE what is currently in the area into which you load the default. For details, check your Operator’s Manual.

## Exploring Vocabulary Options

---

### *Exploring Level 1 Unity Enhanced Single Hit*

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Use the “Switch User Area” button, then select the “Unity Enhanced 1-Hit” option.
4. Select OK and then GO TO MINSPEAK.
5. Begin exploring Level 1 Unity Enhanced Single Hit.

Unity Enhanced Level 1 is a simple, single hit vocabulary that has approximately 150 words. Try putting together some sentences and thoughts using the words from this version of the program.

- Select “**I**” and “**feel**”
- Choose a describing word in the Dynamic Activity Row to complete the thought.

The powerful Dynamic Activity feature of the device greatly expands this single-hit vocabulary. For more information on **Level 1 Unity Enhanced Single Hit**, see the Level 1 Unity Enhanced Single Hit section in this manual.

### ***Exploring Level 1 Unity Enhanced 2- Hit***

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Use the “Switch User Area” button, then select the “Unity Enhanced 2-Hit” option.
4. Select OK and then GO TO MINSPEAK.
5. Begin exploring Level 1 Unity Enhanced 2- Hit.

The vocabulary of Level 1 Unity Enhanced 2- Hit is built on icon sequencing and has about 1700 words.

- Find the keys highlighted in yellow. These are the pronoun keys.
- Double hit on these pronouns keys to say the words “I,” “you” and “it.”
- Select a pronoun key with a single hit and the display will reveal the most common pronoun phrases in our language.
- Select “**I + want..**,” and observe the Dynamic Activity Row for **SENTENCE BUILDERS**. (Sentence Builders are the logical next words in a sentence.)

The four bottom rows of your display consist of core Minspeak vocabulary keys.

- Select these keys one at a time and watch the Dynamic Activity Row at the top as it reveals category words for that icon.
- The name of the category is highlighted in orange in the right column.
- Notice that each key has two associated verbs, which are found in the second row, highlighted in green.

For more information on **Level 1 Unity Enhanced 2- Hit**, see the Level 1 Unity Enhanced 2-Hit section of this manual.

### ***Exploring Level 1 Unity Enhanced Full Core***

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Use the “Switch User Area” button, then select the “Unity Enhanced Full” option.
4. Select OK and then GO TO MINSPEAK.
5. Begin exploring Level 1 Unity Enhanced Full Core.

The vocabulary of Level 1 Unity Enhanced Full Core continues to be built on icon sequencing and has about 2,000 words. There are now seven pronoun keys instead of three. A few of the core icons have been embellished in order to add vocabulary.

- Select the **BED** icon in the lower right corner. Notice the present and past tense verb endings associated with the verbs “sleep” and “rest.”
- Select “sleep” and you also have “-ing” verb endings.
- Now select the **BATHTUB** and find the adjective key highlighted in blue.
- When you select “sick,” you’ll see that your Dynamic Activity row provides the option of adding“-er,” “-est” and “-ly” endings.

For more information on **Level 1 Unity Enhanced Full Core**, see the Level 1 Unity Enhanced Full Core section of this manual.

### ***Exploring the 4-, 8- and 15-Location Unity Enhanced Vocabularies***

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Select the “Switch User Area” button and select an area that you are comfortable with ERASING.
4. Select “Overlay Menu” and find the 4-, 8-, or 15-location vocabulary you wish to load.
5. At the yellow box warning, select YES to replace the contents of the current area with the new vocabulary.
6. Select OK, then GO TO MINSPEAK, and begin exploring your new vocabulary

Each of these vocabularies are designed primarily by using **PAGES**. The name of each page appears in the top of the screen. It is important to know the name of the page so you can select the specific page as you customize and modify a page for your clients.

Remember that you can use the CHOOSE OVERLAY MENU followed by “Overlay Menu” to load ANY of the default vocabularies into a User Area. Make sure that the area into which you are loading has been backed-up or is no longer needed.

### ***Exploring MinTalk***

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Select the “Switch User Area” button and select an area that you are comfortable with ERASING.
4. Select “Overlay Menu” and choose “Load MinTalk.”
5. At the yellow box warning, select YES to replace the contents of the current area with the new vocabulary.
6. Select OK, then GO TO MINSPEAK, and begin exploring your new vocabulary.

MinTalk was developed for adolescents and adults with moderate to severe developmental disabilities. You will notice that it has different icons from those which you have been using with Unity Enhanced. That is because MinTalk is a totally different Minspeak Application Program. MinTalk will not be discussed or explored in this manual. To explore on your own, refer to the MinTalk manual.

### ***Exploring WordCore***

7. Open the device Toolbox.
8. Select CHOOSE OVERLAY MENU.
9. Select the “Switch User Area” button and select an area that you are comfortable with ERASING.
10. Select “Overlay Menu” and choose “Load WordCore 45” or “WordCore 84.”
11. At the yellow box warning, select YES to replace the contents of the current area with the new vocabulary.
12. Select OK, then GO TO MINSPEAK, and begin exploring your new vocabulary.

WordCore is a word-based vocabulary designed originally for the literate individual who wanted to use a spelling-based approach with 45 keys. It also exists in a more efficient 84-key version. WordCore is very different from Unity and has a separate manual.

Unity Enhanced  
Level 1  
Single Hit



## Vocabulary Organization for Level 1 Unity Enhanced Single Hit

Level 1 Unity Enhanced Single Hit is a single hit vocabulary that has approximately 150 words. The vocabulary is organized with vocabulary that changes in the activity row and activity specific pages.

### *Overlay and Single Hit Vocabulary*

Items in **BOLD** are tools. The single word vocabulary is listed for each key.

	Activity Row							
<b>Pages</b>	say	my	is	please	that	and	to	what
<b>Choose Activity</b>	I	play	like	work	feel	read	more	stop
<b>Delete Last Selection</b>	you	want	come	do	go	get	color	help
<b>Clear Display</b>	it	don't	eat	make	need	drink	turn	sleep

### *Dynamic Activities*

Activities have been created and added to several of the icons to increase the communication possibilities for the Level 1 vocabulary. The following icons have associated dynamic activities.

Icon Name	Name of Dynamic Activity
play	PLAY...
feel	FEEL...
read	READ...
come	COME...
go	SENT GO..
get	GET...
color	COLORS...
help	HELP...
eat	EAT...
need	SENT NEED
drink	DRINKS...

### *Pages*

Activity specific pages are accessed with the PAGES icon.



## ***Spell Mode***

Spell mode is one of the activity specific pages <sup>A B</sup><sub>C</sub> and is available from the PAGES icon.

## ***Customization Suggestions***

In addition to the customization needs outlined in this manual, the following customization suggestions apply specifically to the Level 1 Unity Enhanced Single Hit program.

### **Additional Vocabulary in Dynamic Activities**

Add additional dynamic activities to further enhance this single hit vocabulary. To do this:

- create the activity, (use CREATE ACTIVITY)
- hide the activity and (use MODIFY ACTIVITY)
- connect the activity to the icon. (use the DYNAMIC ACTIVITY MENU)

Some suggestions for additional dynamic activities include:

<u>ICON</u>	<u>VOCABULARY</u>
	<i>(e.g., "dogs," "swimming," etc.)</i>
	<i>(e.g., "on my homework," "later," etc.)</i>
	<i>(e.g., "to get out of my chair," "to watch TV," etc.)</i>
	<i>(e.g., "bugging me," "doing that," etc.)</i>
	<i>(e.g., "cook," "swim," "walk," etc.)</i>

### **Add Sentences**

Make SENTENCE/KNOT a double hit for “not” or “don’t.” This allows for sentences that begin with SENTENCE/KNOT. For example:

 	<i>I'd like something to eat.</i>
 	<i>I'm finished.</i>
 	<i>Your turn.</i>

### **Additional Vocabulary Documentation**

Appendix A, B and C contain charts to assist in the documentation of additional vocabulary. Make photocopies of these charts and use them to maintain your vocabulary records.

***Practice Sentences: Level 1 Unity Enhanced Single Hit***

To take advantage of the full Level 1 Unity Enhanced Single Hit vocabulary, begin by selecting the purple UNITY-ONE HIT icon in the top row. (You may have to select the Choose Activity Key first to see the Activity Row with the Unity Level 1 Icon.)

I like that.

I don't like that.

What is that?

My turn.

It is my turn.

Is it my turn?

Turn it.

Stop it.

Please stop that.

I want to sleep.

I don't want to sleep.

I want more.

I don't want more.

I want to work.

I don't want to work.

More please.

Please help with the door.

I need help in the bathroom.

I need a hug.

I need my glasses.

Get the note.

Please get my coat.

Hi.

You look good.

It is bad.

I finished my work.

I finished my turn.

I feel happy

I don't feel good.

Do you feel hungry?

I want to play bingo.

I don't want to play cards.

Do you want to play a game?

Read the menu.

Please read a story.

I want to read my e-mail.

I like to read the newspaper.

Come back.

Come with me.

Please come again

Please come in.

Go home.

I want to go to my room.

I want to go shopping.



# Unity Enhanced Level 2 2-Hit



## Vocabulary Organization for Level 1 Unity Enhanced 2- Hit

Level 1 Unity Enhanced 2- Hit provides more substantial vocabulary and is built upon the Level 1 Unity Enhanced Single Hit program.

Each Minspeak icon in Level 1 Unity Enhanced 2- Hit represents a category of words. There are several patterns (also known as paradigms) that make up the architecture of Level 2 Unity. It is important that the person using Level 1 Unity Enhanced 2- Hit know and understand these patterns in order to use the program independently.

### Level 1 Unity Enhanced 2- Hit Vocabulary Patterns

Turn on your device and select the  icon. Use this chart to explore the vocabulary patterns and word choices associated with this icon. Repeat the exercise with other icons.

Each icon represents a category of words. The table below shows the kinds of words that can be represented by each icon.

1st Icon	2nd Icon		Vocabulary	Example: 
Icon		Highlighted in <i>green</i>	Primary Action Word	<i>drink</i>
Icon		Highlighted in <i>green</i>	Secondary Action Word	<i>swallow</i>
Icon		Highlighted in <i>blue</i>	Primary Adjective	<i>thirsty</i>
Icon		Highlighted in <i>orange</i>	Category name	<i>drinks</i>
Icon			Opposites	<i>full</i>
Icon			Opposites	<i>empty</i>
Icon	Activity Row		Category Vocabulary	<i>milk, water, juice</i>
Pronoun	Icon		Pronoun Phrase	<i>I can, you can</i>
Icon	Pronoun		Question Phrase	<i>can I, can you</i>
Pronoun	 +	Icon	Negative Phrase	<i>I can't, you can't</i>
Icon	 +	Pronoun	Negative Question	<i>can't I, can't you</i>
Icon			Page of Related Vocabulary	<i>Drink Page</i>

### Pattern One: Pronoun Phrases

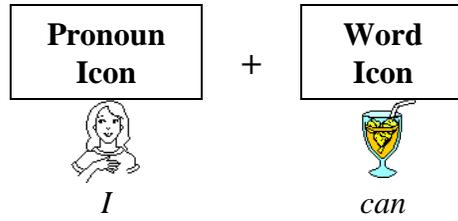
Level 1 Unity Enhanced 2- Hit provides the following pronoun phrases.

1st Icon	2nd Icon	Pronoun Phrases
		<i>I like</i>
		<i>I have</i>
		<i>I feel</i>
		<i>I will</i>
		<i>I want</i>
		<i>I did</i>
		<i>I do</i>
		<i>I am going</i>
		<i>I could</i>
		<i>I think</i>
		<i>I am</i>
		<i>I know</i>
		<i>I need</i>
		<i>I can</i>
		<i>I would</i>
		<i>I hope</i>
		<i>I had</i>
		<i>I wish</i>
		<i>I was</i>
		<i>I love</i>

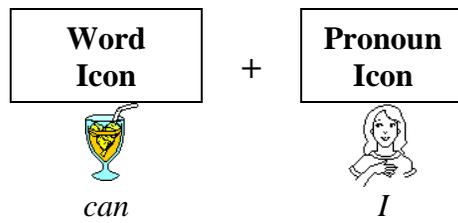
Pronoun phrases are generated as statements or questions, positive or negative. To say these phrases, use the patterns listed below.

The following examples show how the pronoun phrases work using the  icon.

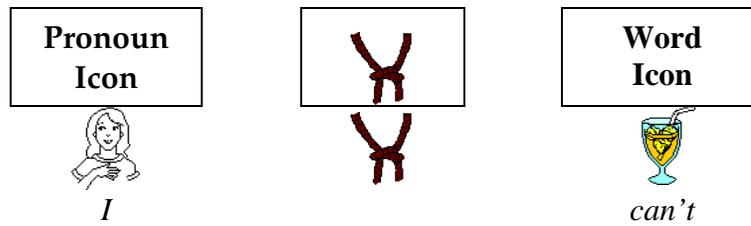
**Statement:**



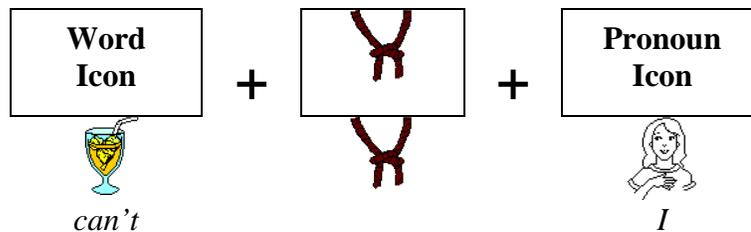
**Question:**



**Negative  
Statement:**



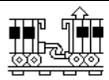
**Negative  
Question:**



**Pattern Two: Action Words**

The pattern for saying action words is to select the icon plus the locations for action words (highlighted in green in the second row.)

The following examples show how this pattern works using the  icon.

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>green</i>	Primary Action Word	<i>drink</i>
		Highlighted in <i>green</i>	Secondary Action Word	<i>swallow</i>

**Pattern Three: Adjectives**

The pattern for saying adjectives is to select the icon plus the original location of the MASKS, now highlighted in blue.

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>blue</i>	Primary Adjective	<i>thirsty</i>

**Pattern Four: Category Words**

The pattern for saying category words (nouns) is to select the icon plus the original location of the STOP sign (now highlighted in orange.)

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>orange</i>	Category name	<i>drinks</i>

### Pattern Five: Semantic Categories

Level 1 Unity Enhanced 2- Hit provide a large core of words from across a variety of categories. The pattern is to select the icon for the category and then find the desired item in the Activity Row. The following chart shows the available categories.

Icon	Category	Examples
	Appliances (small)	<i>phone, answering machine</i>
	Communication Devices	<i>AlphaTalker, DeltaTalker, Liberator, Vanguard Vantage</i>
	Names	
	Numbers	<i>one, two, three, four</i>
	Games	<i>card, dice, bingo, checkers</i>
	Jokes	<i>jokes and things to say when telling jokes</i>
	Occupations	<i>teacher, aide, secretary</i>
	Feelings	<i>happy, sad, excited, bored, mad</i>
	Actors	<i>(drama related vocabulary -- can add names of favorite performers)</i>
	Books	<i>notebook, comic, journal</i>
	Classes	<i>reading, science, art, music, P.E.</i>
	Music and Instruments	<i>song, album, cassette, CD, piano, guitar, drum, cymbal</i>
	Singers	<i>LeAnn Rimes, Garth Brooks (add favorite musicians)</i>
	People	<i>friend, kids, man, woman, boy, girl</i>
	Pronouns	<i>he, she, we, they</i>
	Family	<i>mom, dad, (add names of siblings)</i>
	Time	<i>days, yesterday, today, tomorrow</i>
	Jewelry and Accessories	<i>necklace, bracelet, watch, glasses, umbrella</i>
	Rooms and Room Parts	<i>kitchen, bathroom, bedroom, door, window, stairs, ramp</i>
	Buildings	<i>school, restaurant, mall, store</i>

	Nature	<i>grass, tree, flower, garden, yard</i>
	Places	<i>park, playground, pool, zoo, states</i>
	Colors	<i>red, orange, yellow, blonde, brunette, redhead</i>
	Body Parts	<i>head, face, eye, ear, nose, mouth</i>
	Toiletries	<i>soap, shampoo, comb, brush</i>
	Animals	<i>dinosaur, bird, cat, dog,</i>
	Food	<i>fruits, vegetables, meats, snacks</i>
	Containers	<i>box, bag, backpack, basket</i>
	Holidays	<i>vacation, birthday, Valentine's Day, St. Patrick's Day</i>
	Shapes	<i>circle, square, triangle, rectangle</i>
	Weather	<i>sunny, cloudy, rainy, windy</i>
	Negative	<i>problem, mistake, disagreement</i>
	Drinks	<i>milk, water, juice, iced tea</i>
	Dishes	<i>plate, bowl, cup, glass</i>
	Appliances (large & cooking)	<i>stove, refrigerator, toaster, blender</i>
	Furniture	<i>bed, dresser, chair, desk, table, linens</i>

### Names of People

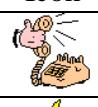
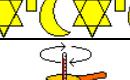
Since names are very important, pages have been created to store them.

1st Icon	2nd Icon	Contains
	Activity Row	Most frequently used names
		Name Page: names of additional friends
	Activity Row	Family members & names: <i>mom, dad, add names; mother, father...</i>
		Family Page: additional family names and family information

**Pattern Six: Opposites**

The icons representing opposites are the finger pointing up (  ) and the thumb pointing down (  ). To say an opposite, select an icon and either of these locations.

Level 1 Unity Enhanced 2- Hit provides the following opposites.

Icon	Words	Icon	Words
	<i>send</i> <i>receive</i>		<i>hi</i> <i>good-bye</i>
	<i>laugh</i> <i>cry</i>		<i>fix</i> <i>break</i>
	<i>nice</i> <i>mean</i>		
	<i>easy</i> <i>hard</i>		<i>smart</i> <i>dumb</i>
	<i>most</i> <i>least</i>		<i>loud</i> <i>quiet</i>
	<i>here</i> <i>there</i>		
	<i>early</i> <i>late</i>		<i>soft</i> <i>hard</i>
	<i>fast</i> <i>slow</i>		<i>accessible</i> <i>inaccessible</i>
	<i>near</i> <i>far</i>		<i>beautiful</i> <i>ugly</i>
	<i>dry</i> <i>wet</i>		<i>clean</i> <i>dirty</i>
	<i>delicious</i> <i>awful</i>		<i>enough</i> <i>not enough</i>
	<i>right</i> <i>wrong</i>		<i>same</i> <i>different</i>
	<i>full</i> <i>empty</i>		<i>warm</i> <i>cool</i>
	<i>awake</i> <i>asleep</i>		

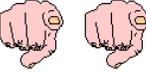
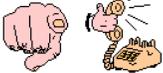
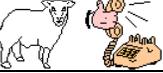
***Pattern Seven: Grammatical Categories***

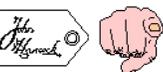
Level 1 Unity Enhanced 2- Hit provides a core of words from a variety of grammatical categories. The pattern for all of the grammatical categories is to select the icon for the category plus either an icon from the Activity Row or a modified icon from the Minspeak section of the overlay.

Icon	Category	Examples
	Interjections	<i>please, thank you, hello, good-bye,</i>
	Holiday Greeting and Interjections	<i>Happy Birthday, Merry Christmas, Happy Hanukkah</i>
	Determiners	<i>this, that, these, those, a, and, the</i>
	Indefinite Pronouns	<i>anybody, everybody, nobody, somebody</i>
	Conjunctions	<i>and, but, or, if, both</i>
	Prepositions	<i>up, down, on, off, over, under, about</i>
	Question words	<i>who, what, when, where, why, how</i>
	Adverbs	<i>here, there, always, never, again</i>
	Single Words	<i>yes, no, maybe</i>

**Pattern Eight: Saying Pronouns**

- Subject pronouns: I, you, it
- Objective pronouns: me, you, it
- Possessive adjectives/pronouns: my, your, its
- Possessive pronouns: mine, yours, its

Icon Sequence	Subject Pronoun	Icon Sequence	Object Pronoun
	<i>I</i>		<i>me</i>
	<i>you</i>		<i>you</i>
	<i>it</i>		<i>it</i>

Icon Sequence	Possessive Adjective	Icon Sequence	Possessive Pronoun
	<i>my</i>		<i>mine</i>
	<i>your</i>		<i>yours</i>
	<i>its</i>		<i>its</i>



The subject pronouns *he, she, we and they* are available by activating

1st Icon	2nd Icon	3rd Icon	Pronoun
		Activity Row	<i>he</i>
		Activity Row	<i>she</i>
		Activity Row	<i>we</i>
		Activity Row	<i>they</i>

***Pattern Nine: Additional Categories***

Additional category words are said by selecting the UNITY icon, then a category from one of the top two rows. The Activity Row changes to specific words.

Icon	Category	Examples
	Descriptive (adjectives)	<i>new, old, young, many, few</i>
	Assistive Technology	<i>device, battery, wheelchair</i>
	Computer	<i>computer, keyboard, mouse, printer</i>
	Sports	<i>baseball, football, soccer, golf</i>
	Art Supplies	<i>paper, pencil, crayon, marker</i>
	Employment	<i>boss, co-worker, resume, time card</i>
	Directions	<i>left, right, north, south, east, west</i>
	Toys	<i>ball, block, puzzle, doll, bubbles</i>
	Clothes	<i>coat, hat, sweater, jacket</i>
	Vehicles	<i>car, truck, bus, ambulance</i>
	Money	<i>penny, nickel, dime, quarter</i>
	Tools	<i>hammer, nails, saw, screwdriver</i>
	Roads	<i>road, street, highway, bridge</i>
	TV	<i>cartoon, game show, news</i>

**Pattern Ten: Additional Verbs**

Level 2 provides actions words (verbs) beyond the primary and secondary verbs.

1st Icon	2nd Icon	Category	Examples
	Icons	Preverbs	<i>is, are, was, were, have, do</i>
	Activity Row	Actions	<i>sit, walk, run, push, move</i>
		Additional verbs	<i>alphabetical dictionary of more verbs</i>

**Pattern Eleven: Phrases and Sentences**

Sentences and phrases are coded with Minspeak icon sequences and with pictures in the activity row. The following charts show the patterns for phrases and sentences.

Phrases:

1st Icon	2nd Icon	Activity Row: Examples
		I want to go... <i>-outside</i> <i>-with you</i> <i>-for a walk</i>
		I need... <i>-to be repositioned</i> <i>-my glasses</i> <i>-a towel</i>

Sentence Categories:

1st Icon	2nd Icon	Category: Examples
	Icon	Sentences: <i>My turn., Your turn., Stop it!</i>
	Activity Row	Sentences by Category: <i>Wants, Protests, Questions</i>
	Activity Row	Sentences to use when telling jokes: <i>That's a good one., You tell one.</i>

Sentences in the Activity Row:

Activity	Activity Row: Examples
	Greetings: <i>How are you?, I'm fine., It's nice to meet you.</i>
	Personal Statements: <i>My name is..., I live in..., My birthday is...</i>
	Questions about you: <i>What's your name?, Where do you live?, How old are you?</i>

**Pattern Twelve: Page Vocabulary**

Many pages have been designed for specific activities. The pages contain sentences and additional single word vocabulary. The pattern for accessing pages of vocabulary is to select an icon and then the UNITY icon, which is modified to the PAGE icon.

1st Icon(s)	Page Icon	Page	Contains
		PHONE	Sentences and phrases to carry on a phone conversation
		NAME	Place to add the names of friends
		SHOPPING	Sentences and words to use when shopping
		↑VERBS	Dictionary of additional verbs
		SPORTS	Cheers to use when watching a game, additional sports vocabulary
		NUMBERS	numbers
		ME	Personal Information: name, address, etc.
		JOKES	Jokes, Riddles and comments to make when telling jokes
		WORK	Room to customize with vocabulary for your specific job
		BOOKS	Brown Bear, Dear Zoo, Curious George, Goodnight Moon
		MATH	Numbers to 12, add, subt. mult., divide, measurement
		SONGS	Songs
		SPELLING	Changes to spell mode -- can be QWERTY or one or the spelling options as shown in TOOLS Activity
		YOU?	Asks questions: your name?, your address?, etc.
		FAMILY	Place to add names of people in the family
		CLOCK	Numbers for expressing time
		CALENDAR	Days, Months, Dates, Years, Seasons
		DRAWING	Vocabulary to direct someone to draw a house or a face

		HEALTH	Vocabulary to talk about medical problems
		MAKE-UP	Vocabulary for putting on make-up
		RELATIONSHIP	Vocabulary to talk about how you feel about someone
		FOOD	Foods
		FAST FOOD	Vocabulary to order in a fast food restaurant
		HOLIDAY	Holiday specific vocabulary
		RELIGION	Additional religious vocabulary and prayers
		WEATHER	Weather nouns and Seasons
		DRINKS	Vocabulary to request specific drinks
		COOKING	Cooking related vocabulary

**Note:** Pages can also be accessed by selecting   .

**Pattern Thirteen: Sentence Builders**

Dynamic Activities have been stored to provide quick single hit access to frequently used words. The are linked to most verbs and prepositions as well as some adverbs and determiners. These are available in Level 2 and Level 1 Unity Enhanced Full Core.

This allows the system operator to quickly say:

I want <i>my</i> ...	Do you want <i>my</i> ...	I want <i>a</i> ...	Do you want <i>a</i> ...
I want <i>the</i> ...	Do you want <i>the</i> ...	I want <i>to</i> ...	Do you want <i>to</i> ...
I want <i>that</i> ...	Do you want <i>that</i> ...		

**SENT-BLD-1**

.	?	my		the	that	a	to	➔
---	---	----	--	-----	------	---	----	---

**SENT-BLD-2 (Links to SENT-BLD-3)**

.	?	with					to	➔
---	---	------	--	--	--	--	----	---

**SENT-BLD-3**

	me	my		the	that	a		➔
--	----	----	--	-----	------	---	--	---

**SENT-BLD-4**

.	?	my		the	that	a		➔
---	---	----	--	-----	------	---	--	---

**SENT-BLD-5 (Links to SENT-BLD-13)**

.	?		is	are	was	were		➔
---	---	--	----	-----	-----	------	--	---

**SENT-BLD-6 (Links to SENT-BLD-13)**

.	?		is		was			➔
---	---	--	----	--	-----	--	--	---

**SENT-BLD -7 (Links to SENT-BLD-13)**

.	?			are		were		➔
---	---	--	--	-----	--	------	--	---

**SENT-BLD-8 (Links to SENT BLD-1)**

.	?		like			love		➔
---	---	--	------	--	--	------	--	---

**SENT-BLD-9 (Links to SENT BLD-3)**

.	?		for		at			➔
---	---	--	-----	--	----	--	--	---

**SENT-BLD-10 (Links to SENT BLD-3)**

.	?		for	until				➔
---	---	--	-----	-------	--	--	--	---

**SENT-BLD-11 (Links to SENT BLD-3)**

.	?						to	→
---	---	--	--	--	--	--	----	---

**SENT-BLD-12**

.	me	my		the	that	a		→
---	----	----	--	-----	------	---	--	---

**SENT-BLD-13**

		my		the	that	a		→
--	--	----	--	-----	------	---	--	---

**Customizing:** These can be added as dynamic activities to additional words and phrases where appropriate.

### Tools

1st Icon	2nd Icon	Tool	What It Does
		Excuse Me Macro	Turns speech on, speaks the sentence "Excuse me, I have something to say."
		Plural	Makes any word plural
	Activity Row	Editing Functions	shift, delete character, delete word
	Activity Row	Morphology Macros	's, -ing, -ed, -er, -est, -ly (adds these endings and speaks the word)
	A B C	Spell Mode	45 QWERTY
	Activity Row	Speak Sentence Macros	Puts on a . ? or ! and speaks the sentence
	Activity Row	Spell Mode	AEIOU configuration
	Activity Row	Speak All	Speaks the messages that have scrolled off the display
	Activity Row	Call	Emits a call signal
	Activity Row	Louder Quieter Speech on/off	Sets the volume louder or quieter, Turns Speech On or Off
	Activity Row	Spelling Options	Access to all Spell Mode options
	Activity Row	Beep +/-	Turns on or off the activation beeps
	Activity Row	Pred On Pred Off	Turns Word Prediction On or Off
	Activity Row	Comp On Comp Off	Turns the Serial Port on or off for Keyboard Emulation (In the Toolbox, set the OUTPUT MENU for RS232 or Infrared)
	Activity Row	Backlight	Increases or decreases the intensity of the backlighting
	Activity Row	Power Off	Turns off the device
	Activity Row	Number Options	Access to both page layouts for numbers

## Numbers

 There are two options for the number layout. To see these options, select the TOOLS key from the Activity Row, then select the MORE key and choose OPTIONS.

Option 1: NUMBERS Page

0	1	2	3	4	5	6	7	
8	9	10	11	12	13	14	15	
16	17	18	19	20	30	40	50	
	60	70	80	90	100	1000		

Option 2: NUMBERS2 Page

	1	2	3		10	20	30	
	4	5	6		40	50	60	
	7	8	9		70	80	90	100
		0						1000

Option 1 is the layout on the NUMBERS PAGE stored at .

To change to Option 2, go into the Toolbox.

1. Select EDIT CORE.

2. Choose the icon sequence  and select OK.

3. Select Spell Text for Message.

4. Select CLEAR DISPLAY.

5. Select INSERT TOOL and then select SET PAGE.

6. Choose NUMBERS2.

7. Select OK and GO TO MINSPEAK.

## Spelling

### A B

C Several spelling options are available to meet a wide range of needs. Individuals who prefer the QWERTY (Computer Keyboard Layout) format have two options (1) the default QWERTY Layout (set in the Choose Overlay Menu) and (2) a 45 location QWERTY for those needing to use the keyguard or needing larger keys. There are two Alphabetical Layouts: (1) a standard ABC format and (2) an AEIOU format. There is a format for scanning and a format based on letter frequency and proximity. The KEY PAD option is a second option for scanning.

To see the options, select the TOOLS key from the Activity Row, then select ABC OPTIONS.

Option 1: QWERTY (Computer Keyboard Layout)

q	w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l	
z	x	c	v	b	n	m			

Option 2: 45 QWERTY

q								
w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l
z	x	c	v	b	n	m		

Option 3: ABC

a	b	c	d	e	f	g	h	
i	j	k	l	m	n	o	p	
q	r	s	t	u	v	w		
				x	y	z		

Option 4: AEIOU

	<b>a</b>	b	c	d				
	<b>e</b>	f	g	h				
	<b>i</b>	j	k	l	m	n		
	<b>o</b>	p	q	r	s	t		
	<b>u</b>	v	w	x	y	z		

Option 5: SCANNING

		<b>e</b>	<b>a</b>	r	d	<b>u</b>	v	
	t	<b>o</b>	<b>i</b>	l	g	k		
	n	s	f	y	x			
	h	c	p	j	z			
	m	b	w	q				

Option 6: FREQUENCY

	z	f	b	s	l	y	v	
	x	p	<b>o</b>	t	h	c	k	
	j	<b>u</b>	<b>a</b>		<b>e</b>	d		
	q	w	r	<b>i</b>	n	g	m	

Option 7: KEY PAD (Phone Key Pad Layout)

	ABC	DEF
GHI	JKL	MNO
PRS Q	TUV	WXY Z

## Setting Spell Mode Options

The 45 QWERTY Spelling Page is accessed through the icon sequence  plus  . Any of the other Spelling Pages can be programmed to replace the 45QWERTY.

To do this, go into the Toolbox.

1. Select EDIT CORE.
2. Choose the icon sequence  plus  and select OK.
3. Select **Spell Text for Message**.
4. Select CLEAR DISPLAY.
5. Select INSERT TOOL and then select SET PAGE.
6. Choose the page you want (45QWERTY, ABC, AEIOU, FREQUENCY, or KEY PAD).
7. Select OK and GO TO MINSPEAK.

There is also access to Spell Mode (AEIOU) through the QUICK HITS Activity. Any of the other Spelling Pages can be programmed to replace the AEIOU Page.

To do this, go into the Toolbox.

1. Select MODIFY ACTIVITY.
2. Touch the QUICK HITS key (outlined in red).
3. Select MODIFY ITEM WITHIN ACTIVITY.
4. Touch the SPELL key (outlined in red).
5. Select SPELL TEXT FOR MESSAGE.
6. Use DELETE CHARACTER (To remove <SET PAGE (AEIOU)>). (Do not remove <CHOOSE-ACTIVITY>).
7. Select INSERT TOOL and then select SET PAGE.
8. Choose the page you want (45QWERTY, ABC, AEIOU or KEY PAD).
9. Select OK several times until you return to MINSPEAK.

## *Computer Access*



To turn ON or OFF computer access: (1) select  from the Activity Row and then select COMPUTER ON or COMPUTER OFF or (2) select the COMPUTER icon from the Spell Mode pages. The Spelling Pages have the computer commands stored for the arrow keys, delete character, etc. If additional functions are desired (i.e. full mouse control), it will be necessary to go into CHOOSE OVERLAY MENU and choose Load Computer Access Pages to load the correct format for your computer.

The basic commands for computer access have been stored on the Spell Mode Pages 45QWERTY, ABC, AEIOU, SCANNING, FREQUENCY, and KEY PAD. The commands for computer access have **NOT** been stored on the Default Spell Mode Page (Option 1: QWERTY).

## Games

### Tic Tac Toe

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **TicTacToe**.

X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O

**To Play:** Choose nine squares in the center of the display and imagine that there are lines drawing a tic tac toe game. To place an X or O on the grid, touch the X or O and then touch the space where you want to place it. Wait a few seconds for the letter to move.

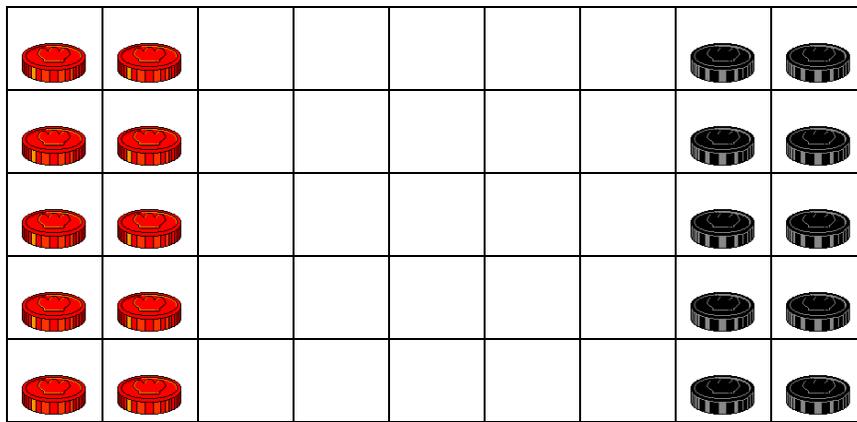
X			X	X	O			O
X	X			O			O	O
X	X		O		X		O	O
X	X						O	O

**Clean Up:** When the game is over, you will need to put the X's and O's back to the side columns to play again.

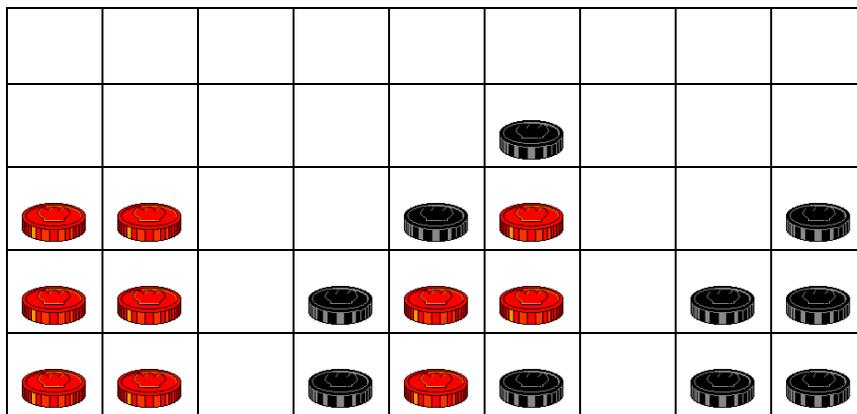
**To Exit:** To return to Minspeak, touch the top (text area) of the display.

**Connect Four**

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **Connect Four**.



**To play:** Use the empty columns in the center of the grid for the playing area. Players take turns alternately placing a red or black checker in one of the columns. The columns must be built from the bottom up. The first player to place 4 of their checkers in a row, column or diagonal wins.



**Clean Up:** When the game is over, you will need to put the checkers back to the side columns to play again.

**To Exit:** To return to Minspeak, touch the top (text area) of the display.

***Practice Sentences: Level 1 Unity Enhanced 2- Hit***

I want to play checkers.

I like to read.

I love to eat pizza.

I'm going to the family room.

Wait for me.

I will drink lemonade.

I feel excited.

It is my turn.

I can help you.

Can you help me?

I want my oatmeal please.

I need a job.

Call the doctor.

Yikes, that is hot.

I like to cook pasta.

I'm going to the beach.

Stop that.

I'm going to the zoo.

Who is that?

I wish you could go with me.

I would like to listen to music.

I hope you will come to my house.

It is rainy today.

Did you wash the dishes?

I want my mom.

Good morning.

I think I'm going home.

It is my birthday.

Help me look for my book.

It is in my backpack.

That is my speech therapist.

I love LeAnn Rimes.

Do you like my garden?

I want five grapes please.

I need a purple.

Ask the secretary.



Unity Enhanced  
Level 3  
Full Core



## Vocabulary Organization for Level 1 Unity Enhanced Full Core

Level 1 Unity Enhanced Full Core provides more substantial vocabulary, requiring one, two and three hits to talk. Level 3 builds on Level 2 using the identical patterns and adding more words.

Each Minspeak icon in Level 1 Unity Enhanced Full Core represents a category of words. There are several patterns (also known as paradigms) that make up the architecture of Level 3 Unity. It is important that the person using Full Unity Enhanced know and understand these patterns in order to use the program independently.

### Level 1 Unity Enhanced Full Core Vocabulary Patterns

Turn on your device and select the  icon. Use this chart to explore the vocabulary patterns and word choices associated with this icon. Repeat the exercise with other icons.

Each icon represents a category of words. The table below shows the kinds of words that can be represented by each icon.

1st Icon	2nd Icon		Vocabulary	Example: 
Icon		Highlighted in <i>green</i>	Primary Action Word	<i>drink</i>
Icon		Highlighted in <i>green</i>	Secondary Action Word	<i>swallow</i>
Icon		Highlighted in <i>blue</i>	Primary Adjective	<i>thirsty</i>
Icon		Highlighted in <i>orange</i>	Category name	<i>drinks</i>
Icon			Opposites	<i>full</i>
Icon			Opposites	<i>empty</i>
Icon	Activity Row		Category Vocabulary	<i>milk, water, juice</i>
Pronoun	Icon		Pronoun Phrase	<i>I can, you can</i>
Icon	Pronoun		Question Phrase	<i>can I, can you</i>
Pronoun		Icon	Negative Phrase	<i>I can't, you can't</i>
Icon		Pronoun	Negative Question	<i>can't I, can't you</i>
Icon			Page of Related Vocabulary	<i>Drink Page</i>

**Pattern One: Pronoun Phrases**

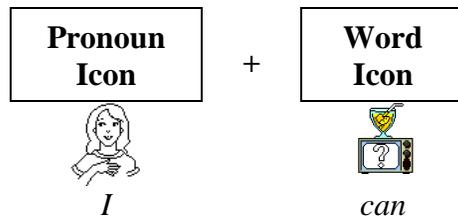
Level 1 Unity Enhanced Full Core provides the following pronoun phrases.

1st Icon	2nd Icon	Pronoun Phrase
		<i>I like</i>
		<i>I have</i>
		<i>I feel</i>
		<i>I will</i>
		<i>I want</i>
		<i>I did</i>
		<i>I do</i>
		<i>I am going</i>
		<i>I could</i>
		<i>I think</i>
		<i>I am</i>
		<i>I know</i>
		<i>I need</i>
		<i>I can</i>
		<i>I would</i>
		<i>I hope</i>
		<i>I had</i>
		<i>I wish</i>
		<i>I was</i>
		<i>I love</i>
		<i>I love</i>

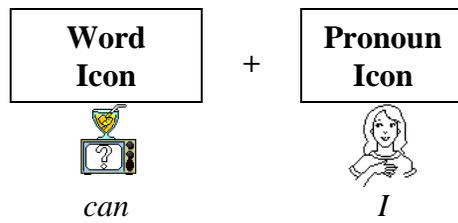
Pronoun phrases are generated as statements or questions, positive or negative. To say these additional phrases, use the patterns listed below.

The following examples show how the pronoun phrases work using the  icon.

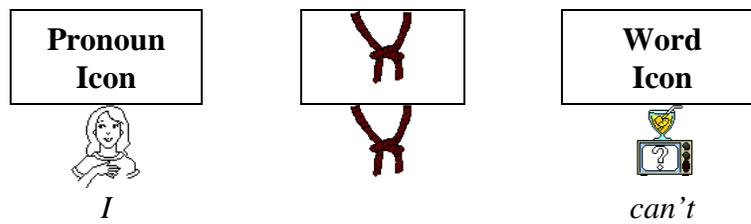
**Statement:**



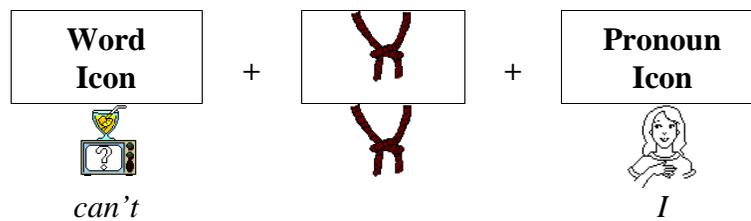
**Question:**



**Negative  
Statement:**



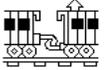
**Negative  
Question:**



**Pattern Two: Action Words**

The pattern for saying action words is to select the icon plus the location for action words (highlighted in green in the second row.)

The following examples show how this pattern works using the  icon.

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>green</i>	Primary Action Word	<i>drink</i>
		Highlighted in <i>green</i>	Secondary Action Word	<i>swallow</i>

**Pattern Three: Adjectives**

The pattern for saying adjectives is to select the icon plus the original location of the MASKS (now highlighted in blue.)

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>blue</i>	Primary Adjective	<i>thirsty</i>

**Pattern Four: Category Words**

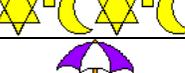
The pattern for saying category words (nouns) is to select the icon plus the original location of STOP (now highlighted in orange.)

1st Icon	2nd Icon		Vocabulary	Example
		Highlighted in <i>orange</i>	Category name	<i>drinks</i>

### Pattern Five: Semantic Categories

Level 1 Unity Enhanced Full Core provide a large core of words from across a variety of categories. The pattern is to select the icon for the category and then find the desired item in the Activity Row. The following chart shows the available categories.

Icon	Category	Examples
	Appliances (small)	<i>phone, answering machine</i>
	Communication Devices	<i>AlphaTalker, DeltaTalker, Liberator, Vanguard, Vantage</i>
	Names	<i>(Add most frequently used names)</i>
	Clothing	<i>one, two, three, four</i>
	Numbers	<i>one, two, three, four</i>
	Games	<i>card, dice, bingo, checkers</i>
	Jokes	<i>jokes and things to say when telling jokes</i>
	Occupations	<i>teacher, aide, secretary</i>
	Money	<i>penny, nickel, dime, quarter</i>
	Feelings	<i>happy, sad, excited, bored, mad</i>
	Actors	<i>(drama related vocabulary -- can add names of favorite performers)</i>
	Books	<i>notebook, comic, journal</i>
	Classes	<i>reading, science, art, music, P.E.</i>
	Music and Instruments	<i>song, album, cassette, CD, piano, guitar, drum, cymbal</i>
	Singers	<i>LeAnn Rimes, Garth Brooks (add favorite musicians)</i>
	People	<i>friend, kids, man, woman, boy, girl</i>
	Family	<i>mom, dad, (add names of siblings)</i>
	Time	<i>days, yesterday, today, tomorrow</i>

	Jewelry and Accessories	<i>necklace, bracelet, watch, glasses, umbrella</i>
	Rooms and Room Parts	<i>kitchen, bathroom, bedroom, door, window, stairs, ramp</i>
	Buildings	<i>school, restaurant, mall, store</i>
	Nature	<i>grass, tree, flower, garden, yard</i>
	Places	<i>park, playground, pool, zoo, states</i>
	Colors	<i>red, orange, yellow, blonde, brunette, redhead</i>
	Vehicles	<i>car, truck, bus, van, taxi</i>
	Body Parts	<i>head, face, eye, ear, nose, mouth</i>
	Toiletries	<i>soap, shampoo, comb, brush</i>
	Animals	<i>dinosaur, bird, cat, dog,</i>
	Food	<i>fruits, vegetables, meats, snacks</i>
	Containers	<i>box, bag, backpack, basket</i>
	Holidays	<i>vacation, birthday, Valentine's Day, St. Patrick's Day</i>
	Shapes	<i>circle, square, triangle, rectangle</i>
	Weather	<i>sunny, cloudy, rainy, windy</i>
	Negative	<i>problem, mistake, disagreement</i>
	Drinks	<i>milk, water, juice, iced tea</i>
	TV Shows	<i>cartoon, game, show, news</i>
	Dishes	<i>plate, bowl, cup, glass</i>
	Appliances (large and cooking)	<i>stove, refrigerator, toaster, blender</i>
	Furniture	<i>bed, dresser, chair, desk, table, linens</i>
	Toys	<i>block, ball, balloon, doll</i>

## Names of People

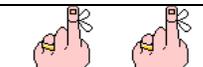
Since names are very important, activities and pages have been created to store them.

1st Icon	2nd Icon	Contains
	Activity Row	Most frequently used names
		Name Page: names of additional friends
	Activity Row	Family members and names: <i>mom, dad, add names; mother, father...</i>
		Family Page: additional family names and family information

**Pattern Six: Opposites**

The icons representing opposites are the finger pointing up  and the thumb pointing down . To say an opposite, select an icon plus either of these locations.

Level 3 Unity Enhanced provides the following opposites.

Icon	Words	Icon	Words
	<i>send</i> <i>receive</i>		<i>tight</i> <i>loose</i>
	<i>hi</i> <i>good-bye</i>		
	<i>fix</i> <i>break</i>		<i>expensive</i> <i>cheap</i>
	<i>nice</i> <i>mean</i>		
	<i>easy</i> <i>hard</i>		<i>smart</i> <i>dumb</i>
	<i>most</i> <i>least</i>		<i>loud</i> <i>quiet</i>
	<i>here</i> <i>there</i>		
	<i>early</i> <i>late</i>		<i>soft</i> <i>hard</i>
	<i>fast</i> <i>slow</i>		<i>accessible</i> <i>inaccessible</i>
	<i>near</i> <i>far</i>		<i>beautiful</i> <i>ugly</i>
	<i>dry</i> <i>wet</i>		<i>clean</i> <i>dirty</i>
	<i>delicious</i> <i>awful</i>		<i>enough</i> <i>not enough</i>
	<i>right</i> <i>wrong</i>		<i>same</i> <i>different</i>
	<i>full</i> <i>empty</i>		<i>interesting</i> <i>boring</i>
	<i>warm</i> <i>cool</i>		
	<i>awake</i> <i>asleep</i>		<i>open</i> <i>close</i>

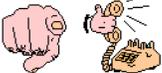
### ***Pattern Seven: Grammatical Categories***

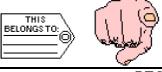
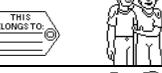
Level 1 Unity Enhanced Full Core provides a core of words from a variety of grammatical categories. The pattern for all of the grammatical categories is to select the icon for the category plus either an icon from the Activity Row or a modified icon from the Minspeak section of the overlay.

Icon	Category	Examples
	Interjections	<i>please, thank you, hello, good-bye,</i>
	Holiday Greeting and Interjections	<i>Happy Birthday, Merry Christmas, Happy Hanukkah</i>
	Determiners	<i>this, that, these, those, a, and, the</i>
	Indefinite Pronouns	<i>anybody, everybody, nobody, somebody</i>
	Conjunctions	<i>and, but, or, if, both</i>
	Prepositions	<i>up, down, on, off, over, under, about</i>
	Question words	<i>who, what, when, where, why, how</i>
	Adverbs	<i>here, there, always, never, again</i>
	Categories	<i>Sports, Computer, Employment</i>
	Single Words	<i>yes, no, maybe</i>

**Pattern Eight: Pronouns**

- Subject pronouns: I, you, he, she, it, we, they
- Objective pronouns: me, you, him, her, it, us, them
- Possessive adjectives/pronouns: my, your, its, her, his, our, their
- Possessive pronouns: mine, yours, its, hers, his, ours, theirs

Icon Sequence	Subject Pronoun	Icon Sequence	Object Pronoun
	<i>I</i>		<i>me</i>
	<i>you</i>		<i>you</i>
	<i>it</i>		<i>it</i>
	<i>she</i>		<i>her</i>
	<i>he</i>		<i>him</i>
	<i>we</i>		<i>us</i>
	<i>they</i>		<i>them</i>

Icon Sequence	Possessive Adjective	Icon Sequence	Possessive Pronoun
	<i>my</i>		<i>mine</i>
	<i>your</i>		<i>yours</i>
	<i>its</i>		<i>its</i>
	<i>her</i>		<i>hers</i>
	<i>his</i>		<i>his</i>
	<i>our</i>		<i>ours</i>
	<i>them</i>		<i>theirs</i>

**Pattern Nine: Additional Categories**

Additional category words are said by selecting the UNITY icon, then a category from one of the top two rows. The Activity Row changes to specific words.

Icon	Category	Examples
	Descriptive (adjectives)	<i>new, old, young, many, few</i>
	Assistive Technology	<i>device, battery, wheelchair</i>
	Computer	<i>computer, keyboard, mouse, printer</i>
	Sports	<i>baseball, football, soccer, golf</i>
	Art Supplies	<i>paper, pencil, crayon, marker</i>
	Employment	<i>boss, co-worker, resume, time card</i>
	Directions	<i>left, right, north, south, east, west</i>
	Tools	<i>hammer, nails, saw, screwdriver</i>
	Roads	<i>road, street, highway, bridge</i>

**Pattern Ten: Additional Verbs**

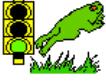
Level 1 Unity Enhanced Full Core provides additional actions words (verbs) beyond the primary and secondary verbs.

1st Icon	2nd Icon	Category	Examples
	Icons	Preverbs	<i>is, are, was, were, have, do</i>
	Activity Row	Actions	<i>sit, walk, run, push, move</i>
		Additional verbs	<i>alphabetical dictionary of additional verbs</i>

**Pattern Eleven: Phrases and Sentences**

Sentences and phrases are coded with Minspeak icon sequences and with pictures in the activity row. The following charts show the patterns for phrases and sentences.

**Phrases:**

1st Icon	2nd Icon	Activity Row: <i>Examples</i>
		I want to go... -outside -with you -for a walk
		I need... -to be repositioned -my glasses -a towel

**Sentence Categories:**

Icon	Icon	Category: <i>Examples</i>
	Icon	Sentences: <i>My turn., Your turn., Stop it!</i>
	Activity Row	Sentences by Category: <i>Wants; Protests; Questions</i>
	Activity Row	Sentences to use when telling jokes: <i>That's a good one.; You tell one.</i>

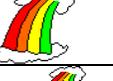
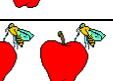
**Sentences in the Activity Row:**

Activity	Activity Row: <i>Examples</i>
	Greetings: <i>How are you?, I'm fine., It's nice to meet you.</i>
	Personal Statements: <i>My name is..., I live in..., My birthday is...</i>
	Questions about you: <i>What's your name?, Where do you live?, How old are you?</i>

**Pattern Twelve: Page Vocabulary**

Many pages have been designed for specific activities. The pages contain sentences and additional single word vocabulary. The pattern for accessing pages of vocabulary is to select an icon and then the UNITY icon, which is modified to the PAGE icon.

Icon(s)	Page Icon	Page	Contains
		PHONE	Sentences and phrases to carry on a phone conversation
		NAME	Place to add the names of friends
		SHOPPING	Sentences and words to use when shopping
		↑VERBS	Dictionary of additional verbs
		SPORTS	Cheers to use when watching a game, additional sports vocabulary
		NUMBERS	numbers
		ME	Personal Information: name, address, etc.
		JOKES	Jokes, Riddles and comments to make when telling jokes
		WORK	Room to customize with vocabulary for your specific job
		MONEY	Money related vocabulary
		BOOKS	Brown Bear, Dear Zoo, Curious George, Goodnight Moon
		MATH	Numbers to 12, add, subt. mult., divide, measurement
		SONGS	Songs
		SPELLING	Changes to spell mode -- can be QWERTY or one or the spelling options as shown in TOOLS Activity
		YOU?	Asks questions: your name?, your address?, etc.
		FAMILY	Place to add names of people in the family

		CLOCK	Numbers for expressing time
		CALENDAR	Days, Months, Dates, Years, Seasons
		DRAWING	Vocabulary to direct someone to draw a house or a face
		TRANSPORTATION	Vocabulary needed to arrange for transportation
		HEALTH	Vocabulary to talk about medical problems
		MAKE-UP	Vocabulary for putting on make-up
		RELATIONSHIP	Vocabulary to talk about how you feel about someone
		FOOD	Foods
		FAST FOOD	Vocabulary to order in a fast food restaurant
		HOLIDAY	Holiday specific vocabulary
		RELIGION	Additional religious vocabulary and prayers
		WEATHER	Weather nouns and Seasons
		DRINKS	Vocabulary to request specific drinks
		TV	Customize with favorite TV shows
		COOKING	Cooking related vocabulary

**Note:** Pages can also be accessed by selecting



**Pattern Thirteen: Sentence Builders**

Dynamic Activities have been stored to provide quick single hit access to frequently used words. The are linked to most verbs and prepositions as well as some adverbs and determiners. These are available in Level 2 and Level 1 Unity Enhanced Full Core.

This allows the system operator to quickly say:

I want <i>my</i> ...	Do you want <i>my</i> ...	I want <i>a</i> ...	Do you want <i>a</i> ...
I want <i>the</i> ...	Do you want <i>the</i> ...	I want <i>to</i> ...	Do you want <i>to</i> ...
I want <i>that</i> ...	Do you want <i>that</i> ...		

**SENT-BLD-1**

.	?	my		the	that	a	to	➔
---	---	----	--	-----	------	---	----	---

**SENT-BLD-2 (Links to SENT-BLD-3)**

.	?	with					to	➔
---	---	------	--	--	--	--	----	---

**SENT-BLD-3**

	me	my		the	that	a		➔
--	----	----	--	-----	------	---	--	---

**SENT-BLD-4**

.	?	my		the	that	a		➔
---	---	----	--	-----	------	---	--	---

**SENT-BLD-5 (Links to SENT-BLD-13)**

.	?		is	are	was	were		➔
---	---	--	----	-----	-----	------	--	---

**SENT-BLD-6 (Links to SENT-BLD-13)**

.	?		is		was			➔
---	---	--	----	--	-----	--	--	---

**SENT-BLD -7 (Links to SENT-BLD-13)**

.	?			are		were		➔
---	---	--	--	-----	--	------	--	---

**SENT-BLD-8 (Links to SENT BLD-1)**

.	?		like			love		➔
---	---	--	------	--	--	------	--	---

**SENT-BLD-9 (Links to SENT BLD-3)**

.	?		for		at			➔
---	---	--	-----	--	----	--	--	---

**SENT-BLD-10 (Links to SENT BLD-3)**

.	?		for	until				➔
---	---	--	-----	-------	--	--	--	---

**SENT-BLD-11 (Links to SENT BLD-3)**

.	?						to	→
---	---	--	--	--	--	--	----	---

**SENT-BLD-12**

.	me	my		the	that	a		→
---	----	----	--	-----	------	---	--	---

**SENT-BLD-13**

		my		the	that	a		→
--	--	----	--	-----	------	---	--	---

**Customizing:** These can be added as dynamic activities to additional words and phrases where appropriate.

## Tools

1st Icon	2nd Icon	Tool	What They Do
		Excuse Me Macro	Turns speech on, speaks the sentence "Excuse me, I have something to say."
		Plural	Makes any word plural
	Activity Row	Editing Functions	shift, delete character, delete word
	Activity Row	Morphology Macros	's, -ing, -ed, -er, -est, -ly (adds these endings and speaks the word)
		Spell Mode	45 QWERTY
	Activity Row	Speak Sentence Macros	Puts on a . ? or ! and speaks the sentence
	Activity Row	Spell Mode	AEIOU configuration
	Activity Row	Speak All	Speaks the messages that have scrolled off the display
	Activity Row	Call	Emits a call signal
	Activity Row	Louder Quieter Speech on/off	Sets the volume louder or quieter, Turns Speech On or Off
	Activity Row	Spelling Options	Access to all Spell Mode option
	Activity Row	Beep +/-	Turns on/off the activation beeps
	Activity Row	Pred On Pred Off	Turns Word Prediction On or Off
	Activity Row	Comp On Comp Off	Turns the Serial Port on or off for Keyboard Emulation (In the Toolbox, set the OUTPUT MENU for RS232)
	Activity Row	Power Off	Turns off the device
	Activity Row	Backlight	Increases or decreases the intensity of the backlighting
	Activity Row	Number Options	Access to both page layouts for numbers

## Numbers

 There are two options for the number layout. To see these options, select the TOOLS key from the Activity Row, then select the MORE key and choose NUMBER OPTIONS.

Option 1: NUMBERS Page

0	1	2	3	4	5	6	7	
8	9	10	11	12	13	14	15	
16	17	18	19	20	30	40	50	
	60	70	80	90	100	1000		

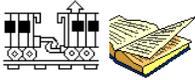
Option 2: NUMBERS2 Page

	1	2	3		10	20	30	
	4	5	6		40	50	60	
	7	8	9		70	80	90	100
		0						1000

Option 1 is the layout on the NUMBERS PAGE stored at .

To change to Option 2, go into the Toolbox.

1. Select EDIT CORE.

2. Choose the icon sequence  and select OK.

3. Select Spell Text for Message.

4. Select CLEAR DISPLAY.

5. Select INSERT TOOL and then select SET PAGE.

6. Choose NUMBERS2.

7. Select OK and GO TO MINSPEAK.

## Spelling



Several spelling options are available to meet a wide range of needs. Individuals who prefer the QWERTY (Computer Keyboard Layout) format have two options (1) the default QWERTY Layout (set in the Choose Overlay Menu) and (2) a 45 location QWERTY for those needing to use the keyguard or needing larger keys. There are two Alphabetical Layouts: (1) a standard ABC format and (2) an AEIOU format. There is a format for scanning and a format based on letter frequency and proximity. The KEY PAD option is a second option for scanning.



To see the options, select the  key from the Activity Row, then select ABC OPTIONS.

Option 1: QWERTY (Computer Keyboard Layout)

q	w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l	
z	x	c	v	b	n	m			

Option 2: 45 QWERTY

q								
w	e	r	t	y	u	i	o	p
a	s	d	f	g	h	j	k	l
z	x	c	v	b	n	m		

Option 3: ABC

a	b	c	d	e	f	g	h	
i	j	k	l	m	n	o	p	
q	r	s	t	u	v	w		
				x	y	z		

Option 4: AEIOU

	<b>a</b>	b	c	d				
	<b>e</b>	f	g	h				
	<b>i</b>	j	k	l	m	n		
	<b>o</b>	p	q	r	s	t		
	<b>u</b>	v	w	x	y	z		

Option 5: SCANNING

		<b>e</b>	<b>a</b>	r	d	<b>u</b>	v	
	t	<b>o</b>	<b>i</b>	l	g	k		
	n	s	f	y	x			
	h	c	p	j	z			
	m	b	w	q				

Option 6: FREQUENCY

	z	f	b	s	l	y	v	
	x	p	<b>o</b>	t	h	c	k	
	j	<b>u</b>	<b>a</b>		<b>e</b>	d		
	q	w	r	<b>i</b>	n	g	m	

Option 7: KEY PAD (Phone Key Pad Layout)

	ABC	DEF
GHI	JKL	MNO
PRS Q	TUV	WXY Z

## Setting Spell Mode Options

The 45 QWERTY Spelling Page is accessed through the icon sequence  plus  . Any of the other Spelling Pages can be programmed to replace the 45QWERTY.

To do this, go into the Toolbox.

1. Select EDIT CORE.
2. Choose the icon sequence  plus  and select OK.
3. Select **Spell Text for Message**.
4. Select CLEAR DISPLAY.
5. Select INSERT TOOL and then select SET PAGE.
6. Choose the page you want (45QWERTY, ABC, AEIOU, FREQUENCY, or KEY PAD).
7. Select OK and GO TO MINSPEAK.

There is also access to Spell Mode (AEIOU) through the QUICK HITS Activity. Any of the other Spelling Pages can be programmed to replace the AEIOU Page.

To do this, go into the Toolbox.

1. Select MODIFY ACTIVITY.
2. Touch the QUICK HITS key (outlined in red).
3. Select MODIFY ITEM WITHIN ACTIVITY.
4. Touch the SPELL key (outlined in red).
5. Select SPELL TEXT FOR MESSAGE.
6. Use DELETE CHARACTER (To remove <SET PAGE (AEIOU)>). (Do not remove <CHOOSE-ACTIVITY>).
7. Select INSERT TOOL and then select SET PAGE.
8. Choose the page you want (45QWERTY, ABC, AEIOU or KEY PAD).
9. Select OK several times until you return to MINSPEAK.

## *Computer Access*



To turn ON or OFF computer access: (1) select  from the Activity Row and then select COMPUTER ON or COMPUTER OFF or (2) select the COMPUTER icon from the Spell Mode pages. The Spelling Pages have the computer commands stored for the arrow keys, delete character, etc. If additional functions are desired (i.e. full mouse control), it will be necessary to go into CHOOSE OVERLAY MENU and choose Load Computer Access Pages to load the correct format for your computer.

The basic commands for computer access have been stored on the Spell Mode Pages 45QWERTY, ABC, AEIOU, SCANNING, FREQUENCY, and KEY PAD. The commands for computer access have **NOT** been stored on the Default Spell Mode Page (Option 1: QWERTY).

## Games

### Tic Tac Toe

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **TicTacToe**.

X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O

**To Play:** Choose nine squares in the center of the display and imagine that there are lines drawing a tic tac toe game. To place an X or O on the grid, touch the X or O and then touch the space where you want to place it. Wait a few seconds for the letter to move.

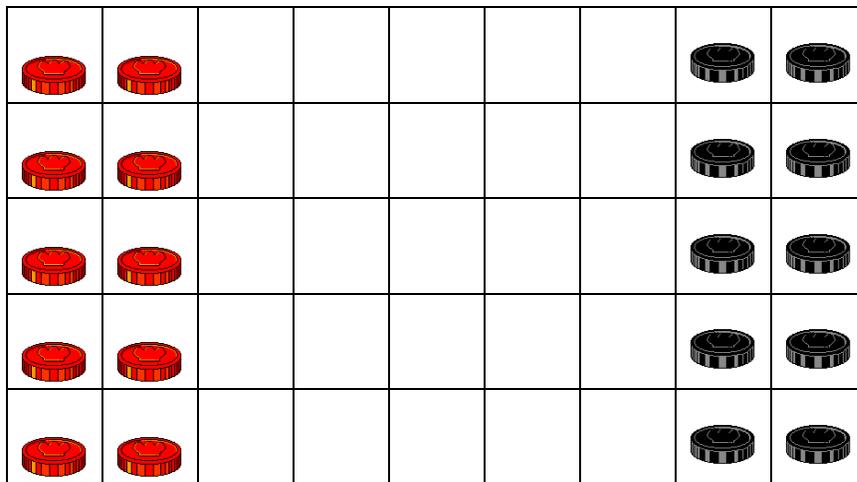
X			X	X	O			O
X	X			O			O	O
X	X		O		X		O	O
X	X						O	O

**Clean Up:** When the game is over, you will need to put the X's and O's back to the side columns to play again.

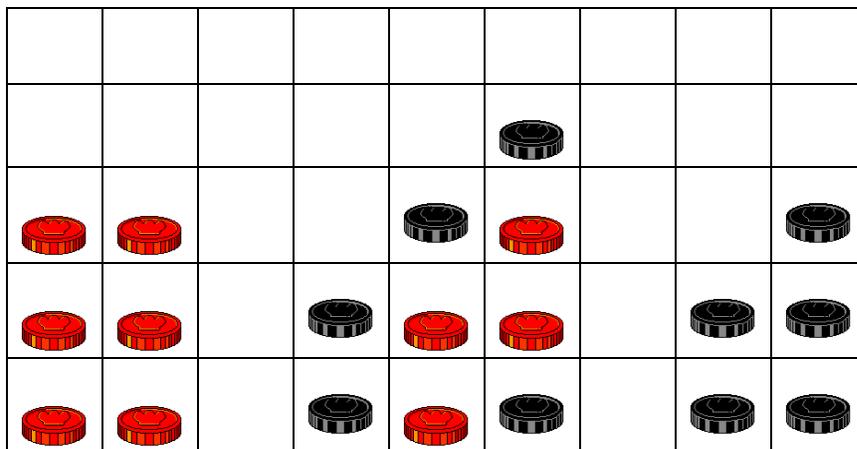
**To Exit:** To return to Minspeak, touch the top (text area) of the display.

**Connect Four**

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **Connect Four**.



**To play:** Use the empty columns in the center of the grid for the playing area. Players take turns alternately placing a red or black checker in one of the columns. The columns must be built from the bottom up. The first player to place 4 of their checkers in a row, column or diagonal wins.



**Clean Up:** When the game is over, you will need to put the checkers back to the side columns to play again.

**To Exit:** To return to Minspeak, touch the top (text area) of the display.

***Practice Sentences : Level 1 Unity Enhanced Full Core***

She is my friend.

I need to drive home.

He cooked a steak.

It is raining.

He is watching TV.

Somebody said something.

I like the red fire engine.

Who is bigger?

This is good.

That is better.

Are you sick?

He is sickly.

They went to the dance.

He is reading at the library.

When is Mother's Day?

Are you going to the movie?

He likes his cat.

He thinks that I am pretty.

I drove to Florida.

She wore a red dress.

She works at my school.

She reads to me everyday.

Everybody is coming to my house.

Somebody called.

She is hungry.

He is hungrier.

I have a quarter.

I need a dollar.

That is expensive.

Reading to my dad is fun.

He is wearing blue pajamas.

Where are my socks?

She teaches science.

# Unity Enhanced

## 4, 8 and 15



## **4-, 8- and 15-Location Unity Enhanced**

One 4-location program, four 8-location programs and two 15-location programs have been developed for Unity Enhanced.

If you are using the “Exploration Wizard” option (on a new device, this is the default first screen and stored in User Area 4) then the 4-, 8-, and 15-location pages are available as demo pages using the 4/8/15 button on the Wizard. If you want to use one of these for a client as their MAP of choice, you should load the specific program using the instructions below.

### ***The Available Programs***

- **4-Child** - designed for a young child, however, it can be used as a model to create a program appropriate for any age.
- **8-Child** - designed as a simple program to meet the communication needs of young children.
- **8-Talk** - designed to meet the needs of an individual of any age (child or adult) who needs 8-location programming.
- **8-Adult** - designed to meet the needs of an individual in a nursing home or rehabilitation hospital.
- **8-Auditory Scan** - designed to meet the needs of an individual who scans and needs auditory prompts.
- **15-Talk** - designed to meet the needs of an individual of any age (child or adult) who needs 15-location programming.
- **15-Adult** - designed to meet the needs of an adult in a nursing home or rehabilitation hospital.

### ***Loading the 4-, 8-, and 15-Location Programs***

1. Open the device Toolbox.
2. Select CHOOSE OVERLAY MENU.
3. Select the “Switch User Area” button and select an area that you are comfortable with ERASING.
4. Select “Overlay Menu” and find the 4-, 8-, or 15-location vocabulary you wish to load.
5. At the yellow box warning, select YES to replace the contents of the current area with the new vocabulary.
6. Select OK, then GO TO MINSPEAK, and begin exploring your new vocabulary

### ***Consistency across the Programs***

Care has been taken to ensure consistency across all pages within each program. If an icon is used on more than one page, it appears in the same location on each page unless there is a conflict with another icon that falls in that location. Arrangement of icons remains as consistent as possible from 8 to 15 to 45 location programs. We also tried to have the same concepts in the same position. When customizing, it is important to keep that consistency.

### ***Customizing***

Use these programs / pages as examples and a starting point to create a program that will meet the needs of the individual using the device.

### ***Modifying Pages***

All of the 4-, 8- and 15-location programs were developed using a significant number of PAGES. The directions for modifying pages are as follows.

1. When using the program, note that the name of the page appears in the Icon Display Area to the left of the Status Display Area. Find the page you want to modify and remember its name.

(NOTE: It is necessary to turn Word Prediction OFF to see the name of the page.)

2. Go into the TOOLBOX and select MODIFY PAGE

3. The pages are listed in alphabetical order. Find the page you want to modify and select that key.

(NOTE: All 8 location pages begin with 8, all 15 location pages begin with 15, etc.)

4. Choose the key you want to modify and make modifications as needed.

**Note:** Pages are listed alphabetically in the Page Menu. All 8-Location pages begin with the number 8 (i.e. 8 SELF, 8CIRCLE) and all 15 location pages begin with the number 15 (i.e. 15FAMILY, 15LEISURE). The Adult pages also contain an A for Adult (i.e. 8APEOPLE, 8ALEISURE). Auditory scan pages begin with 8AUD.

When creating new pages, they will be easier to find if you number them similarly. For more information on Modifying Pages, refer to your Operator's Manual.

## **The 4-Child Program**

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The 4-Child program is a simple 4-location program that contains the following:

ME	Personal Information
PLAY	Choice of things to play with
EAT	Choice of things to eat
SING	3 songs

## The 8-Child Program

---

The 8-Child program contains a 7-key communication program for basic communication with four icons linking to other pages and one screen of PAGES.

The following pages are included in the 8-Child Program. They were created to provide fun motivating activities for a young child. They can be modified as needed and new pages are easy to create.

Page	Vocabulary	Notes
8ME	Personal Information (e.g., name, address, age, etc.)	Customize as needed.
8SIMON SAYS	Vocabulary to play the game "Simon Says"	
8COOKIE	Vocabulary to play the game "Who Took the Cookie from the Cookie Jar?"	Change the names on the 8NAME page to the names of the children in the class.
8READ	Vocabulary to select a book to read and to "read" the repeated line of that book. Top Row -- name of the book Bottom Row -- repeated line(s) Note: Add new books periodically.	Books: <b>Brown Bear, Brown Bear</b> by Bill Martin, Jr. <b>The Very Hungry Caterpillar</b> by Eric Carle <b>Blue Hat, Green Hat</b> by Sandra Boynton
8MATCH	Vocabulary to play a simple matching game.	
8CARS	Vocabulary to play with a train and a car. Contains names of the vehicles, their sounds, go, fast and slow.	
8SONGS	Contains 7 songs	You can easily add any song using Digitized speech and singing it into the device

## **The 8-Talk Program**

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The 8-Talk Program contains a 7-key communication program with all choices returning to the main communication page and one MENU key that contains a screen of PAGES that can be accessed for situation specific / activity based vocabulary (primarily sentence based).

The following pages are included in the 8-Talk Program. They were created to be conversationally and socially interactive. They can be modified as needed and new pages are easy to create.

Page	Vocabulary	Notes
8SELF	Personal Information (e.g., name, address, age, etc.)	Customize as needed.
8CIRCLE	Day, month, weather, news, etc. for Circle Time at School.	
8GAME	Vocabulary to play a simple Match Game	Could be modified for any game the person likes to play or watch
8COMPUTER	For computer access	With these 6 commands it is possible to operate many software programs
8LETTERS	Gives access to spelling with 6 letters. See attached word list on following page.	You could change the letters periodically and base the weekly spelling lesson on words that can be spelled using those letters
8JOKE	Top row -- contains 3 jokes Bottom row -- contains comments to use when telling jokes	Change the jokes periodically
8ECUS	ECU commands for TV, VCR and X-10	Program the ECU commands through the IR SETUP MENU

The idea for the LETTERS PAGE in 8-Talk was suggested by Ms. Karen Erikson, Ph.D. as a way to give an individual access to spelling and literacy even when their access is limited to 8 locations. With these 6 letters it is possible to spell the following words.

Some, or all of the letters should be changed periodically to allow the student to spell a range of words.

Words and Phrases that can be generated from A E H M N T:

a	hat	manatee	mean	neat	ten
am	hate	mane	meant	neath	tenant
amen	hath	Manhattan	meat	net	tent
an	he	manna	meet	tame	tenth
ant	heat	mat	men	tan	than
at	heath	mate	met	tat	that
ate	hem	mate	nae	tea	the
eat	hen	math	name	team	them
eaten	mama	matte	Nate	tee	then
ham	man	me	Nathan	teen	

## **The 8-Adult Program**

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The 8-Adult program contains a 7-key communication program with all choices returning to the main communication page and one MENU key that contains one screen of PAGES that can be accessed for situation specific / activity based vocabulary (primarily sentence based).

The following pages are included in the 8-Adult Program. They were created to allow the person to express wants and needs, primarily around personal care and medical concerns. They can be modified as needed and new pages are easy to create.

Page	Vocabulary	Notes
PEOPLE (8APEOPLE)		Add information to tell people about their family and friends
PERSONAL (8APERSON)	Personal needs (e.g., I'd like my hair done. I need a shave.)	Customize
ECU (8ECU)	ECU commands for TV, VCR and X-10	Program the ECU commands through the IR SETUP MENU
MEDICAL (8AMEDICAL)	Vocabulary to talk about medical needs	
SPELLING		
EATING (8AEAT)	Vocabulary to instruct caregiver in and vocabulary to request food.	
LEISURE (8ALEISURE)	To request to do an activity or to request information about that activity.	Bingo is a single word so it can be used when playing Bingo
SPELLING (8SPELL)		

## The 8-Auditory Scan Program

---

**8-Aud Scan Program:** contains a 7-key basic communication program. The icons are arranged for a Circular Scan.

**Auditory Prompts:** the default settings for single switch auditory scan, are stored under Save Settings #2. To use these settings,

1. Go to the TOOLBOX.
2. Choose SETTINGS MENU.
3. Choose USE #2 SETTINGS.
4. Select YES.
5. Select OK.
6. Select OK.

### Auditory Scan Defaults:

#### AUDITORY PROMPT MENU

Auditory Prompts	ON
Prompts By	LABEL

#### SELECTION TECHNIQUE MENU

Selection Technique	1 SWITCH
Scanning Speed	1.5
Auto Repeat	OFF
Predictive selection	ON
Scan Type	AUTO
Activation Delay	OFF
Scan Auto Restart	ON
Number of Rescans	1
Scan Direction	CIRCULAR

#### SPEECH MENU

Main Voice	Betty
Prompt Voice	Harry

## The 15-Talk Program

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The 15-Talk program contains 8 keys that allow the individual to combine words and phrases to construct sentences, 4 keys that contain pages that are primarily sentence based, 1 key that gives access to environmental controls and 1 key that gives access to spelling.

COMMENTS	ME	PEOPLE	INTERESTS	QUESTIONS
I want...	I like...	want go...	I need...	ENVIRONMENTAL CONTROLS
I don't...	I feel...	I'd like...	TIME	SPELL

The following pages are included in the 15-Talk Program. They can be modified as needed and new pages are easy to create.

Page	Vocabulary	Notes
COMMENTS (15COMMENT)	Greetings-- How are you?, I'm fine. Polite Words -- please, thank you Comments -- That's interesting, Yes, No, I don't know.	
ME (15ME)	Personal information (e.g., to tell people about themselves)	
PEOPLE (15PEOPLE)		Add information to tell about important people in your life (e.g., family, friends etc.)
INTERESTS (15INTERST)	To request to do an activity or to request information about it.	Customize with personal interests.
QUESTIONS (15QUESTIO)	Questions	
ECU (15ECU)	ECU commands for TV, VCR and X-10	commands
TIME	day, month, year, yesterday, today, tomorrow	
SPELLING (15KEYPAD2)		

## **The 15-Adult Program**

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The 15-Adult Program contains 6 keys that allow the individual to combine words and phrases to construct sentences, 6 keys that go to pages that are primarily sentence based for specific situations, 1 key that gives access to spelling and 1 key that gives access to environmental controls.

COMMENTS	MEDICAL	PEOPLE	LEISURE	QUESTIONS
I want...	help me...	want go...	PERSONAL	ENVIRONMENTAL CONTROLS
I don't...	I feel...	EATING	TIME	SPELL

The following pages are included in the 15-Adult Program. They were created to allow the person to express wants and needs, primarily around personal care and medical concerns. They can be modified as needed and new pages are easy to create.

<b>Page</b>	<b>Vocabulary</b>	<b>Notes</b>
COMMENTS (15ACOMMNT)	Greetings -- How are you?, I'm fine. Polite Words -- please, thank you Comments -- That's interesting., Yes, No, I don't know.	
MEDICAL (15MEDICAL)	Vocabulary to talk about medical needs	
PEOPLE (15FAMILY)		Add information to tell about important people in your life (could be family, friends, caregivers, etc.)
LEISURE (15LEISURE)	To request to do an activity or to request information about that activity.	Customize with personal interests.
QUESTIONS (15QUESTIO)	Questions	
PERSONAL (15PERSONA)	Personal needs (e.g., I'd like my hair done. I need a shave.)	Customize
EATING (15FOOD)	Vocabulary to instruct caregiver in and vocabulary to request food.	
TIME	day, month, year, yesterday, today, tomorrow	
ECU (15ECUS)	ECU commands for TV, VCR and X-10	Program the ECU commands through the IR SETUP MENU. (In order to use the LIGHT ON/OFF function, you need one command center and an X-10 module, both available from Radio Shack)
SPELLING (15KEYPAD)		



# Unity Enhanced Customizing Suggestions



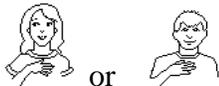
## Customizing Unity Enhanced

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The various programs in Unity Enhanced have been designed to reach the largest number of individuals who need it to talk. During its development, Unity Enhanced was used on the Vanguard with children, adolescents and adults, all of whom needed to have the programs customized for their own vocabulary needs and personal abilities. Customizing Unity Enhanced involves adding personal information, revising icons to match the person's gender and modifying or creating activities and pages.

### *Personalizing Gender Icons*

The default icon used to represent "self" in Unity Enhanced is female.



To change the "I" icon from Female to Male:

1. Go into the Toolbox and select CHOOSE OVERLAY MENU.
2. Select the key that says "Change all occurrences of an Icon."
3. From the screen headed "Select the icon you wish to change," select the MINSYMBOLS key.
4. Hit the "More Items" key until you see the  icon called IFEML\_M1.
5. Click the image.
6. From the screen headed "Select the icon to change to," select the MINSYMBOLS key, then hit "More Items" until you see the  icon called IMALE\_M1.
7. Respond to the yellow box that says "Change all occurrences of IFEML\_M1 to IMALE\_M1?" by hitting the YES button.
8. All instances of  will now be changed to . This change occurs throughout the MAP, so you do NOT have to change each occurrence individually.

### *Changing Core Icons*

The default icon used for religious vocabulary in Unity Enhanced is called GOD and looks like this;



Some people prefer to use a modified version that looks more like cookie cutters.



To change this, or any other Core icon, follow these steps:

1. Go into the Toolbox and select CHOOSE OVERLAY MENU.
2. Select the key that says “Change all occurrences of an Icon.”
3. From the screen headed “Select the icon you wish to change,” select the MINSYMBOLS key.
4. Hit the “More Items” key until you see the  icon called GOD\_M1.
5. Click the image.
6. From the screen headed “Select the icon to change to,” select the MINSYMBOLS key, then hit “More Items” until you see the  icon called GOD\_M3.
7. Respond to the yellow box that says “Change all occurrences of GOD\_M1 to GOD\_M3?” by hitting the YES button.
8. All instances of  will now be changed to . This change occurs throughout the MAP, so you do NOT have to change each occurrence individually.

Other substitutions include the following examples:

		The frog is used for the word “go.” Using the traffic lights with the green light reinforces “go.”
		The house on its own is visually simple and highlights its use to represent house features, such as different rooms.
		The second image shows a boy asking for “more” by holding up a cup. May be more teachable.
		The second icon uses a picture of the sign for “more;” assumes your client knows the sign or can be taught it.
		The boy entering the pool shows the whole body and hence stresses body parts.
		The second icon has a can of juice; JUICE is used for the verb “can.”

**Word of warning:** If you choose to change an icon, be careful that you don’t lose a critical association or that you compensate for it. For example, using the  highlights “go,” but totally loses the association for house parts.

### ***Adding People's Names***

When adding names of friends and family, you have two options for representing people: (1) scanning in individual photographs or (2) using the icons already in your device.

Possible icons are found in the categories of PEOPLE, PRONOUNS and FAMILY. Additional icons can be found throughout other categories..

For specific information on scanning in photographs, refer to information on completing a memory transfer. The process involves *importing graphics* through the memory transfer process.

Since names are very important, a number of activities and pages have been created to store them. Add the names of your favorite performers in the ACTORS Activity and your favorite singers in the SINGERS Activity.

1st Icon	2nd Icon	Contains
	Activity Row	Most frequently used names
		Name Page: names of additional friends
	Activity Row	Family members & names: <i>mom, dad, add names; mother, father...</i>
		Family Page: additional family names and family information

### ***Highlighted Icons and Parts of Speech***

Highlighting with color has been used to emphasize icons and parts of speech. The highlighting colors used are consistent with those originally developed by the Blissymbolics Communication Institute in the 1960s and later adopted by the Mayer Johnson Company for their Picture Communication Symbols.

- Yellow = Pronouns
- Green = Verbs
- Blue = Adjectives
- Orange = Nouns (category nouns only)

### ***Store a Synthesized Message***

The following are the steps to store a message with synthesized speech.

1. Plan what you want to say and decide the icon sequence you want to use.
2. Press the TOOLS key on the front of the device case.
3. Select STORE CORE in the Toolbox.
4. Select the icon sequence you want to use.
5. Select “DECTalk.”
6. Select “Spell Text for Message.”
7. Spell the message you want to store.
8. When you are finished, select OK.

### ***Record and Store a Core Vocabulary Message***

The following are the steps to store a message with recorded speech.

1. Plan what you want to say and decide the icon sequence you want to use.
2. Press the TOOLS key on the front of the device case.
3. Select STORE CORE in the toolbox.
4. Select the icon sequence you want to use.
5. Select “Record.”
6. Select “Record Message.”
7. Press and hold the RECORD key on the front of the device case (it has a picture that looks like a cassette tape). While you are holding the key, speak the message into the small grooves on the top of the case.
8. Select “Listen to Recording.” Re-record if you don’t like what you hear, or activate OK if you are satisfied.

### ***Create an Activity***

The following are the steps to create a new activity.

1. Select CREATE ACTIVITY in the Toolbox.
2. Spell the name of your new activity, then press OK.
3. Choose an icon for the activity from one of the categories.
4. The first key on your activity row is highlighted.
5. Select a speech option, either DECTalk or Recorded.
6. Type any message you want to go with the key. If you selected “Recorded Speech,” record your message now.
7. Choose an icon for the key.
8. Change the label for the key if you want to.
9. Activate the next key in the activity row that you want to define. Repeat the steps above.
10. Select OK when you are finished.

You can use an ACTIVITY TEMPLATE. See your device’s **Operator Manual** for details.

### ***Copy a Tool***

You can copy tools from the ALL TOOLS LIST to your overlay. You can even assign a combination of tools and text to a key or you can store tools or tools and text under an icon sequence. To assign a tool to a key or to store it in a sequence you must use the INSERT TOOL key on your spelling keyboard. When you use INSERT TOOL you are telling the device to do two things: (1) to show you the ALL TOOLS LIST and (2) to copy a tool from the ALL TOOLS LIST and move the copy to the key or icon sequence you have chosen on your Minspeak overlay.

INSERT TOOL is only active when you are in STORE mode. If you try to activate INSERT TOOL when you are not in STORE mode, nothing will happen.

### ***Modifying Activities***

Vocabulary in the activity rows in Unity Enhanced may need some customization. The Operator's Manual provides directions on **modifying activity vocabulary**. Basically it involves following these simple steps:

1. Go to the Toolbox.
2. Select MODIFY ACTIVITY.
3. Select the activity you want to modify, choosing MORE ITEMS until you see the icon/name for the activity to be modified.
4. Once you select the activity and see it highlighted in red, choose MODIFY ITEM WITHIN ACTIVITY.
5. Make the modification you want, including:
  - Typing a new word, phrase or sentence;
  - Changing the icon and/or
  - Changing the label.

### ***Adding a "MORE" key to an Activity Row***

Activities created in Unity Enhanced can have more than one row. One option for navigating through the rows in an activity is to add a "more" key to the end of each row. If you are NOT using a template that includes a "more," you can add one.

To add a "**more**" key to the end of a row:

1. Select the last key in the row by touching it (key will be outlined in red).
2. Select Spell Text for Message.
  - Select INSERT TOOL.
  - Choose MORE ITEMS. (Remember, tools are listed alphabetically.)
  - Select OK.
3. Select Change Icon.
  - Choose Alphabet Sort.
  - Choose F. and then find FASTFWRD.
4. Select Change Label.
  - Type MORE (All Caps).

### ***Temporary or Permanent Activity Rows***

The Dynamic Activities in Level 1 Unity Enhanced 2- Hit have been set up as **Temporary**. They can be changed to **Permanent**. Try both settings and see which is preferred by the individual using the program. Make the appropriate changes in the **Dynamic Activity Menu**.

### ***Make an Activity Dynamic***

The following are the steps to make an activity dynamic.

1. Go to the Toolbox and activate DYNAMIC ACTIVITY MENU.
2. Make sure that the “Dynamic Activities Box” is set to ON.
3. Make sure that the “Activity Persistence” box says “Temporary.”
4. Select “Add Dynamic Activity.”
5. Select a sequence (a one-icon sequence is quickest) that will remind you of the activity. Then select OK.
6. Select the activity you want to make dynamic. (You may have to select the MORE ITEMS key until you see the activity.) Then select OK.
7. Select OK in the Toolbox.

### ***Turn ON the “Picture Prediction™” Feature***

The following are the steps to turn on (or off) Picture Prediction

1. Go to the Toolbox and activate FEEDBACK MENU.
2. Choose the appropriate button to turn “Picture Prediction” ON or OFF.
3. Select OK

When you now make choices in the Activity Row, the items will move based on the number of times you choose them. For more details on Picture Prediction, see your Operator’s Manual or the Picture Prediction appendix in this manual.

### ***Modify a Custom Page***

The following are the steps to modify a custom page.

1. Go to the Toolbox.
2. Activity MODIFY PAGE.
3. Select the page you want to modify.
4. Select the key you want to modify.
5. Use the options on your screen to make any changes to the key.
6. If you want to modify another key, select “Choose next key to define.”
7. When you are finished modifying the page, select OK.

### ***Create a Page***

Having a page of vocabulary to give a speech about yourself is a very frequently used page. Here are the steps for creating a speech, using the creation of a “person speech” page as an example.

1. Select CREATE PAGE from the Toolbox.
2. Name the page MySpeech with no space.
3. Select OK.
4. Remember, page names can only be 8 characters.
5. Select the size page you want to create and select OK.
6. Add the necessary tools to the page, following the consistency used in Unity Enhanced. (See the chart in the next section of this manual.)
7. Choose the first key where you want to add personalized information.
8. Type a line of personal information you would include in a speech about yourself.
9. Choose an icon for this message.
10. Change the label for the message, if necessary.
11. Select **Choose Next Key To Define** to define the next key.
12. Select a second key and add another line in your speech. Add an icon and label.
13. Continue until you have added all the information you want.
14. Select OK to end the process.

### ***Consistency When Creating New Pages***

When creating a page, it is important to keep them consistent in design with the pages that are already created. On the 45 location pages created in Unity Enhanced, the tools for **MINSPEAK**, **CLEAR DISPLAY** and **DELETE** are always in the same location on every page. Other vocabulary such as Yes, No, Please, Thank you and Not are not on every page, but when they are on a page, they are also in the same location. These words are (in parentheses).

						(yes)	(no)	
						(and)		
<b>a Delete tool</b>	(please)							(good)
<b>Clear Display</b>	(thank you)	(not)	(with)					(bad)

### **Minspeak Icon**

The icon for MINSPEAK is located in the Technology category, in the Alphabetical Sort under “M”. Use Insert Tool to store <GO TO MINSPEAK> as the tool for that key.

### **Clear Display**

The icon for CLEAR DISPLAY is named “blank.” It is located in the Tools category, in the Alphabetical Sort under “B”. Use Insert Tool to store <CLEAR DISPLAY> as the tool for that key.

### **Delete Last selection, Delete Character, Delete Word**

The icons for these tools are found in the Tools category, in the Alphabetical Sort under “D”. Use Insert Tool to store the appropriate “Delete” tool as the tool for that key.

### ***Accessing New Pages Created***

Pages developed for Level 2 and Level 1 Unity Enhanced Full Core are accessed with icon sequences. The architecture used is to end the icon sequence with the UNITY key, with the UNITY key modified to the PAGE icon. It is important that this architectural feature be consistent when new pages are developed.

1. Go to the Toolbox.
2. Select STORE CORE.
3. Select the icon sequence you want to use for accessing your new page, ending the icon sequence by selecting the UNITY icon.
4. Select OK.
5. Select “Spell Text for Message” and select INSERT TOOL and either SET PAGE\* or SET PAGE TEMPORARY.\*
6. Select the PAGE to be set and OK it.
7. Select Modify Last Icon and change it to PAGE, found in the Alphabetical Sort under “P.”
8. Select Change Label and type an appropriate label.
9. OK everything when you are done.

### ***Set Page vs. Set Page Temporary***

When stored using **Set Page**, the page remains on the screen until the MINSPEAK key is activated. When stored using **Set Page Temporary**, the display returns to Minspeak as soon as any one key is activated.

### ***Conserving Memory***

Your device has the memory to store thousands of Activities and Pages. If you are customizing the programs and run out of available activities, erase activities that are not being used. For example, if you are using Level 2 or Level 3, there are several activities specific for Level 1 that can be eliminated. They include:

- PLAY...
- FEEL...
- READ...
- COME...
- GET...

If an individual is using one of the Unity Enhanced vocabularies and plans on remaining with the program, there are several activities set up for MinTalk that can be eliminated. These activities appear at the very end of the Activity Row and are labeled with words rather than icons. The first MinTalk Activity is called ONE SHOTS.

Similarly, unused pages can be eliminated. Use the PAGES chart in the Appendix to find the pages that are NOT used in your program. For example, if you are using a 45-location program, all 4, 8 and 15 location pages can be deleted.

### ***Wait Any Key***

When you add the WAIT ANY KEY to a DECTalk message, you can pause within the message, wait for any amount of time, and then activate any key or switch to continue speaking. (See “Operator’s Manual”). To use the WAIT ANY KEY tool:

1. Go to the Toolbox.
2. Select STORE.
3. Choose “Spell message to Speak” and spell in the message. Use INSERT TOOL and then WAIT ANY KEY to allow for pauses you want in the message.
4. Follow the normal steps to continue storing, then select OK.

### ***Add Words to the Dictionary***

Some words may be mispronounced. To add those words to the dictionary, follow these steps.

1. Select DICTIONARY MENU in the Toolbox.
2. Select ADD A WORD.
3. Correctly spell the word to add.
4. Select OK.
5. Spell the word the way you want it to be pronounced. Listen to it with Spell Display.
6. When it sounds okay, select OK.

### ***Text Marker, Speech Marker, Text & Speech Marker***

These tools mark text that is to be seen on the display, but not spoken; or that is to be spoken, but not seen on the display. These tools are added to the message when you are storing. (See the Operator's Manual for details.)

Use TEXT MARKER when you want text to be seen, but not spoken.

Use SPEECH MARKER when you want text to be spoken, but not seen.

Use TEXT & SPEECH MARKER to end the operation when a SPEECH MARKER and/or TEXT MARKER is used in a message.

## **Teaching Unity Enhanced**

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As Unity Enhanced is used by more and more people, a body of curriculum materials is likely to emerge. At this point, ideas for teaching Unity Enhanced are based on past experiences teaching Minspeak and new approaches that are being used for teaching Minspeak in a dynamic display environment.

For a person to talk independently, the person must know four things about the Unity Enhanced program: (1) the patterns for how the vocabulary is organized, (2) how to navigate through the vocabulary in the Activity Row and on various pages, (3) the “family of ideas” that are coded by the multiple meaning Minspeak icon and (4) specific icon sequences and symbols for the available vocabulary.

This section is going to provide basic information on the following topics:

1. teaching the overall vocabulary patterns of Unity Enhanced;
2. teaching the navigational features of Unity Enhanced;
3. teaching the family of ideas around the Minspeak icons and
4. teaching specific icon sequences using a “part-of-speech” and “activity-based” approach.

### ***Teaching Overall Vocabulary Patterns***

In the 1980s, Prentke Romich Company began developing Minspeak Application Programs (MAPs). Each MAP provided a large set of vocabulary organized with a small set of clearly defined vocabulary organization patterns. When learning vocabulary, children and adults who use Minspeak do not learn random icon sequences, rather they learn icon sequences that fit into the framework of the overall vocabulary organization pattern.

### **Identify the patterns in the vocabulary organization plan**

Become acquainted with the vocabulary organization plan of Unity Enhanced by studying the manual that came with your device and spending time using the Unity Enhanced program. The manual lists the patterns in the Unity Enhanced Program. Thoroughly review these patterns.

### **Prioritize the patterns**

Some of the parts of speech and patterns have a higher priority than others. For example, learning the pronouns and pronoun phrases are very critical to talking. Based on the version of Unity Enhanced that you are introducing to your client, prioritize which patterns are to be taught first. A good measuring stick is to notice the order that the patterns are introduced in the manual and decide if that order is appropriate for the person learning Unity Enhanced. There is no rule that says you must teach all the patterns right away. Based on the skills of the individual, select and teach those patterns that are most needed to provide some independent communication.

### **Select vocabulary from each pattern to teach**

When you are in the process of teaching the patterns, you can not let yourself get side tracked teaching too much vocabulary at once. If you do that, you lose focus of the big picture. At this stage, focus on the pattern not the entire set of available vocabulary. Your goal is to give the user sufficient practice with the patterns for each part of speech. You will also learn a lot about the knowledge the user has about general classification of words and grammatical classes. Do not be surprised when users do not know whether or not a word is a noun, verb or adjective. Expect that the user is not going to initially think in terms of words belonging to grammatical classes. Provide other ways for users to conceptualize grammatical classes (e.g., verbs = actions words).

### **Teach the patterns using a variety of teaching aids**

Most non-speaking individuals benefit from aids that help them visualize the vocabulary patterns. Create your own visual aids to depict each pattern. Consider the following.

- picture charts that show the icon patterns
- cardboard blocks with icons on the side so the user can physically build the pattern
- musical jingles to teach the differences between different parts of speech
- color coding the parts of speech with matching color coded reminder cards

### ***Teaching Navigational and Operational Features***

The person using Unity Enhanced needs to understand how Minspeak icons sequencing works and how to navigate through the Activity Row and pages independently. Here are some navigational and operational features that need to be taught.

- How to get to and from pages
- How to get more items in the Activity Row
- The difference between a Dynamic Activity Row and a Permanent Activity Row
- The linking that occurs with the Sentence Builders
- How to delete wrong selections
- How to speak the display

### ***Teaching the Family of Ideas around Minspeak Icons***

The process of learning Minspeak and Unity Enhanced involves learning the key ideas and metaphors, or stories, around each of the core Minspeak icons.

All of the multiple meaning, Minspeak icons on a Minspeak system represent a group or

family of related ideas. For example, as the first icon in a sequence, the  may represent ideas related to eating, food and hunger. The individual using a Minspeak system might have thousands of words in his/her system. Instead of learning individual codes for thousands of words, the person learns the main concepts behind the small number of Minspeak icons on his/her device. The person develops a “family of ideas” associated with each icon. And the person learns the logic behind the Minspeak codes.

A powerful way to introduce Unity Enhanced is to teach about each Minspeak icon, helping the individual learn the key ideas and metaphors associated with each icon. First, list all of the Minspeak icons, then develop a plan for systematically teaching lessons about each icon. Do not assume that familiar pictures do not need to be taught. Regardless of the individual’s age and language/cognitive functioning, it is always beneficial and fun to develop icon based lessons.

How do you develop lessons around icons? How do you build solid associations and memorable metaphors for each icon?

Collect objects that “match” the Minspeak icons. You will not usually be able to obtain an identical match, but a close match is all that is needed. Or you can, with the aid of the individual using the device, construct objects that match the icons as part of art or craft project. Start with the most obvious and easy icons (e.g., plastic apple) and gradually accumulate more and more objects.

Use the objects collected as props in meaningful life experiences. Even adults with strong language skills benefit from the silliest of learning activities, not because it teaches the person new language concepts, but because it develops memorable experiences that help in the recall of the Minspeak icon codes. Use the objects in a variety of ways, tapping into many sensory avenues of learning. Handle the object, look at it, do something with it, even sing with it.

Teaching about icons in a unit approach is very helpful when the AAC student is included in a mainstream preschool or elementary classroom. However, it is also useful when working with adults with significant disabilities. When using icon units in a preschool or elementary classroom, the entire class can participate in the unit and, as a result, the entire class learns about the device, the vocabulary in Unity Enhanced and the vocabulary codes. Then the entire class is better able to coach and assist the AAC student in using his/her vocabulary to participate in classroom activities.

Using this approach, create icon units. List (1) the icon to be used, (2) the category represented by the icon and (3) key vocabulary coded with the icon. Then (4) develop a variety of learning activities around the icon, category of words and key words coded by the

icons. An icon unit might include the following types of activities: art or craft projects, the use of traditional literature, writing activities, games, cooking, music and/or creative theater.

### ***Teaching Specific Vocabulary***

The bulk of instruction for teaching Unity Enhanced will focus on teaching and using specific vocabulary. Many fine teachers, therapists and parents have implemented creative and successful strategies for teaching specific vocabulary. In this section of your Unity Enhanced manual, two approaches are briefly discussed: the category approach and the activity-based approach.

#### **The Category Approach**

The category approach focuses on teaching vocabulary by grammatical units (e.g., pronouns, adverbs, verbs, etc.) and noun categories (e.g., food, feelings, etc.)

If you spend a sufficient amount of time teaching the paradigms of the Unity Enhanced system, you will in effect have taught a substantial core of words using the category approach. This approach strengthens the understanding of the coding pattern for each part of speech and various categories. It also promotes categorical development.

The English language is ever growing and evolving, with new words added to meet new communication demands (e.g., fax, e-mail, etc.) The parts of speech that are open to growth are primarily the nouns, verbs and adjectives. These are also the largest categories of words. The parts of speech that are primarily closed to growth are the pronouns, helper verbs, adverbs, conjunctions, prepositions, determiners, interjections and question words. These categories are relatively small sets of words compared to nouns, verbs, and adjectives.

The teaching strategy is to pick a category of words important to the daily communication of the person and develop lessons around the words in that category.

#### **The Activity Based Approach**

Unity Enhanced can be taught through the approach of communication activities. This activity-based approach works well for children and adults who are in structured school activities or programs with specific daily activities. It is also a good method to use at home, since time is such a premium in most homes. This approach may also be known as “engineering” because activities are planned and organized to promote the use of specific words, phrases or sentences.

The activity-based approach generally emphasizes the use of normal, routine activities as the basis for intervention. This approach involves the following steps.

1. Identify activities that are conducive to structured intervention (e.g., snack time in the afternoon vs. breakfast time).
2. Prioritize the identified activities.

3. List words, phrases and sentences to be emphasized in each activity and across activities. Also note pages to be used in that activity.
4. Role play the activity and modify the vocabulary, as needed.
5. Create simple scripts for each activity. These scripts can help communication partners provide appropriate prompts and reinforcement.
6. Create activity kits with the script and all appropriate materials. Place scripts at the key location in the room for the activity (e.g., book reading script by the bookcase.)



Unity  
84 Location  
Version



## Vocabulary Organization for Unity 84 Sequenced

Unity 84 provides a substantial vocabulary, using 1, 2, and 3 icon sequences. The vocabulary is organized with ten (10) simple patterns that make up the architecture of Unity 84. To better understand these patterns, it is necessary to understand the layout of the Unity 84 Overlay.

The Unity 84 overlay has 84 keys, divided into 7 rows and 12 columns.



The top row is the **Activity Row** and is primarily used for vocabulary specific to topics and for nouns that are easily represented with single meaning pictures.



The second row has pictures that represent **Parts of Speech**, such as interjections, determiners, conjunctions, prepositions, question words, and some adverbs.



The second and third rows have pictures for parts of speech that change **Word Endings**, such as verbs, nouns, adjectives, and some adverbs.





The left 2 columns have icons that are used to say **Pronouns** and **Pronoun Phrases**.

The remainder of the overlay contains the main **Icons** that code the words in Unity 84.



### Pattern One: Icon + Word Ending

The Icon + Word Ending pattern is used for saying verbs, basic nouns, adjectives, and adverbs that end in “ly.”

Unity 84 provides verb tenses for each of the core verbs. For example, the person can easily say “eat,” “eats,” “eating,” “ate,” “eaten,” and “to eat” using one of the **GREEN** keys for each of these verb forms. The pattern for saying Verbs is to select an **Icon + Word Ending**.

eat	eats	eating	ate	eaten	to eat
 + 	 + 	 + 	 + 	 + 	 + 

Unity 84 provides a large body of nouns. Most of the nouns will appear in the activity row; however, core nouns use Minspeak icon sequences. Unity 84 provides simple strategies to say both the single and plural forms of nouns. For example, the person can easily say “food” and “foods” using one of the **ORANGE** keys for these noun forms.

food	foods
 + 	 + 

Unity 84 provides 3 forms of adjectives. For example, the person can easily say “hungry,” “hungrier” and “hungeriest” using one of the **BLUE** keys for each of these adjective forms. The pattern for saying **Adjectives** is to select the **Icon + Word Ending**.

hungry	hungrier	hungeriest
 + 	 +  + <b>+er</b>	 +  + <b>+est</b>

Unity 84 provides many adverbs. One kind of adverb is words that end in “ly.” For example, the person can say “hungrily,” “slowly,” or “really.” The pattern for saying Adverbs that end in “ly” is to select the **Icon + Word Ending**.

hungrily	slowly	really
 + 	 + 	 + 

One variation to this rule is for words that describe feelings. Feeling words appear in the Activity Row. The variation is: **Icon + Activity Row + Word Ending**. In this case, the word ending appears in the activity row.

mad	madder	maddest	madly
 + 	 +  +  + <b>+er</b>	 +  +  + <b>+est</b>	 +  + 

### **Pattern Two: Icon + Icon + Word Ending**

In order to provide more verbs, basic nouns, adjectives, and adverbs that end in “ly,” Pattern 1 is expanded by selecting 2 icons before the word ending.

Word	Icon 1	Icon 2	Word Ending
use			
work			
break			
finish			
hard			
job			
know			
try			

sure			
surely			
certain			
certainly			
class			
knowledge			

### ***Pattern Three: Part of Speech + Icon***

There are many other parts of speech besides verbs, nouns, adjectives, and adverbs that end in 'ly.' These other parts of speech DO NOT change their endings, therefore, there is only 1 key for each of these parts of speech. These parts of speech are: Interjections, Determiners, Conjunctions, Prepositions, Question Words, and Adverbs (which do not end in "ly"). The pattern is to select **Part of Speech + Icon**. The icons for the words may appear in both the Icon section of the overlay or in the Activity Row.

The following chart shows the icons for the Parts of Speech and several example words.

Part of Speech	Word	Part of Speech Icon	Icon
Interjection	please		
Interjection	thank you		
Interjection	hello		
Interjection	goodbye		
Determiner	this		
Determiner	that		
Determiner	all		
Determiner	some		
Conjunction	and		
Conjunction	or		
Conjunction	but		
Conjunction	because		
Preposition	at		
Preposition	out		

Preposition	for		
Preposition	with		
Question word	who	? word	
Question word	what	? word	
Question word	when	? word	
Question word	where	? word	
Adverb	here		
Adverb	there		
Adverb	away		
Adverb	very		

One variation of this rule is for question words. There are question words that end in “ever,” such as “whoever” and “whatever.” There are also question words that are contractions, such as “what's” and “who's.” The patterns for these variations of question words are shown in the charts below.

Part of Speech	Word	Icon	Part of Speech
“Ever” Question word	whoever		? word
“Ever” Question word	whatever		? word

Part of Speech	Word	Part of Speech	Part of Speech	Icon
Contracted Question word	who's	? word	? word	
Contracted Question word	what's	? word	? word	

### ***Pattern Four: Pronoun Phrases***

Pronoun phrases are provided in Unity 84 to improve and rate and efficiency of communication. Pronoun phrases are generated as statements or questions, positively or negatively. For example, a person can say “I want,” “do I want,” “I don't want” and “don't I want.”

All pronoun phrases use a **Pronoun Key** and an **Icon**. The order in which you select the keys determines whether you make a statement or ask a question.

The pattern for **Statements** is **Pronoun + Icon**.

The pattern for **Questions** is **Icon + Pronoun**.

There are 7 pronoun keys, highlighted in **YELLOW**. The pronoun key for the concept of self could be either a girl  or boy  icon. Using the  icon, the chart below shows an example of how the pattern works. All examples use the female gender.

Statement Phrases	Phrase	Pronoun	Icon
	I like		
	you like		
	he likes		
	she likes		
	we like		
	they like		
	it likes		
Question Phrases	do I like		
do you like			
does he like			
does she like			
do we like			
do they like			
does it like			

Each pronoun phrase can also be made **Negative** by adding a **KNOT** icon in the middle.

The pattern for **Negative Statements** is **Pronoun +  + Icon**.

The pattern for **Negative Questions** is **Icon +  + Pronoun**.

Statement Phrases	Phrase	Pronoun	KNOT	Icon
	I don't like			
	you don't like			
	he doesn't like			
	she doesn't like			

	we don't like			
	they don't like			
	it doesn't like			
Question Phrases	don't I like			
	don't you like			
	doesn't he like			
	doesn't she like			
	don't we like			
	don't they like			
	doesn't it like			

The following chart shows the key used in this pattern to make pronoun phrases in Unity 84. Practice saying these phrases as statements and questions, both positively and negatively.

Word	Icon	Word	Icon
am/is/are		like	
was/were		want	
has/have		need	
do/does		think	
did		feel	
would		know	
could		must	
should		will	
can		may	
might		shall	

Each of these words can be said as phrases with pronouns, but they can also be said as single words, both positively and negatively. For example, the person may want to say “dad **could** go” or “dad couldn't go.”

The patterns to say these words as single words is to replace the Pronoun with the Preverb key

**Preverb + Icon** or **Preverb + Preverb + Icon.**

**Preverb + KNOT + Icon or Preverb + Preverb + KNOT + Icon**

Word	Icons	Word	Icon
are		is	
aren't		isn't	

**Pattern Five: Pronouns**

All 35 pronouns in the English language are said with the 9 YELLOW pronoun keys. The patterns for the pronouns are as follows:

- Subject pronouns: **Pronoun + Pronoun** (double hit)
- Objective pronouns: **Pronoun + Object**
- Reflexive pronouns: **Object + Pronoun**
- Possessive adjectives/pronouns: **Pronoun + Possessive**
- Possessive pronouns: **Possessive + Pronoun**

Icon Sequence	Subject Pronoun	Icon Sequence	Object Pronoun
	I		me
	you		you
	he		him
	she		her
	we		us
	they		them
	it		it

Icon Sequence	Object Pronoun	Icon Sequence	Reflexive Pronoun
	me		myself
	you		yourself
	him		himself
	her		herself
	us		ourselves
	them		themselves
	it		itself

Icon Sequence	Possessive Adjective	Icon Sequence	Possessive Pronoun
	my		mine
	your		yours

	his		his
	her		hers
	our		ours
	their		theirs
	its		its

### Pattern Six: Indefinite Pronouns

Indefinite pronouns are used frequently in both written and spoken language. They are words that start with “any,” “every,” “some,” and “no.” They include words like, anywhere, someone, everybody, and nothing. The pattern for saying indefinite pronouns is **Icon + Icon**. To simplify this pattern, there is an icon-letter association for saying indefinite pronouns.

A for “apple,”		for “any”
S for “snail,”		for “some”
E for “ear,”		for “every”
N for “nail,”		for “no”

The pattern for saying Indefinite Pronouns is **Icon + Icon**. Select one of the 4 icons that start the word, followed by one of the icons for the word endings.

Starting Icons		Ending Icons & Words		Examples
(any)	+	(one)	(body)	anyone, somebody, everywhere, no where, anyway, no way, something, nothing, everything, some more, anymore, sometime, every time
(some)	+	(how)	(where)	
(every)	+	(way)	(thing)	
(no)	+	(more)	(time)	

### Pattern Seven: Noun Categories

Unity 84 provide a large selection of nouns from a variety of categories. These nouns are mostly for words that are picture producers and easily represented with a single meaning picture. These single meaning pictures appear in the Activity Row. The 3 patterns for saying nouns are as follows:

**Icon + Activity Row**  
**Icon + Icon + Activity Row**  
**Icon + Activity Row + Activity Row**

The following chart shows **some** of the available categories and example nouns.

Category	Icon(s)	Activity Row	EXAMPLES
Colors			red, orange, yellow
Art Supplies			picture, paper, pen
Time Words			morning, night, today
Days			day, Sunday, Monday
Months			January, February, March
Seasons			winter, spring, summer
Time Measurement			second, minute, past, year
Classes			math, reading, therapy
Grades			kindergarten, first grade, college
Tools			hammer, nails, shovel
Toys			block, ball, balloon, doll
Clothing			jacket, shirt, pants, dress
Accessories			necklace, ring, watch, glasses
Sports			baseball, football, bowling
Books & Paper Materials			notebook, journal, email, story
Musical Instruments			radio, CD, drum, piano
Body Parts - Head			head, face, nose, eye, ear
Body Parts - Arm			arm, hand, wrist, finger
Body Parts - Torso			chest, back, hip, skin, breast
Body Parts – Legs			leg, knee, foot, toe, ankle
Body Parts – Internal			blood, heat, stomach, throat
Health and Cleanliness			soap, comb, aspirin, make-up

The vocabulary documentation lists all the available noun vocabulary.

### **Pattern Eight: One Hits**

There are 10 words that require only a single icon to speak the word. Those 10 words are shown in the chart below:

Word	Icon	Word	Icon
are		a	
is		an	
were		the	

was			not	
on			to	

### **Pattern Nine: Activity-Based Talking**

Generally, the focus of Unity 84 is on generative language, that is, language that people create on their own, word by word. However, in some instances, it is necessary for a person to use pre-stored sentences. In those cases, the activity row includes pre-stored words, phrases, and sentences organized by activity and topics. Some example activities and topics include greetings for quick social exchanges, predictable personal information, school activities like circle time, and recreational activities.

The Activity Row also contains some operational and environmental control commands and tools.

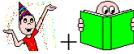
The patterns for Activity-Based talking is:

**Activity Row + Activity Row**  
**Activity Row + Activity Row + Activity Row**

To review the available activities, select + . This sequence is a shortcut to the tool “Choose Activity.” (also available as  $\begin{matrix} A & B \\ C & + \end{matrix}$  )

Vocabulary and Tools in the Activity Row:

Activity	Activity Row: <i>Examples</i>
	Tutorial for learning about Unity 84
	Quick Hits: yes, no, maybe, punctuation, speak command, go to spelling
	Greet & Part: <i>How are you?, I'm fine., It's nice to meet you. Good-bye</i>
	Personal Information: <i>My name is..., I live in..., My birthday is...</i>
	Questions about You: What is your name?, where do you live?
	Sentence Category
	Telling: I'm gonna tell on you, Someone hit me, Someone's cheating.
	Friendly Kidding: Bug off, You're crazy, Just kidding.
	Wants: I want to work on the computer. I want to watch TV.
	Protests & Complaints: I don't like that. I don't want that.
	Technical Info: I use this communication device to help me speak. Please charge my device
	Questions: What are you doing? What do you want to do now? Are you busy right now?
	Circle Time: Good morning, Today is ..., The month is ...,

	Recreational Category
	Books: Brown Bear, Hello
	Songs: Happy Birthday, Amazing Grace, Old McDonald
	Play Cars: car, beep beep, truck, vroom
	Tic Tac Toe
	Simon Says
	Mr. Potato Head
	Uno
	Go Fish
	Who Took the Cookie
	I Spy
	Hide & Seek
	Connect 4
	Remote Control ECU Category: TV, VCR, CD, Tape Player, X-10 Units, Radio Tuner, Phone
	Operational Tools: e.g. call, louder, word prediction on/off

### **Pattern Ten: Page-Based Information**

Pages have been designed for the person to access numbers, spelling, and computer commands. Other pages have been provided for activities and topics which require more vocabulary than is practical to display in activity rows. Some automatic navigation to pages is built into select activities, such as the games Tic Tac Toe and Connect 4.

The available pages and navigational paths are shown in the chart below:

Page	1 <sup>st</sup>	2 <sup>nd</sup>
Numbers - cardinal		
Numbers – ordinal		
45 QWERTY Keyboard	A B C	
Computer Mode (including Mouse Commands)	A B C	
Tic Tac Toe Game		
Connect 4		

## Operational Tools

Operational tools are (1) displayed in dedicated keys on the overlay, (2) coded with icon sequences, and (3) retrieved from the Activity Row.

1st Icon	2nd Icon	Tool	What They Do
		Go To Spell	Goes to spelling mode.
		Clear Display	Clears the display.
		Delete Last Selection	Deletes the last selection made – an icon if a sequence; a letter in Spell mode; an Activity Row item if chosen.
		Plural	Makes any word plural.
		Icon Tutor	Allows you to type a word into the text area and find the corresponding icon sequence.
		Reset Row	Puts the Activity Row back to its default setting.
		Delete Character	Deletes character by character.
		Delete Word	Deletes word by word.
		Speak All	Speaks ALL the text entered – included text off the screen – since the last time SPEAK DISPLAY was used.
		Smart Period	Deletes a space, adds a period, then shifts the next key.
		Smart Question	Deletes a space, adds a question mark, then shifts the next key.
		Smart Exclamation	Deletes a space, adds an exclamation point, then shifts the next key.
		Smart Comma	Deletes a space, adds a comma and space.

		Louder	Sets the volume louder.
		Quieter	Sets the volume quieter
		Comp Off	Turns the Serial Port OFF for Keyboard Emulation.
		Computer On	Turns the Serial Port ON for Keyboard Emulation.
		Beep +/-	Turns on/off the activation beeps
		Call	Emits a call signal
		Backlight Up	Increases the brightness of the screen.
		Backlight Down	Decreases the brightness of the screen.
		Word Prediction On	Turns word prediction on.
		Word Prediction Off	Turns word prediction off.

## Deskmate Tools



In the Activity Row is the DESKMATE key: . This special activity contains some tools. You could customize by adding your own special functions.



	Opens a notebook into which you can write simple notes about the day. You can use the DATE and TIME keys in the notebook.
	Opens a notebook for keeping phone numbers. You will have to use the SPACE key for formatting.

	Closes the current open notebook. Gives a warning if contents have changed so you can choose whether to keep the changes or not.
	Displays and speak the current date.
	Displays and speaks the current time.
	If the device is connected to a word processor and the computer link is on, this will send the entire notebook contents to the document.
	Opens a large calculator.
	Opens a special page showing each Unity 84 icon and provides some general information about each: a teaching tool/reminder.

## Practice Sentences : Unity 84

Phrase + Verb	Phrase + Adjective	Phrases with Pronouns
I am going.	I am busy.	It was mine.
She will read.	I feel sick.	She did it herself.
You must work.	You are funny.	I did it myself.
We might meet.	Are you sure/	I want hers.
They should stop.	It was hard to do.	You have his.
It was starting.	He was nice.	It was ours.
Adverbs	Questions	Indefinite Pronouns
You want to go there.	Where did you go?	You are going somewhere.
You did it very much.	When did you do it?	You did it every time.
He is ready to come.	Who else is coming?	He will come some time.
Maybe he will go.	How do you use it?	He must use it any how.
I am going there again.	What else can I have?	I am somewhat busy.
I am still here.	So what? Why not?	Anyone can do it.
Prepositions	Conjunctions	Determiners
I want some of it.	Do it or else.	Go get that for me.
I went around to see him.	You and I can go together.	This is what I wanted.
Do it without me.	We both did it.	That is enough for me.
I am going with you.	Do it because I said so.	Eat all of it or else.
I went by to see him.	I can, but you can't.	Do you want any?

It is about you and me.	Do it until I come.	That is good with me.
<b>Nouns</b>	<b>“ly” Adverbs</b>	<b>Interjections</b>
It this the right way?	Take is slowly.	It is okay with you?
It is my favorite book.	I really have it.	Oops, please excuse me.
It is a hard job.	I actually bought it.	Sorry about that.
We had a few people over.	You sure know how.	Please, don't go.
I put it in the other place.	You certainly know it.	It's fine with everyone.

## Playing Page-Based Games

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### Tic Tac Toe

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **TicTacToe**.

X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O
X	X						O	O

**To Play:** Choose nine squares in the center of the display and imagine that there are lines drawing a tic tac toe game. To place an X or O on the grid, touch the X or O and then touch the space where you want to place it. Wait a few seconds for the letter to move.

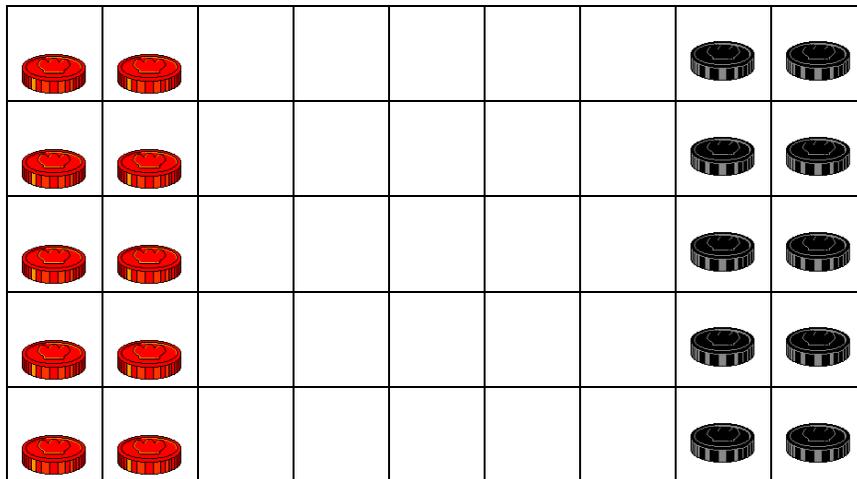
X			X	X	O			O
X	X			O			O	O
X	X		O		X		O	O
X	X						O	O

**Clean Up:** When the game is over, you will need to put the X's and O's back to the side columns to play again.

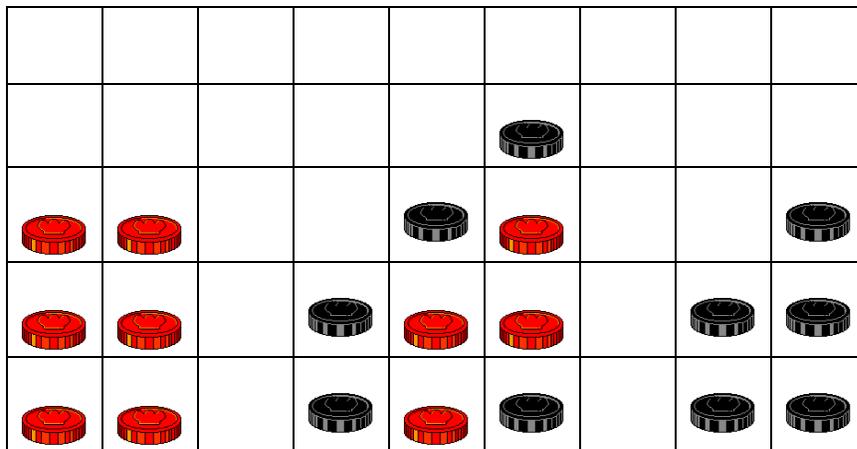
**To Exit:** To return to Minspeak, touch the top (text area) of the display.

**Connect Four**

**Accessing the Game Grid:** To get to the game grid, choose **HAVE FUN** from the Activity Row and select **Connect Four**.



**To play:** Use the empty columns in the center of the grid for the playing area. Players take turns alternately placing a red or black checker in one of the columns. The columns must be built from the bottom up. The first player to place 4 of their checkers in a row, column or diagonal wins.



**Clean Up:** When the game is over, you will need to put the checkers back to the side columns to play again.

To Exit: To return to Minspeak, touch the top (text area) of the display.

**Tutorial Example: Verbs and Preposition**



Select the TOOLS activity, then the  icon. You switch to a special page that contains only six verbs and eight prepositions. Here are the vocabulary items available:

VERB	 		PREPOSITION	 
come	 		again	 
get	 		down	 
look	 		in	 
put	 		off	 
take	 		on	 
turn	 		out	 
			over	 
			up	 

Also included is the word “it,” stored as  +  .

With these small set of words, it is possible to generate many small phrases in different activities:

COOKING ACTIVITY: “turn it on,” “turn it off,” “turn it over.”

DRESSING ACTIVITY: “take it off,” “put it on,” “take it down.”

READING ACTIVITY: “turn,” “look down on it,” “look it up,” “turn over.”

SHOPPING ACTIVITY: “get it,” “come look,” “put it down.”

Notice how ALL these vocabulary items are in exactly the same place as on the full Core overlay, and they use the same sequence. It is a way of teaching a small sub-set of items from the larger core.

This tutorial is meant as an *example* of the sort of teaching activities you can create for your client. There is a special hidden page in the PAGE MENU called CORE, which contains all the icons in the Core vocabulary. You can use this to create simple activities like the one above.



## Vocabulary Organization for Unity 84 Single-hit

The single-hit version of Unity 84 provides a starting point for clients who may need some help with learning to sequence. Essentially, each key is linked to a single word so it is possible to build simple sentences. This can be an important step toward using the sequenced version.

In general, it is better to start with the sequenced version and go back to the single-hit if this is unsuccessful.



The top row is the **Activity Row** and is primarily used for vocabulary specific to topics and for nouns that are easily represented with single meaning pictures.



The only keys that are NOT single hits are the Pronouns (highlighted yellow.) This is to allow for the client to have access to the FULL pronoun set of the English language. Here's an example:

 	 	 	 	 
I	me	my	myself	mine

**Dynamic Activities**

Typically, when you select a single-hit key from the core, you will get new vocabulary options appearing in the Activity Row. Each starts with a key called “**About X,**” where X is the name of the icon. This (a) teaches the icon name and (b) teaches some of the associations for each icon.

Here are some examples:

Icon	Dynamic Activity												
	<table border="1"> <tr> <td data-bbox="363 790 444 876">About APPLE</td> <td data-bbox="444 790 537 876"><b>some</b> somethin</td> <td data-bbox="537 790 630 876">a pretzel</td> <td data-bbox="630 790 722 876">pudding</td> <td data-bbox="722 790 815 876">a banana</td> <td data-bbox="815 790 907 876">a cracke</td> <td data-bbox="907 790 1000 876">ice crea</td> <td data-bbox="1000 790 1092 876">fruit</td> <td data-bbox="1092 790 1185 876">a cookie</td> <td data-bbox="1185 790 1278 876">breakfas</td> <td data-bbox="1278 790 1370 876">lunch</td> <td data-bbox="1370 790 1463 876">dinner</td> </tr> </table>	About APPLE	<b>some</b> somethin	a pretzel	pudding	a banana	a cracke	ice crea	fruit	a cookie	breakfas	lunch	dinner
About APPLE	<b>some</b> somethin	a pretzel	pudding	a banana	a cracke	ice crea	fruit	a cookie	breakfas	lunch	dinner		
	<table border="1"> <tr> <td data-bbox="363 924 444 1010">About BOOK</td> <td data-bbox="444 924 537 1010">a story</td> <td data-bbox="537 924 630 1010">a book</td> <td data-bbox="630 924 722 1010">a comic</td> <td data-bbox="722 924 815 1010">a magazi</td> <td data-bbox="815 924 907 1010">the news</td> <td data-bbox="907 924 1000 1010">the men</td> <td data-bbox="1000 924 1092 1010">some m</td> <td data-bbox="1092 924 1185 1010"></td> <td data-bbox="1185 924 1278 1010"></td> <td data-bbox="1278 924 1370 1010"></td> <td data-bbox="1370 924 1463 1010"></td> </tr> </table>	About BOOK	a story	a book	a comic	a magazi	the news	the men	some m				
About BOOK	a story	a book	a comic	a magazi	the news	the men	some m						
	<table border="1"> <tr> <td data-bbox="363 1059 444 1145">About MOUNTAIN</td> <td data-bbox="444 1059 537 1145">up</td> <td data-bbox="537 1059 630 1145">down</td> <td data-bbox="630 1059 722 1145">my food</td> <td data-bbox="722 1059 815 1145">my drink</td> <td data-bbox="815 1059 907 1145">my back</td> <td data-bbox="907 1059 1000 1145"></td> <td data-bbox="1000 1059 1092 1145"></td> <td data-bbox="1092 1059 1185 1145"></td> <td data-bbox="1185 1059 1278 1145"></td> <td data-bbox="1278 1059 1370 1145"></td> <td data-bbox="1370 1059 1463 1145"></td> </tr> </table>	About MOUNTAIN	up	down	my food	my drink	my back						
About MOUNTAIN	up	down	my food	my drink	my back								
	<table border="1"> <tr> <td data-bbox="363 1193 444 1279">About UMBRELLA</td> <td data-bbox="444 1193 537 1279"><b>some</b> somethin</td> <td data-bbox="537 1193 630 1279"><b>some</b> someone</td> <td data-bbox="630 1193 722 1279"><b>some</b> somebod</td> <td data-bbox="722 1193 815 1279">my bag</td> <td data-bbox="815 1193 907 1279">my medi</td> <td data-bbox="907 1193 1000 1279">a tissue</td> <td data-bbox="1000 1193 1092 1279">my glass</td> <td data-bbox="1092 1193 1185 1279"></td> <td data-bbox="1185 1193 1278 1279"></td> <td data-bbox="1278 1193 1370 1279"></td> <td data-bbox="1370 1193 1463 1279"></td> </tr> </table>	About UMBRELLA	<b>some</b> somethin	<b>some</b> someone	<b>some</b> somebod	my bag	my medi	a tissue	my glass				
About UMBRELLA	<b>some</b> somethin	<b>some</b> someone	<b>some</b> somebod	my bag	my medi	a tissue	my glass						

The **About** key contains a sentence or two about the core icon:

<b>About APPLE</b>	You can EAT and APPLE or other FOOD.
<b>About BOOK</b>	You can READ a BOOK.
<b>About MOUNTAIN</b>	The morning sun is over the MOUNTAIN. You GET up in the morning.
<b>About UMBRELLA</b>	You NEED an UMBRELLA for BAD WEATHER. See the THUMBS DOWN holding it.

## The Unity 84 Sequenced Scanning Overlay

For individuals who are accessing the device using a switch (or switches), there is a special configuration available in the “Overlay Menu.” This is the Unity 84 Scan program.

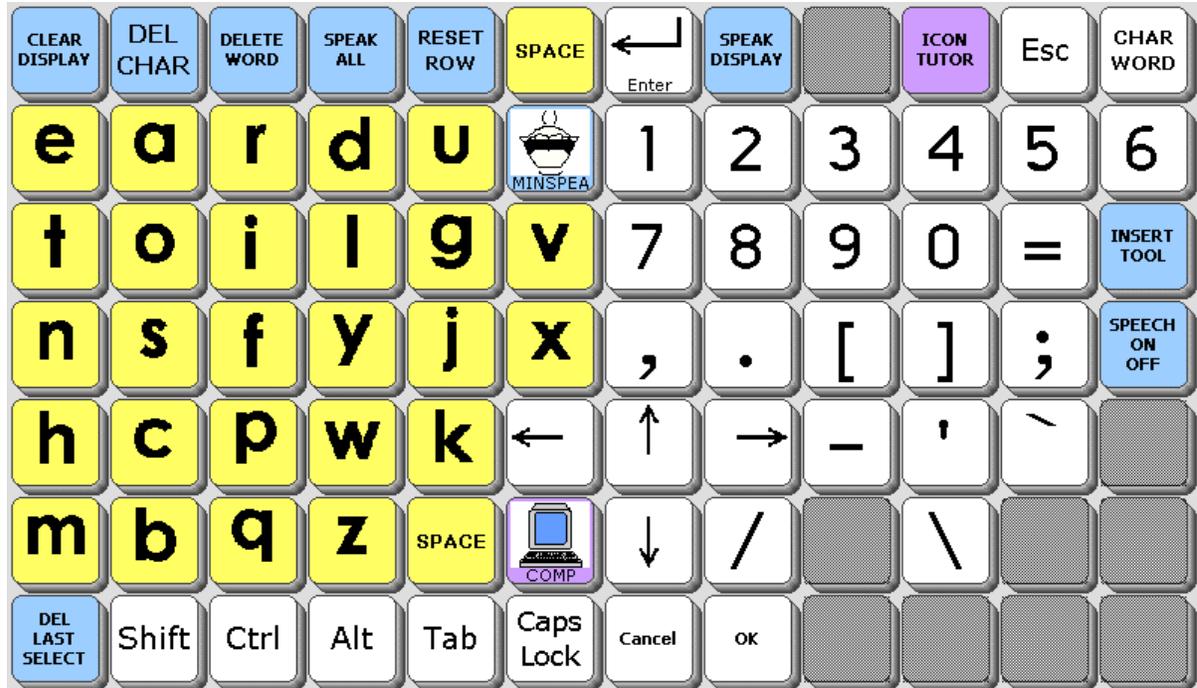
In terms of content, it is IDENTICAL to the Unity 84 Sequenced program: The only difference is the key arrangements. Thus, the vocabulary sort is just the same.



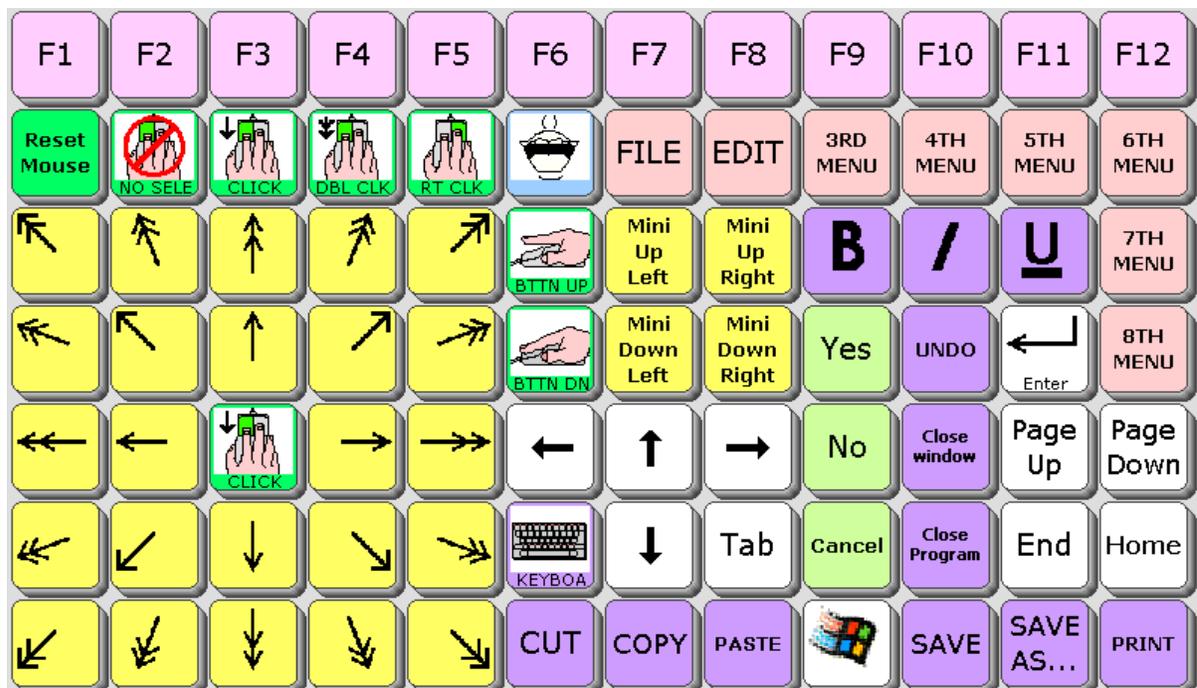
Putting the Pronouns in the top left and the grammatical keys top right, offers some savings in accessing time. Furthermore, if the PREDICTIVE SELECTION feature of the device is also turned ON, then once the first key is selected, the device will only scan through active keys, thus speeding things up.

**Spelling and Computer Access layouts**

*Spelling Keyboard*



*Mouse Keyboard*



# Unity 45

## Alpha Sort



WORD	ICON 1	ICON 2	ICON 3	Category	Level
1st	TIME	DATE		time	2 & 3
2nd	TIME	DATE		time	2 & 3
3rd	TIME	DATE		time	2 & 3
4th	TIME	DATE		time	2 & 3
5th	TIME	DATE		time	2 & 3
6th	TIME	DATE		time	2 & 3
7th	TIME	DATE		time	2 & 3
8th	TIME	DATE		time	2 & 3
9th	TIME	DATE		time	2 & 3
10th	TIME	DATE		time	2 & 3
11th	TIME	DATE		time	2 & 3
12th	TIME	DATE		time	2 & 3
13th	TIME	DATE		time	2 & 3
14th	TIME	DATE		time	2 & 3
15th	TIME	DATE		time	2 & 3
16th	TIME	DATE		time	2 & 3
17th	TIME	DATE		time	2 & 3
18th	TIME	DATE		time	2 & 3
19th	TIME	DATE		time	2 & 3
20th	TIME	DATE		time	2 & 3
21st	TIME	DATE		time	2 & 3
22nd	TIME	DATE		time	2 & 3
23rd	TIME	DATE		time	2 & 3
24th	TIME	DATE		time	2 & 3
25th	TIME	DATE		time	2 & 3
26th	TIME	DATE		time	2 & 3
27th	TIME	DATE		time	2 & 3
28th	TIME	DATE		time	2 & 3
29th	TIME	DATE		time	2 & 3
30th	TIME	DATE		time	2 & 3
31st	TIME	DATE		time	2 & 3
a	DET	CONJ		determiner	2 & 3
about	PREP	BOOK		preposition	2 & 3
accessible	HOME	HOME	TIME	opposite	2 & 3
accessory	TIME	TIME	STOP	category name	2 & 3
accident	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
ache	VERB	UNITY		Additional Verbs	2 & 3
act	MASKS	MASKS	VERB KEY 1	Primary Verb	2 & 3
acted	MASKS	MASKS	+ED		3
acting	MASKS	MASKS	VERB KEY 1 +ING		3
actor	HAMMER	Activity Row		occupations	2 & 3
acts	MASKS	MASKS	+S		3
adapter	UNITY	ASST TECH	Activity Row		2 & 3
after	PREP	Activity Row		preposition	2 & 3
afternoon	TIME	Activity Row		time	2 & 3
again	STOP	COOK		adverbs	2 & 3
aide	HAMMER	Activity Row		occupations	2 & 3
air	MOUNTAIN	Activity Row		nature	2 & 3
airplane	UNITY	VEHICLES	Activity Row	vehicles	2
airplane	RAINBOW	RAINBOW	Activity Row	vehicles	3
airport	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
Alabama	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
alarm	PHONE	Activity Row		small appliances	2 & 3
Alaska	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Alberta	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
album	MUSIC	Activity Row		music	2 & 3
all	DET	FAMILY		determiner	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
allen wrench	UNITY	TOOLS	Activity Row		2 & 3
alligator	IT	WATER AN		animals	2 & 3
AlphaTalker	PHONE	PHONE	Activity Row	AAC devices	2 & 3
always	STOP	PHONE		adverbs	2 & 3
ambulance	UNITY	VEHICLES	Activity Row	vehicles	2
ambulance	RAINBOW	RAINBOW	Activity Row	vehicles	3
amusement park	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
an	DET	VERB		determiner	2 & 3
and	CONJ	CONJ		conjunction	2 & 3
angel	GOD	GOD	UNITY	religion	2 & 3
angel hair	APPLE	ITALIAN	Activity Row	food	2 & 3
angry	MASKS	Activity Row		feelings	2 & 3
animal	IT	STOP		category name	2 & 3
animal part	IT	PARTS		animals	2 & 3
animal home	IT	HOMES		animals	2 & 3
animal sound	IT	SOUNDS		animals	2 & 3
ankle	BATH	Activity Row		body parts	2 & 3
answer	?WORD	VERB KEY 2		Second Verb	2 & 3
answering	?WORD	VERB KEY 2	+ING		3
answering machine	PHONE	Activity Row		small appliances	2 & 3
answers	?WORD	+S			3
ant	IT	INSECTS		animals	2 & 3
antenna	IT	PARTS		animals	2 & 3
antler	IT	PARTS		animals	2 & 3
any	DET	Activity Row		determiner	2 & 3
any day	DET	ANY-		determiner	2 & 3
any time	DET	ANY-		determiner	2 & 3
anybody	DET	ANY-		determiner	2 & 3
anyhow	DET	ANY-		determiner	2 & 3
anymore	DET	ANY-		determiner	2 & 3
anyone	DET	ANY-		determiner	2 & 3
anything	DET	ANY-		determiner	2 & 3
anyway	DET	ANY-		determiner	2 & 3
anywhere	DET	ANY-		determiner	2 & 3
apartment	HOME	HOME	Activity Row	buildings	2 & 3
apple	APPLE	FRUIT	Activity Row	food	2 & 3
appliance	COOK	COOK	STOP	category name	2 & 3
April	TIME	MONTH		time	2 & 3
aquarium	IT	HOMES		animals	2 & 3
are	VERB	INTERJ		Preverbs	2 & 3
aren't	VERB	KNOT	INTERJ	Preverbs	2 & 3
argue	UMBRELLA	UMBRELLA	VERB KEY 1	Primary Verb	2 & 3
argued	UMBRELLA	UMBRELLA	+ED		3
argues	UMBRELLA	UMBRELLA	+S		3
arguing	UMBRELLA	UMBRELLA	VERB KEY 2 +ING		3
argument	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
Arizona	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Arkansas	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
arm	BATH	Activity Row		body parts	2 & 3
armrest	UNITY	ASST TECH	Activity Row		2 & 3
around	PREP	TIME		preposition	3
art	BOOK	BOOK	Activity Row	classes	2 & 3
art room	HOME	Activity Row		building related	2 & 3
art supplies	UNITY	ART SUPPL	Activity Row		2 & 3
as	STOP	DICE		adverbs	2 & 3
ask	?WORD	VERB KEY 1		Primary Verb	2 & 3
asked	?WORD	+ED			3
asking	?WORD	VERB KEY 1	+ING		3
asks	?WORD	+S			3
asleep	BED	UMBRELLA		opposite	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
aspirin	BATH	BATH	Activity Row	toiletries	2 & 3
assistive technology	UNITY	ASST TECH	Activity Row		2 & 3
astronaut	HAMMER	Activity Row		occupations	2 & 3
at	PREP	DET		preposition	2 & 3
ate	APPLE	+ED			3
attic	HOME	HM PARTS		building related	2 & 3
August	TIME	MONTH		time	2 & 3
autumn	TIME	Activity Row		time	2 & 3
avocado	APPLE	VEGETABLE	Activity Row	food	2 & 3
awake	BED	TIME		opposite	2 & 3
away	STOP	HOME		adverbs	2 & 3
awesome	INTERJ	INTERJ		interjection	2 & 3
awful	APPLE	UMBRELLA		opposite	2 & 3
baa	IT	SOUNDS		animals	2 & 3
baby	WANTED	Activity Row		people	2 & 3
baby-sitter	HAMMER	Activity Row		occupations	2 & 3
back	BATH	Activity Row		body parts	2 & 3
backpack	APPLE	APPLE	Activity Row	containers	2 & 3
bacon	APPLE	BREAKFAST	Activity Row	food	2 & 3
bacon	APPLE	MEAT	Activity Row	food	2 & 3
bad	UMBRELLA	MASKS		adjective	2 & 3
bag	APPLE	APPLE	Activity Row	containers	2 & 3
bagel	APPLE	BREAKFAST	Activity Row	food	2 & 3
bake	COOK	COOK	VERB KEY 2	Second Verb	2 & 3
baked	COOK	COOK	+ED		3
bakes	COOK	COOK	+S		3
baking	COOK	COOK	VERB KEY 1 +ING		3
baking pan	COOK	Activity Row		dishes	2 & 3
bald	RAINBOW	Activity Row		colors	2 & 3
ball	UNITY	TOYS	Activity Row	toys	2
ball	BED	BED	Activity Row	toys	3
balloon	GOD	UNITY		holiday words	2 & 3
balloon	UNITY	TOYS	Activity Row	toys	2
balloon	BED	BED	Activity Row	toys	3
banana	APPLE	FRUIT	Activity Row	food	2 & 3
band	MUSIC	MUSIC	STOP	category name	2 & 3
band	MUSIC	MUSIC	STOP	music	
band-aid	BATH	BATH	Activity Row	toiletries	2 & 3
bank	HOME	HOME	Activity Row	buildings	2 & 3
baptism	GOD	GOD	UNITY	religion	2 & 3
barn	HOME	HOME	Activity Row	buildings	2 & 3
barrette	TIME	TIME	Activity Row	Accessories	2 & 3
baseball	UNITY	SPORTS	Activity Row		2 & 3
basement	HOME	HM PARTS		building related	2 & 3
basket	APPLE	APPLE	Activity Row	containers	2 & 3
basketball	UNITY	SPORTS	Activity Row		2 & 3
bath	BATH	BATH	STOP	category name	2 & 3
bath	HOME	HM PARTS		building related	2 & 3
bathroom	HOME	Activity Row		building related	2 & 3
battery	UNITY	ASST TECH	Activity Row		2 & 3
battery	UNITY	VEHICLES	Activity Row	vehicles	2
battery	RAINBOW	RAINBOW	Activity Row	vehicles	3
be	APPLE	APPLE	VERB KEY 1	Primary Verb	2 & 3
beach	MOUNTAIN	Activity Row		nature	2 & 3
beads	UNITY	TOYS	Activity Row	toys	2
beads	BED	BED	Activity Row	toys	3
bean	APPLE	VEGETABLE	Activity Row	food	2 & 3
bear	IT	ZOO		animals	2 & 3
beard	BATH	Activity Row		body parts	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
beautiful	RAINBOW	TIME		opposite	2 & 3
because	CONJ	FAMILY		conjunction	2 & 3
bed	BED	Activity Row		furniture	2 & 3
bedroom	HOME	Activity Row		building related	2 & 3
bedspread	BED	LINENS	Activity Row	linens	2 & 3
bee	IT	INSECTS		animals	2 & 3
beef	APPLE	MEAT	Activity Row	food	2 & 3
beer	JUICE	Activity Row		drinks	2 & 3
beet	APPLE	VEGETABLE	Activity Row	food	2 & 3
beetle	IT	INSECTS		animals	2 & 3
before	PREP	Activity Row		preposition	2 & 3
begin	VERB	UNITY		Additional Verbs	2 & 3
behind	PREP	Activity Row		preposition	3
being	APPLE	APPLE	VERB KEY 2 +ING		3
believe	VERB	UNITY		Additional Verbs	2 & 3
bell	MUSIC	Activity Row		music	2 & 3
belong	APPLE	APPLE	VERB KEY 2	Second Verb	2 & 3
belonged	APPLE	APPLE	+ED		3
belonging	APPLE	APPLE	VERB KEY 1 +ING		3
belongs	APPLE	APPLE	+S		3
belt	UNITY	CLOTHES	Activity Row	clothing	2
belt	POSS	POSS	Activity Row	clothing	3
Ben & Jerry's	HOME	HOME	RESTAURANT	buildings	2 & 3
bench	BED	Activity Row		furniture	2 & 3
bend	VERB	UNITY		Additional Verbs	2 & 3
berry	APPLE	FRUIT	Activity Row	food	2 & 3
beside	PREP	Activity Row		preposition	2 & 3
best	PHONE	MUSIC		adjective	3
better	PHONE	BOOK		adjective	3
between	PREP	FAMILY		preposition	3
Bible	BOOK	Activity Row		things to read	2 & 3
Bible	GOD	GOD	UNITY	religion	2 & 3
big	MOUNTAIN	MASKS		adjective	2 & 3
bike	UNITY	VEHICLES	Activity Row	vehicles	2
bike	RAINBOW	RAINBOW	Activity Row	vehicles	3
bingo	DICE	Activity Row		games	2 & 3
bird	IT	Activity Row		animals	2 & 3
bird	IT	WOODS AN		animals	2 & 3
birthday	GOD	Activity Row		holidays	2 & 3
birthday cake	GOD	UNITY		holiday words	2 & 3
birthday card	GOD	UNITY		holiday words	2 & 3
bite	VERB	UNITY		Additional Verbs	2 & 3
black	RAINBOW	Activity Row		colors	2 & 3
blanket	BED	LINENS	Activity Row	linens	2 & 3
bleed	VERB	UNITY		Additional Verbs	2 & 3
blender	COOK	COOK	Activity Row	appliances	2 & 3
block	UNITY	TOYS	Activity Row	toys	2
block	BED	BED	Activity Row	toys	3
blonde	RAINBOW	Activity Row		colors	2 & 3
blood	BATH	Activity Row		body parts	2 & 3
blue	RAINBOW	Activity Row		colors	2 & 3
boat	UNITY	VEHICLES	Activity Row	vehicles	2
boat	RAINBOW	RAINBOW	Activity Row	vehicles	3
body	BATH	STOP		category name	2 & 3
bologna	APPLE	MEAT	Activity Row	food	2 & 3
bone	BATH	Activity Row		body parts	2 & 3
bonfire	MOUNTAIN	Activity Row		nature	2 & 3
book	BOOK	STOP		category name	2 & 3
bookcase	BED	Activity Row		furniture	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
boots	UNITY	CLOTHES	Activity Row	clothing	2
boots	POSS	POSS	Activity Row	clothing	3
bored	MASKS	Activity Row		feelings	2 & 3
boring	TV	TV	UMBRELLA	opposite	3
boring	UNITY	DESCRIBE		adjective	2
boss	UNITY	EMPLOYMNT	Activity Row		2 & 3
both	CONJ	DICE		conjunction	2 & 3
bottle	APPLE	APPLE	Activity Row	containers	2 & 3
bottom	BATH	Activity Row		body parts	2 & 3
bottom	PREP	Activity Row		preposition	3
bought	HAMMER	HAMMER	+ED		3
bowl	COOK	Activity Row		dishes	2 & 3
bowling	UNITY	SPORTS	Activity Row		2 & 3
box	APPLE	APPLE	Activity Row	containers	2 & 3
boy	WANTED	Activity Row		people	2 & 3
boyfriend	WANTED	Activity Row		people	2 & 3
bra	UNITY	CLOTHES	Activity Row	clothing	2
bra	POSS	POSS	Activity Row	clothing	3
brace	UNITY	ASST TECH	Activity Row		2 & 3
bracelet	TIME	TIME	Activity Row	Accessories	2 & 3
Braille	UNITY	ASST TECH	Activity Row		2 & 3
brain	BATH	Activity Row		body parts	2 & 3
brake	UNITY	ASST TECH	Activity Row		2 & 3
bread	APPLE	BREAKFAST	Activity Row	food	2 & 3
bread	APPLE	ITALIAN	Activity Row	food	2 & 3
break	HAMMER	UMBRELLA		Opposites	2 & 3
breakfast	APPLE	BREAKFAST	Activity Row	food	2 & 3
breakfast	APPLE	MEALS	Activity Row	food	2 & 3
breast	BATH	Activity Row		body parts	2 & 3
bridge	UNITY	ROADS	Activity Row		2 & 3
bring	FAMILY	VERB KEY 2		Second Verb	2 & 3
bringing	FAMILY	VERB KEY 2	+ING		3
brings	FAMILY	+S			3
British Columbia	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
broccoli	APPLE	VEGETABLE	Activity Row	food	2 & 3
brother	FAMILY	Activity Row		family	2 & 3
brought	FAMILY	+ED			3
brown	RAINBOW	Activity Row		colors	2 & 3
brunette	RAINBOW	Activity Row		colors	2 & 3
brush	BATH	BATH	Activity Row	toiletries	2 & 3
brussel sprouts	APPLE	VEGETABLE	Activity Row	food	2 & 3
bubbles	UNITY	TOYS	Activity Row	toys	2
bubbles	BED	BED	Activity Row	toys	3
bucket	APPLE	APPLE	Activity Row	containers	2 & 3
bug	IT	INSECTS		animals	2 & 3
build	VERB	UNITY		Additional Verbs	2 & 3
building	HOME	HOME	STOP	category name	2 & 3
bunny	IT	BABY ANIM		animals	2 & 3
burn	VERB	UNITY		Additional Verbs	2 & 3
burrito	APPLE	MEXICAN	Activity Row	food	2 & 3
bus	UNITY	VEHICLES	Activity Row	vehicles	2
bus	RAINBOW	RAINBOW	Activity Row	vehicles	3
busy	APPLE	APPLE	MASKS	adjective	2 & 3
but	CONJ	BED		conjunction	2 & 3
butter	APPLE	BREAKFAST	Activity Row	food	2 & 3
butterfly	IT	INSECTS		animals	2 & 3
butterscotch	APPLE	FLAVORS	Activity Row	food	2 & 3
button	UNITY	CLOTHES	Activity Row	clothing	2
button	POSS	POSS	Activity Row	clothing	3
buy	HAMMER	HAMMER	VERB KEY 2	Second Verb	3
buying	HAMMER	HAMMER	VERB KEY 2		3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
			+ING		
buys	HAMMER	HAMMER	+S		3
by	PREP	POSS		preposition	3
cabbage	APPLE	VEGETABLE	Activity Row	food	2 & 3
cafeteria	HOME	Activity Row		building related	2 & 3
cage	IT	HOMES		animals	2 & 3
cake	APPLE	DESSERT	Activity Row	food	2 & 3
calculator	PHONE	Activity Row		small appliances	2 & 3
calendar	TIME	MONTH		time	2 & 3
calf	IT	BABY ANIM		animals	2 & 3
California	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
call	PHONE	VERB KEY 2		Second Verb	2 & 3
called	PHONE	PHONE	+ED		3
calling	PHONE	PHONE	VERB KEY 2 +ING		3
calls	PHONE	PHONE	+S		3
came	FAMILY	+ED			3
camel	IT	ZOO		animals	2 & 3
camera	PHONE	Activity Row		small appliances	2 & 3
can	APPLE	APPLE	Activity Row	containers	2 & 3
can	VERB	JUICE		Preverbs	2 & 3
can't	VERB	KNOT	JUICE	Preverbs	2 & 3
Canada	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
candle	GOD	UNITY		holiday words	2 & 3
candy	APPLE	DESSERT	Activity Row	food	2 & 3
car	UNITY	VEHICLES	Activity Row	vehicles	2
car	RAINBOW	RAINBOW	Activity Row	vehicles	3
card	DICE	Activity Row		games	2 & 3
care	VERB	UNITY		Additional Verbs	2 & 3
carrot	APPLE	VEGETABLE	Activity Row	food	2 & 3
carry	VERB	UNITY		Additional Verbs	2 & 3
cartoon	UNITY	TV	Activity Row	TV	2
cartoon	JUICE	JUICE	Activity Row	TV	3
case worker	HAMMER	Activity Row		occupations	2 & 3
cashier	HAMMER	Activity Row		occupations	2 & 3
cassette	MUSIC	Activity Row		music	2 & 3
castle	HOME	HOME	Activity Row	buildings	2 & 3
cat	IT	PETS		animals	2 & 3
catalog	BOOK	Activity Row		things to read	2 & 3
catch	VERB	UNITY		Additional Verbs	2 & 3
caterpillar	IT	INSECTS		animals	2 & 3
cauliflower	APPLE	VEGETABLE	Activity Row	food	2 & 3
CD	MUSIC	Activity Row		music	2 & 3
CD player	MUSIC	Activity Row		music	2 & 3
ceiling	HOME	HM PARTS		building related	2 & 3
celery	APPLE	VEGETABLE	Activity Row	food	2 & 3
cent	UNITY	MONEY	Activity Row	money	2
cent	HAMMER	HAMMER	Activity Row	money	3
cereal	APPLE	BREAKFAST	Activity Row	food	2 & 3
chair	BED	Activity Row		furniture	2 & 3
chalk	UNITY	ART SUPPL	Activity Row		2 & 3
change	UNITY	MONEY	Activity Row	money	2
change	HAMMER	HAMMER	Activity Row	money	3
change	POSS	POSS	VERB KEY 2	Second Verb	3
channel	UNITY	TV	Activity Row	TV	2
channel	JUICE	JUICE	Activity Row	TV	3
charge	UNITY	ASST TECH	Activity Row		2 & 3
cheap	HAMMER	HAMMER	UMBRELLA	opposite	3
cheap	UNITY	DESCRIBE		adjective	2
check	UNITY	MONEY	Activity Row	money	2
check	HAMMER	HAMMER	Activity Row	money	3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
checkers	DICE	Activity Row		games	2 & 3
cheek	BATH	Activity Row		body parts	2 & 3
cheese	APPLE	LUNCH	Activity Row	food	2 & 3
cheese	APPLE	SNACKS	Activity Row	food	2 & 3
cheeseburger	APPLE	MEAT	Activity Row	food	2 & 3
chef	HAMMER	Activity Row		occupations	2 & 3
cherry	APPLE	FRUIT	Activity Row	food	2 & 3
cherry	APPLE	FLAVORS	Activity Row	food	2 & 3
chest	BATH	Activity Row		body parts	2 & 3
chest	BED	Activity Row		furniture	2 & 3
chew	VERB	UNITY		Additional Verbs	2 & 3
chick	IT	BABY ANIM		animals	2 & 3
chicken	IT	FARM		animals	2 & 3
chicken	APPLE	MEAT	Activity Row	food	2 & 3
child	WANTED	Activity Row		people	2 & 3
children	WANTED	Activity Row		people	2 & 3
chimney	HOME	HM PARTS		building related	2 & 3
chin	BATH	Activity Row		body parts	2 & 3
Chinese	HOME	HOME	RESTAURANT	buildings	2 & 3
chips	APPLE	LUNCH	Activity Row	food	2 & 3
chips	APPLE	SNACKS	Activity Row	food	2 & 3
chocolate	APPLE	FLAVORS	Activity Row	food	2 & 3
chocolate milk	JUICE	Activity Row		drinks	2 & 3
choir	GOD	GOD	UNITY	religion	2 & 3
choose	VERB	UNITY		Additional Verbs	2 & 3
Christmas	GOD	Activity Row		holidays	2 & 3
Christmas card	GOD	UNITY		holiday words	2 & 3
Christmas tree	GOD	UNITY		holiday words	2 & 3
church	HOME	HOME	Activity Row	buildings	2 & 3
church	GOD	GOD	UNITY	religion	2 & 3
cider	JUICE	Activity Row		drinks	2 & 3
circle	GOD	GOD	Activity Row	shapes	2 & 3
circus	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
city	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
class	BOOK	BOOK	STOP	category name	2 & 3
classroom	HOME	Activity Row		building related	2 & 3
claw	IT	PARTS		animals	2 & 3
clay pot	APPLE	APPLE	Activity Row	containers	2 & 3
clean	BATH	BATH	TIME	opposite	2 & 3
clear	UMBRELLA	Activity Row		weather	2 & 3
clear	VERB	UNITY		Additional Verbs	2 & 3
climb	VERB	UNITY		Additional Verbs	2 & 3
clock	PHONE	Activity Row		small appliances	2 & 3
close	BED	BED	UMBRELLA	opposite	3
closet	HOME	HM PARTS		building related	2 & 3
clothes	UNITY	CLOTHES	Activity Row	clothing	2
clothes	POSS	POSS	Activity Row	clothing	3
clothing	POSS	POSS	STOP	clothing	3
cloud	UMBRELLA	UNITY		weather	2 & 3
cloudy	UMBRELLA	Activity Row		weather	2 & 3
co-worker	UNITY	EMPLOYMNT	Activity Row		2 & 3
coffee	JUICE	Activity Row		drinks	2 & 3
coffee pot	COOK	Activity Row		dishes	2 & 3
college	BOOK	BOOK	GRADES	classes	2 & 3
college	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
color	RAINBOW	VERB KEY 1		Primary Verb	2 & 3
Colorado	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
colored	RAINBOW	+ED			3
coloring	RAINBOW	VERB KEY 1	+ING		3
colors	RAINBOW	STOP		category name	2 & 3
colors	RAINBOW	+S			3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
comb	BATH	BATH	Activity Row	toiletries	2 & 3
come	FAMILY	VERB KEY 1		Primary Verb	2 & 3
comes	FAMILY	+S			3
comic	BOOK	Activity Row		things to read	2 & 3
coming	FAMILY	VERB KEY 1	+ING		3
communion	GOD	GOD	UNITY	religion	2 & 3
computer	PHONE	Activity Row		small appliances	2 & 3
computer	UNITY	COMPUTER	Activity Row		2 & 3
concert	MUSIC	MUSIC	Activity Row	music	2 & 3
condiment	APPLE	CONDIMENTS	Activity Row	food	2 & 3
conference	UNITY	EMPLOYMNT	Activity Row		2 & 3
congratulations	INTERJ	FAMILY		interjection	2 & 3
Connecticut	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
container	APPLE	APPLE	STOP	category name	2 & 3
cook	COOK	VERB KEY 2		Second Verb	2 & 3
cooked	COOK	+ED			3
cookie	APPLE	SNACKS	Activity Row	food	2 & 3
cookie	APPLE	DESSERT	Activity Row	food	2 & 3
cookie cutter	COOK	Activity Row		dishes	2 & 3
cookie sheet	COOK	Activity Row		dishes	2 & 3
cooking	COOK	VERB KEY 1	+ING		3
cooks	COOK	+S			3
cool	COOK	UMBRELLA		opposite	2 & 3
cool	INTERJ	JUICE		interjection	2 & 3
copy	VERB	UNITY		Additional Verbs	2 & 3
corn	APPLE	VEGETABLE	Activity Row	food	2 & 3
costume	GOD	UNITY		holiday words	2 & 3
couch	BED	Activity Row		furniture	2 & 3
cough syrup	BATH	BATH	Activity Row	toiletries	2 & 3
could	VERB	RAINBOW		Preverbs	2 & 3
couldn't	VERB	KNOT	RAINBOW	Preverbs	2 & 3
count	CONJ	VERB KEY 1		Primary Verb	2 & 3
counted	CONJ	+ED			3
counting	CONJ	VERB KEY 1	+ING		3
country	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
counts	CONJ	+S			3
cow	IT	FARM		animals	2 & 3
cracker	APPLE	LUNCH	Activity Row	food	2 & 3
cracker	APPLE	SNACKS	Activity Row	food	2 & 3
crayon	UNITY	ART SUPPL	Activity Row		2 & 3
crazy	MASKS	Activity Row		feelings	2 & 3
credit card	UNITY	MONEY	Activity Row	money	2
credit card	HAMMER	HAMMER	Activity Row	money	3
crib	BED	Activity Row		furniture	2 & 3
cross	GOD	GOD	UNITY	religion	2 & 3
cross	VERB	UNITY		Additional Verbs	2 & 3
crutch	UNITY	ASST TECH	Activity Row		2 & 3
cry	SUN	UMBRELLA		Opposites	2
cry	VERB	UNITY		Additional Verbs	2 & 3
cub	IT	BABY ANIM		animals	2 & 3
cucumber	APPLE	VEGETABLE	Activity Row	food	2 & 3
cup	COOK	Activity Row		dishes	2 & 3
cupboard	HOME	HM PARTS		building related	2 & 3
cupcake	APPLE	DESSERT	Activity Row	food	2 & 3
cut	VERB	UNITY		Additional Verbs	2 & 3
cymbal	MUSIC	Activity Row		music	2 & 3
dad	FAMILY	Activity Row		family	2 & 3
dance	MUSIC	MUSIC	VERB KEY 2	Second Verb	2 & 3
danced	MUSIC	MUSIC	+ED		3
dances	MUSIC	MUSIC	+S		3
dancing	MUSIC	MUSIC	VERB KEY 2		3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
			+ING		
dark	UNITY	DESCRIBE		adjective	2 & 3
date	TIME	DATE		time	2 & 3
date	VERB	UNITY		Additional Verbs	2 & 3
daughter	FAMILY	Activity Row		family	2 & 3
day	TIME	DAYS		time	2 & 3
deal	VERB	UNITY		Additional Verbs	2 & 3
December	TIME	MONTH		time	2 & 3
deck	HOME	HM PARTS		building related	2 & 3
decorate	VERB	UNITY		Additional Verbs	2 & 3
deer	IT	WOODS AN		animals	2 & 3
Delaware	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
delicious	APPLE	TIME		opposite	2 & 3
DeltaTalker	PHONE	PHONE	Activity Row	AAC devices	2 & 3
dentist	HAMMER	Activity Row		occupations	2 & 3
deodorant	BATH	BATH	Activity Row	toiletries	2 & 3
desert	MOUNTAIN	Activity Row		nature	2 & 3
desk	BED	Activity Row		furniture	2 & 3
dessert	APPLE	DESSERT	Activity Row	food	2 & 3
device	UNITY	ASST TECH	Activity Row		2 & 3
diamond	GOD	GOD	Activity Row	shapes	2 & 3
diaper	UNITY	CLOTHES	Activity Row	clothing	2
diaper	POSS	POSS	Activity Row	clothing	3
dice	DICE	Activity Row		games	2 & 3
dictionary	BOOK	Activity Row		things to read	2 & 3
did	VERB	FAMILY		Preverbs	2 & 3
did	TIME	+ED			3
didn't	VERB	KNOT	FAMILY	Preverbs	2 & 3
didn't have	VERB	KNOT	SUN	Preverbs	2 & 3
die	VERB	UNITY		Additional Verbs	2 & 3
different	GOD	GOD	UMBRELLA	opposite	2 & 3
dime	UNITY	MONEY	Activity Row	money	2
dime	HAMMER	HAMMER	Activity Row	money	3
dining room	HOME	Activity Row		building related	2 & 3
dinner	APPLE	MEALS	Activity Row	food	2 & 3
dinosaur	IT	Activity Row		animals	2 & 3
direction	UNITY	DIRECTION	Activity Row		2 & 3
dirt	MOUNTAIN	Activity Row		nature	2 & 3
dirty	BATH	BATH	UMBRELLA	opposite	2 & 3
disability	UNITY	ASST TECH	Activity Row		2 & 3
disagreement	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
disappointed	MASKS	Activity Row		feelings	2 & 3
dishes	COOK	STOP		category name	2 & 3
dishwasher	COOK	COOK	Activity Row	appliances	2 & 3
disk	UNITY	COMPUTER	Activity Row		2 & 3
divorce	VERB	UNITY		Additional Verbs	2 & 3
do	TIME	VERB KEY 1		Primary Verb	2 & 3
do	VERB	TIME		Preverbs	2 & 3
doctor	HAMMER	Activity Row		occupations	2 & 3
doctor's office	HOME	HOME	Activity Row	buildings	2 & 3
does	TIME	+S			3
doesn't	VERB	KNOT	HOME	Preverbs	2 & 3
dog	IT	PETS		animals	2 & 3
doghouse	IT	HOMES		animals	2 & 3
doing	TIME	VERB KEY 1	+ING		3
doll	UNITY	TOYS	Activity Row	toys	2
doll	BED	BED	Activity Row	toys	3
dollar	UNITY	MONEY	Activity Row	money	2
dollar	HAMMER	HAMMER	Activity Row	money	3
dolphin	IT	WATER AN		animals	2 & 3
don't	VERB	KNOT	TIME	Preverbs	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
done	VERB	HOME		Preverbs	2 & 3
door	HOME	HM PARTS		building related	2 & 3
doughnut	APPLE	BREAKFAST	Activity Row	food	2 & 3
down	PREP	I		preposition	2 & 3
downstairs	HOME	HM PARTS		building related	2 & 3
drama	BOOK	BOOK	Activity Row	classes	2 & 3
drank	JUICE	+ED			3
draw	RAINBOW	VERB KEY 2		Second Verb	2 & 3
drawer	HOME	HM PARTS		building related	2 & 3
drawing	RAINBOW	VERB KEY 2	+ING		3
draws	RAINBOW	+S			3
dress	UNITY	CLOTHES	Activity Row	clothing	2
dress	POSS	POSS	Activity Row	clothing	3
dress	VERB	UNITY		Additional Verbs	2 & 3
dress up	UNITY	TOYS	Activity Row	toys	2
dress up	BED	BED	Activity Row	toys	3
dresser	BED	Activity Row		furniture	2 & 3
drew	RAINBOW	+ED			3
drink	JUICE	VERB KEY 1		Primary Verb	2 & 3
drinking	JUICE	VERB KEY 2	+ING		3
drinks	JUICE	STOP		category name	2 & 3
drinks	JUICE	+S			3
drive	RAINBOW	RAINBOW	VERB KEY 1	Primary Verb	3
drive	VERB	UNITY		Additional Verbs	2 & 3
driver	HAMMER	Activity Row		occupations	2 & 3
drives	RAINBOW	RAINBOW	+S		3
driveway	UNITY	ROADS	Activity Row		2 & 3
driving	RAINBOW	RAINBOW	VERB KEY 1 +ING		3
drop	VERB	UNITY		Additional Verbs	2 & 3
drove	RAINBOW	RAINBOW	+ED		3
drug store	HOME	HOME	Activity Row	buildings	2 & 3
drum	MUSIC	Activity Row		music	2 & 3
dry	BATH	TIME		opposite	2 & 3
dryer	COOK	COOK	Activity Row	appliances	2 & 3
duck	IT	FARM		animals	2 & 3
duckling	IT	BABY ANIM		animals	2 & 3
dumb	BOOK	BOOK	UMBRELLA	opposite	2 & 3
e-mail	BOOK	Activity Row		things to read	2 & 3
e-mail	UNITY	COMPUTER	Activity Row		2 & 3
each	DET	MASKS		determiner	3
ear	BATH	Activity Row		body parts	2 & 3
early	TIME	MASKS		adjective	2 & 3
earring	TIME	TIME	Activity Row	Accessories	2 & 3
Earth	MOUNTAIN	Activity Row		nature	2 & 3
east	UNITY	DIRECTION	Activity Row		2 & 3
Easter	GOD	Activity Row		holidays	2 & 3
Easter basket	GOD	UNITY		holiday words	2 & 3
Easter bunny	GOD	UNITY		holiday words	2 & 3
Easter egg	GOD	UNITY		holiday words	2 & 3
easy	BOOK	TIME		opposite	2 & 3
eat	APPLE	VERB KEY 1		Primary Verb	2 & 3
eating	APPLE	VERB KEY 2	+ING		3
eats	APPLE	+S			3
egg	APPLE	BREAKFAST	Activity Row	food	2 & 3
eight	CONJ	Activity Row		numbers	2 & 3
eighth grade	BOOK	BOOK	GRADES	classes	2 & 3
elbow	BATH	Activity Row		body parts	2 & 3
elephant	IT	ZOO		animals	2 & 3
elevator	HOME	HM PARTS		building related	2 & 3
eleven	CONJ	Activity Row		numbers	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
eleventh grade	BOOK	BOOK	GRADES	classes	2 & 3
elf	GOD	UNITY		holiday words	2 & 3
embarrassed	MASKS	Activity Row		feelings	2 & 3
employment	UNITY	EMPLOYMNT	Activity Row		2 & 3
empty	JUICE	UMBRELLA		opposite	2 & 3
enchilada	APPLE	MEXICAN	Activity Row	food	2 & 3
encyclopedia	BOOK	Activity Row		things to read	2 & 3
end	VERB	UNITY		Additional Verbs	2 & 3
enough	APPLE	APPLE	TIME	opposite	2 & 3
envelope	UNITY	ART SUPPL	Activity Row		2 & 3
eraser	UNITY	ART SUPPL	Activity Row		2 & 3
error	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
evening	TIME	Activity Row		time	2 & 3
every	DET	Activity Row		determiner	2 & 3
every day	DET	EVERY-		determiner	2 & 3
every time	DET	EVERY-		determiner	2 & 3
every way	DET	EVERY-		determiner	2 & 3
everybody	DET	EVERY-		determiner	2 & 3
everyone	DET	EVERY-		determiner	2 & 3
everything	DET	EVERY-		determiner	2 & 3
everywhere	DET	EVERY-		determiner	2 & 3
excited	MASKS	Activity Row		feelings	2 & 3
excuse me	INTERJ	Activity Row		interjection	2 & 3
expensive	HAMMER	HAMMER	TIME	opposite	3
expensive	UNITY	DESCRIBE		adjective	2
eye	BATH	Activity Row		body parts	2 & 3
face	BATH	Activity Row		body parts	2 & 3
fair	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
fall	VERB	Activity Row		Actions	2 & 3
false	UNITY	DESCRIBE		adjective	2 & 3
family	FAMILY	STOP		category name	2 & 3
family room	HOME	Activity Row		building related	2 & 3
fan	PHONE	Activity Row		small appliances	2 & 3
far	MOUNTAIN	UMBRELLA		opposite	2 & 3
farm	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
farm animal	IT	FARM		animals	2 & 3
farmer	HAMMER	Activity Row		occupations	2 & 3
fast	HOME	TIME		opposite	2 & 3
fat	UNITY	DESCRIBE		adjective	2 & 3
father	FAMILY	Activity Row		family	2 & 3
Father's Day	GOD	Activity Row		holidays	2 & 3
favorite	BOOK	MASKS		adjective	2 & 3
feather	IT	PARTS		animals	2 & 3
February	TIME	MONTH		time	2 & 3
fed	APPLE	+ED			3
feed	APPLE	VERB KEY 2		Second Verb	2 & 3
feeding	APPLE	VERB KEY 1	+ING		3
feeds	APPLE	+S			3
feel	MASKS	VERB KEY 1		Primary Verb	2 & 3
feeling	MASKS	VERB KEY 1	+ING		3
feelings	MASKS	STOP		category name	2 & 3
feels	MASKS	+S			3
feet	BATH	Activity Row		body parts	2 & 3
felt	MASKS	+ED			3
fettuccini	APPLE	ITALIAN	Activity Row	food	2 & 3
few	UNITY	DESCRIBE		adjective	2 & 3
fifth grade	BOOK	BOOK	GRADES	classes	2 & 3
fight	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
fin	IT	PARTS		animals	2 & 3
find	MOUNTAIN	VERB KEY 2		Second Verb	2 & 3
finding	MOUNTAIN	VERB KEY 2	+ING		3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
finds	MOUNTAIN	+S			3
finger	BATH	Activity Row		body parts	2 & 3
finish	VERB	UNITY		Additional Verbs	2 & 3
finish	RAINBOW	RAINBOW	UMBRELLA	opposites	
fire engine	UNITY	VEHICLES	Activity Row	vehicles	2
fire engine	RAINBOW	RAINBOW	Activity Row	vehicles	3
fireman	HAMMER	Activity Row		occupations	2 & 3
fireplace	HOME	HM PARTS		building related	2 & 3
first	CONJ	Activity Row		numbers	2 & 3
first grade	BOOK	BOOK	GRADES	classes	2 & 3
fish	IT	PETS		animals	2 & 3
fish	IT	WATER AN		animals	2 & 3
fish	APPLE	MEAT	Activity Row	food	2 & 3
fishbowl	IT	HOMES		animals	2 & 3
fishing	UNITY	SPORTS	Activity Row		2 & 3
five	CONJ	Activity Row		numbers	2 & 3
fix	HAMMER	TIME		Opposites	2 & 3
flavor	APPLE	FLAVORS	Activity Row	food	2 & 3
floor	HOME	HM PARTS		building related	2 & 3
Florida	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
flower	MOUNTAIN	Activity Row		nature	2 & 3
fly	IT	INSECTS		animals	2 & 3
fly	VERB	UNITY		Additional Verbs	2 & 3
foal	IT	BABY ANIM		animals	2 & 3
fog	UMBRELLA	UNITY		weather	2 & 3
foggy	UMBRELLA	Activity Row		weather	2 & 3
fold	VERB	UNITY		Additional Verbs	2 & 3
follow	VERB	UNITY		Additional Verbs	2 & 3
food	APPLE	STOP		category name	2 & 3
food processor	COOK	COOK	Activity Row	appliances	2 & 3
foot	BATH	Activity Row		body parts	2 & 3
football	UNITY	SPORTS	Activity Row		2 & 3
footrest	UNITY	ASST TECH	Activity Row		2 & 3
for	PREP	VERB		preposition	2 & 3
forecast	UMBRELLA	UNITY		weather	2 & 3
forest	MOUNTAIN	Activity Row		nature	2 & 3
forget	TIME	TIME	VERB KEY 2	Second Verb	2 & 3
forgets	TIME	TIME	+S		3
forgetting	TIME	TIME	VERB KEY 2 +ING		3
forgot	TIME	TIME	+ED		3
fork	COOK	Activity Row		dishes	2 & 3
found	MOUNTAIN	+ED			3
fountain	HOME	HM PARTS		building related	2 & 3
four	CONJ	Activity Row		numbers	2 & 3
fourth grade	BOOK	BOOK	GRADES	classes	2 & 3
Fourth of July	GOD	Activity Row		holidays	2 & 3
fox	IT	WOODS AN		animals	2 & 3
freeway	UNITY	ROADS	Activity Row		2 & 3
french fries	APPLE	VEGETABLE	Activity Row	food	2 & 3
Friday	TIME	DAYS		time	2 & 3
friend	WANTED	Activity Row		people	2 & 3
frog	IT	PETS		animals	2 & 3
frog	IT	WATER AN		animals	2 & 3
from	PREP	Activity Row		preposition	3
frost	UMBRELLA	UNITY		weather	2 & 3
frosty	UMBRELLA	Activity Row		weather	2 & 3
fruit	APPLE	LUNCH	Activity Row	food	2 & 3
fruit	APPLE	FRUIT	Activity Row	food	2 & 3
frustrated	MASKS	Activity Row		feelings	2 & 3
full	JUICE	TIME		opposite	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
fun	SUN	STOP		category name	2 & 3
funny	SUN	MASKS		adjective	2 & 3
furniture	BED	STOP		category name	2 & 3
game	DICE	STOP		category name	2 & 3
game	UNITY	TOYS	Activity Row	toys	2
game	BED	BED	Activity Row	toys	3
game room	HOME	Activity Row		building related	2 & 3
game show	UNITY	TV	Activity Row	TV	2
game show	JUICE	JUICE	Activity Row	TV	3
garage	HOME	Activity Row		building related	2 & 3
garden	MOUNTAIN	Activity Row		nature	2 & 3
Garth Brooks	MUSIC	MUSIC	Activity Row	music	2 & 3
gas station	HOME	HOME	Activity Row	buildings	2 & 3
gave	GOD	GOD	+ED		3
geography	BOOK	BOOK	Activity Row	classes	2 & 3
Georgia	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
gerbil	IT	PETS		animals	2 & 3
get	MOUNTAIN	VERB KEY 1		Primary Verb	2 & 3
gets	MOUNTAIN	+S			3
getting	MOUNTAIN	VERB KEY 1	+ING		3
ghost	GOD	UNITY		holiday words	2 & 3
gift	GOD	UNITY		holiday words	2 & 3
ginger ale	JUICE	Activity Row		drinks	2 & 3
giraffe	IT	ZOO		animals	2 & 3
girl	WANTED	Activity Row		people	2 & 3
girlfriend	WANTED	Activity Row		people	2 & 3
give	GOD	GOD	VERB KEY 2	Second Verb	2 & 3
gives	GOD	GOD	+S		3
giving	GOD	GOD	VERB KEY 1 +ING		3
glass	COOK	Activity Row		dishes	2 & 3
glasses	TIME	TIME	Activity Row	Accessories	2 & 3
glasses	UNITY	ASST TECH	Activity Row		2 & 3
glue	UNITY	ART SUPPL	Activity Row		2 & 3
go	HOME	VERB KEY 1		Primary Verb	2 & 3
Go Fish	DICE	Activity Row		games	2 & 3
God	GOD	GOD	UNITY	religion	2 & 3
goes	HOME	+S			3
going	HOME	VERB KEY 1	+ING		3
gold	RAINBOW	Activity Row		colors	2 & 3
goldfish	IT	WATER AN		animals	2 & 3
golf	UNITY	SPORTS	Activity Row		2 & 3
good	PHONE	MASKS		adjective	2 & 3
good morning	INTERJ	MOUNTAINS		interjection	2 & 3
good night	INTERJ	BED		interjection	2 & 3
good-bye	INTERJ	UMBRELLA		interjection	2 & 3
gorilla	IT	ZOO		animals	2 & 3
got	MOUNTAIN	+ED			3
grade	BOOK	BOOK	GRADES	classes	2 & 3
grandchild	FAMILY	Activity Row		family	2 & 3
granddaughter	FAMILY	Activity Row		family	2 & 3
grandfather	FAMILY	Activity Row		family	2 & 3
grandma	FAMILY	Activity Row		family	2 & 3
grandmother	FAMILY	Activity Row		family	2 & 3
grandpa	FAMILY	Activity Row		family	2 & 3
grandparent	FAMILY	Activity Row		family	2 & 3
grandson	FAMILY	Activity Row		family	2 & 3
grape	APPLE	FLAVORS	Activity Row	food	2 & 3
grapes	APPLE	FRUIT	Activity Row	food	2 & 3
grass	MOUNTAIN	Activity Row		nature	2 & 3
grasshopper	IT	INSECTS		animals	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
great	PHONE	PHONE	MASKS	adjective	2 & 3
green	RAINBOW	Activity Row		colors	2 & 3
grill	COOK	COOK	Activity Row	appliances	2 & 3
grocery store	HOME	HOME	Activity Row	buildings	2 & 3
grouchy	MASKS	Activity Row		feelings	2 & 3
ground	MOUNTAIN	Activity Row		nature	2 & 3
grow	VERB	UNITY		Additional Verbs	2 & 3
guacamole	APPLE	MEXICAN	Activity Row	food	2 & 3
guess	VERB	UNITY		Additional Verbs	2 & 3
guinea pig	IT	PETS		animals	2 & 3
guitar	MUSIC	Activity Row		music	2 & 3
gym	HOME	Activity Row		building related	2 & 3
gymnastics	UNITY	SPORTS	Activity Row		2 & 3
ha ha ha	INTERJ	SUN		interjection	2 & 3
had	VERB	SUN		Preverbs	2 & 3
had	HAMMER	HAMMER	+ED		3
hair	BATH	Activity Row		body parts	2 & 3
hair dryer	PHONE	Activity Row		small appliances	2 & 3
hall	HOME	HM PARTS		building related	2 & 3
Halloween	GOD	Activity Row		holidays	2 & 3
ham	APPLE	MEAT	Activity Row	food	2 & 3
hamburger	APPLE	MEAT	Activity Row	food	2 & 3
hammer	UNITY	TOOLS	Activity Row		2 & 3
hamster	IT	PETS		animals	2 & 3
hand	BATH	Activity Row		body parts	2 & 3
Hanukkah	GOD	Activity Row		holidays	2 & 3
happy	MASKS	Activity Row		feelings	2 & 3
Happy Birthday	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Father's Day	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Halloween	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Hanukkah	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Mother's Day	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy New Year	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Thanksgiving	INTERJ	GOD	Activity Row	interjection	2 & 3
Happy Valentine's Day	INTERJ	GOD	Activity Row	interjection	2 & 3
hard	BOOK	UMBRELLA		opposite	2 & 3
hard	TIME	TIME	UMBRELLA	opposite	2 & 3
hardware store	HOME	HOME	Activity Row	buildings	2 & 3
has	VERB	MASKS		Preverbs	2 & 3
has	HAMMER	HAMMER	+S		3
hasn't	VERB	KNOT	MASKS	Preverbs	2 & 3
hat	UNITY	CLOTHES	Activity Row	clothing	2
hat	POSS	POSS	Activity Row	clothing	3
hate	UMBRELLA	UMBRELLA	VERB KEY 2	Second Verb	2 & 3
hated	UMBRELLA	UMBRELLA	+ED		3
hates	UMBRELLA	UMBRELLA	+S		3
hating	UMBRELLA	UMBRELLA	VERB KEY 1 +ING		3
have	VERB	HAMMER		Preverbs	2 & 3
have	HAMMER	HAMMER	VERB KEY 1	Primary Verb	3
haven't	VERB	KNOT	HAMMER	Preverbs	2 & 3
having	HAMMER	HAMMER	VERB KEY 1 +ING		3
Hawaii	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
he	WANTED	WANTED	Activity Row	pronoun	2
he	WANTED	WANTED		pronoun	3
head	BATH	Activity Row		body parts	2 & 3
headrest	UNITY	ASST TECH	Activity Row		2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
headstick	UNITY	ASST TECH	Activity Row		2 & 3
health	BOOK	BOOK	Activity Row	classes	2 & 3
hear	MUSIC	VERB KEY 2		Second Verb	2 & 3
heard	MUSIC	+ED			3
hearing	MUSIC	VERB KEY 2	+ING		3
hearing aid	UNITY	ASST TECH	Activity Row		2 & 3
hears	MUSIC	+S			3
heart	BATH	Activity Row		body parts	2 & 3
heart	GOD	UNITY		holiday words	2 & 3
heart	GOD	GOD	Activity Row	shapes	2 & 3
heavy	UNITY	DESCRIBE		adjective	2 & 3
helicopter	UNITY	VEHICLES	Activity Row	vehicles	2
helicopter	RAINBOW	RAINBOW	Activity Row	vehicles	3
hello	INTERJ	PHONE		interjection	2 & 3
help	BATH	VERB KEY 1		Primary Verb	2 & 3
helped	BATH	+ED			3
helping	BATH	VERB KEY 1	+ING		3
helps	BATH	+S			3
her	DICE	PHONE		pronoun	3
her	DICE	POSS		pronoun	3
here	STOP	TIME		adverbs	2 & 3
hers	POSS	DICE		pronoun	3
herself	PHONE	DICE		pronoun	3
hi	INTERJ	TIME		interjection	2 & 3
hide	VERB	UNITY		Additional Verbs	2 & 3
high	UNITY	DESCRIBE		adjective	2 & 3
highway	UNITY	ROADS	Activity Row		2 & 3
hill	MOUNTAIN	Activity Row		nature	2 & 3
him	WANTED	PHONE		pronoun	3
himself	PHONE	WANTED		pronoun	3
hip	BATH	Activity Row		body parts	2 & 3
hippopotamus	IT	ZOO		animals	2 & 3
his	POSS	WANTED		pronoun	3
his	WANTED	POSS		pronoun	3
history	BOOK	BOOK	Activity Row	classes	2 & 3
hit	VERB	UNITY		Additional Verbs	2 & 3
hockey	UNITY	SPORTS	Activity Row		2 & 3
holiday	GOD	STOP		category name	2 & 3
home	HOME	STOP		category name	2 & 3
home parts	HOME	HM PARTS		building related	2 & 3
homework	BOOK	Activity Row		things to read	2 & 3
honey	APPLE	CONDIMENTS	Activity Row	food	2 & 3
hoof	IT	PARTS		animals	2 & 3
horn	UNITY	VEHICLES	Activity Row	vehicles	2
horn	RAINBOW	RAINBOW	Activity Row	vehicles	3
horse	IT	FARM		animals	2 & 3
hospital	HOME	HOME	Activity Row	buildings	2 & 3
hot	COOK	MASKS		adjective	2 & 3
hot chocolate	JUICE	Activity Row		drinks	2 & 3
hotdog	APPLE	MEAT	Activity Row	food	2 & 3
hotel	HOME	HOME	Activity Row	buildings	2 & 3
hour	TIME	Activity Row		time	2 & 3
house	HOME	BATH		category name	2 & 3
how	?WORD	HAMMER		questions	2 & 3
how many	?WORD	Activity Row		questions	2 & 3
how much	?WORD	Activity Row		questions	2 & 3
how old	?WORD	Activity Row		questions	2 & 3
hum	VERB	UNITY		Additional Verbs	2 & 3
hungry	APPLE	MASKS		adjective	2 & 3
hurricane	UMBRELLA	Activity Row		weather	2 & 3
hurry	VERB	UNITY		Additional Verbs	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
hurt	MASKS	Activity Row		feelings	2 & 3
husband	FAMILY	Activity Row		family	2 & 3
hymn book	GOD	GOD	UNITY	religion	2 & 3
hymnal	BOOK	Activity Row		things to read	2 & 3
I	I	I		pronoun	2 & 3
ice cream	APPLE	DESSERT	Activity Row	food	2 & 3
iced tea	JUICE	Activity Row		drinks	2 & 3
ice	UMBRELLA	UNITY		weather	2 & 3
icy	UMBRELLA	Activity Row		weather	2 & 3
Idaho	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
if	CONJ	?WORD		conjunction	2 & 3
Illinois	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
important	TIME	TIME	MASKS	adjective	2 & 3
in	PREP	BED		preposition	2 & 3
in front of	PREP	Activity Row		preposition	3
inaccessible	HOME	HOME	UMBRELLA	opposite	2 & 3
Indiana	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
infrared	UNITY	ASST TECH	Activity Row		2 & 3
insect	IT	INSECTS		animals	2 & 3
inside	PREP	CONJ		preposition	2 & 3
interesting	TV	TV	TIME	opposite	3
interesting	UNITY	DESCRIBE		adjective	2
internet	UNITY	COMPUTER	Activity Row		2 & 3
into	PREP	HAMMER		preposition	3
Iowa	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
iron	COOK	COOK	Activity Row	appliances	2 & 3
is	VERB	VERB KEY 1		Preverbs	2 & 3
is	APPLE	APPLE	+S		3
island	MOUNTAIN	Activity Row		nature	2 & 3
isn't	VERB	KNOT	VERB KEY 1	Preverbs	2 & 3
it	IT	IT		pronoun	2 & 3
it	IT	PHONE		pronoun	2 & 3
it's	IT	POSS		pronoun	2 & 3
its	POSS	IT		pronoun	2 & 3
its	POSS	IT		pronoun	3
itself	PHONE	IT		pronoun	3
jack -in-the-box	UNITY	TOYS	Activity Row	toys	2
jack -in-the-box	BED	BED	Activity Row	toys	3
jack-o-lantern	GOD	UNITY		holiday words	2 & 3
jacket	UNITY	CLOTHES	Activity Row	clothing	2
jacket	POSS	POSS	Activity Row	clothing	3
January	TIME	MONTH		time	2 & 3
jeans	UNITY	CLOTHES	Activity Row	clothing	2
jeans	POSS	POSS	Activity Row	clothing	3
Jell-O	APPLE	LUNCH	Activity Row	food	2 & 3
jell	APPLE	DESSERT	Activity Row	food	2 & 3
jelly	APPLE	BREAKFAST	Activity Row	food	2 & 3
jelly	APPLE	CONDIMENTS	Activity Row	food	2 & 3
jewelry	TIME	TIME	Activity Row	Accessories	2 & 3
job	HAMMER	STOP		category name	2 & 3
job application	UNITY	EMPLOYMNT	Activity Row		2 & 3
join	VERB	UNITY		Additional Verbs	2 & 3
joke	SUN	VERB KEY 2		Second Verb	2 & 3
joked	SUN	+ED			3
jokes	SUN	+S			3
joking	SUN	VERB KEY 2	+ING		3
journal	BOOK	Activity Row		things to read	2 & 3
joystick	UNITY	ASST TECH	Activity Row		2 & 3
juice	JUICE	Activity Row		drinks	2 & 3
July	TIME	MONTH		time	2 & 3
jump	VERB	UNITY		Additional Verbs	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
June	TIME	MONTH		time	2 & 3
jungle	MOUNTAIN	Activity Row		nature	2 & 3
just	STOP	FAMILY		adverbs	2 & 3
kangaroo	IT	ZOO		animals	2 & 3
Kansas	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
keep	VERB	UNITY		Additional Verbs	2 & 3
Kentucky	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Kentucky Fried Chicken	HOME	HOME	RESTAURANT	buildings	2 & 3
ketchup	APPLE	CONDIMENTS	Activity Row	food	2 & 3
keyboard	UNITY	COMPUTER	Activity Row		2 & 3
kick	VERB	UNITY		Additional Verbs	2 & 3
kid	WANTED	Activity Row		people	2 & 3
kindergarten	BOOK	BOOK	GRADES	classes	2 & 3
kiss	VERB	UNITY		Additional Verbs	2 & 3
kitchen	HOME	Activity Row		building related	2 & 3
kite	UNITY	TOYS	Activity Row	toys	2
kite	BED	BED	Activity Row	toys	3
kitten	IT	BABY ANIM		animals	2 & 3
kiwi	APPLE	FRUIT	Activity Row	food	2 & 3
knee	BATH	Activity Row		body parts	2 & 3
kneel	GOD	GOD	UNITY	religion	2 & 3
kneel	VERB	UNITY		Additional Verbs	2 & 3
knew	GOD	VERB KEY 1	+ING		3
knife	COOK	Activity Row		dishes	2 & 3
know	GOD	VERB KEY 2		Second Verb	2 & 3
knowing	GOD	+ED			3
knows	GOD	+S			3
Labor Day	GOD	Activity Row		holidays	2 & 3
lacrosse	UNITY	SPORTS	Activity Row		2 & 3
lake	MOUNTAIN	Activity Row		nature	2 & 3
lamp	BED	Activity Row		furniture	2 & 3
language	BOOK	BOOK	Activity Row	classes	2 & 3
laptray	UNITY	ASST TECH	Activity Row		2 & 3
last	CONJ	Activity Row		numbers	2 & 3
late	TIME	UMBRELLA		opposite	2 & 3
later	TIME	Activity Row		time	2 & 3
laugh	SUN	TIME		Opposites	2
laugh	VERB	UNITY		Additional Verbs	2 & 3
laundry	HOME	Activity Row		building related	2 & 3
laundry basket	APPLE	APPLE	Activity Row	containers	2 & 3
LeAnn Rimes	MUSIC	MUSIC	Activity Row	music	2 & 3
learn	BOOK	BOOK	VERB KEY 2	Second Verb	2 & 3
learned	BOOK	BOOK	+ED		3
learning	BOOK	BOOK	VERB KEY 2 +ING		3
learns	BOOK	BOOK	+S		3
least	MUSIC	UMBRELLA		opposite	2 & 3
leave	VERB	UNITY		Additional Verbs	2 & 3
left	UNITY	DIRECTION	Activity Row		2 & 3
leg	BATH	Activity Row		body parts	2 & 3
lemon	APPLE	FRUIT	Activity Row	food	2 & 3
lemon	APPLE	FLAVORS	Activity Row	food	2 & 3
lemonade	JUICE	Activity Row		drinks	2 & 3
Leonardo DiCaprio	MASKS	MASKS	Activity Row	actors	2 & 3
leprechaun	GOD	UNITY		holiday words	2 & 3
let	VERB	UNITY		Additional Verbs	2 & 3
let's	INTERJ	Activity Row		interjection	2 & 3
letter	UNITY	ART SUPPL	Activity Row		2 & 3
letter	BOOK	Activity Row		things to read	2 & 3
letter	BOOK	Activity Row		things to read	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
lettuce	APPLE	VEGETABLE	Activity Row	food	2 & 3
Liberator	PHONE	PHONE	Activity Row	AAC devices	2 & 3
library	HOME	HOME	Activity Row	buildings	2 & 3
lid	COOK	Activity Row		dishes	2 & 3
lie	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
lie down	VERB	Activity Row		Actions	2 & 3
lift	VERB	UNITY		Additional Verbs	2 & 3
light	UNITY	DESCRIBE		adjective	2 & 3
light	UNITY	DESCRIBE		adjective	2 & 3
light bulb	HOME	HM PARTS		building related	2 & 3
lightening	UMBRELLA	Activity Row		weather	2 & 3
like	SUN	VERB KEY 1		Primary Verb	2 & 3
liked	SUN	+ED			3
likes	SUN	+S			3
liking	SUN	VERB KEY 1	+ING		3
lime	APPLE	FRUIT	Activity Row	food	2 & 3
linens	BED	LINENS	Activity Row	linens	2 & 3
linguini	APPLE	ITALIAN	Activity Row	food	2 & 3
lion	IT	ZOO		animals	2 & 3
lips	BATH	Activity Row		body parts	2 & 3
lipstick	BATH	BATH	Activity Row	toiletries	2 & 3
listen	MUSIC	VERB KEY 1		Primary Verb	2 & 3
listened	MUSIC	+ED			3
listening	MUSIC	VERB KEY 1	+ING		3
listens	MUSIC	+S			3
little	DICE	MASKS		adjective	2 & 3
live	HOME	HOME	VERB KEY 1	Primary Verb	2 & 3
lived	HOME	HOME	+ED		3
lives	HOME	HOME	+S		3
living	HOME	HOME	VERB KEY 1 +ING		3
living room	HOME	Activity Row		building related	2 & 3
lonely	MASKS	Activity Row		feelings	2 & 3
long	HOME	MASKS		adjective	2 & 3
look	IT	VERB KEY 2		Second Verb	2 & 3
looked	IT	+ED			3
looking	IT	VERB KEY 2	+ING		3
looks	IT	+S			3
loose	POSS	POSS	UMBRELLA	opposite	3
lose	VERB	UNITY		Additional Verbs	2 & 3
loud	MUSIC	MUSIC	TIME	opposite	2 & 3
Louisiana	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
lounge	HOME	Activity Row		building related	2 & 3
love	MASKS	VERB KEY 2		Second Verb	2 & 3
loved	MASKS	+ED			3
loves	MASKS	+S			3
loving	MASKS	VERB KEY 2	+ING		3
low	UNITY	DESCRIBE		adjective	2 & 3
luggage	APPLE	APPLE	Activity Row	containers	2 & 3
lunch	APPLE	LUNCH	Activity Row	food	2 & 3
lunch	APPLE	MEALS	Activity Row	food	2 & 3
macaroni	APPLE	LUNCH	Activity Row	food	2 & 3
macaroni	APPLE	ITALIAN	Activity Row	food	2 & 3
mad	MASKS	Activity Row		feelings	2 & 3
made	GOD	+ED			3
magazine	BOOK	Activity Row		things to read	2 & 3
magic wand	UNITY	TOYS	Activity Row	toys	2
magic wand	BED	BED	Activity Row	toys	3
mail carrier	HAMMER	Activity Row		occupations	2 & 3
Maine	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
make	GOD	VERB KEY 1		Primary Verb	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
make-up	BATH	BATH	Activity Row	toiletries	2 & 3
makes	GOD	+S			3
making	GOD	VERB KEY 2	+ING		3
mall	HOME	HOME	Activity Row	buildings	2 & 3
man	WANTED	Activity Row		people	2 & 3
mane	IT	PARTS		animals	2 & 3
Manitoba	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
manual	BOOK	Activity Row		things to read	2 & 3
many	UNITY	DESCRIBE		adjective	2 & 3
map	BOOK	Activity Row		things to read	2 & 3
marble	UNITY	TOYS	Activity Row	toys	2
marble	BED	BED	Activity Row	toys	3
March	TIME	MONTH		time	2 & 3
marker	UNITY	ART SUPPL	Activity Row		2 & 3
marry	VERB	UNITY		Additional Verbs	2 & 3
Martin Luther King Day	GOD	Activity Row		holidays	2 & 3
Maryland	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
mask	GOD	UNITY		holiday words	2 & 3
Massachusetts	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
match	DICE	Activity Row		games	2 & 3
math	BOOK	BOOK	Activity Row	classes	2 & 3
May	TIME	MONTH		time	2 & 3
Mayflower	GOD	UNITY		holiday words	2 & 3
mayonnaise	APPLE	CONDIMENTS	Activity Row	food	2 & 3
McDonalds	HOME	HOME	RESTAURANT	buildings	2 & 3
me	I	PHONE		pronoun	2 & 3
meal	APPLE	MEALS	Activity Row	food	2 & 3
mean	MASKS	UMBRELLA		opposite	2 & 3
measure	VERB	UNITY		Additional Verbs	2 & 3
meat	APPLE	MEAT	Activity Row	food	2 & 3
medicine	BATH	BATH	Activity Row	toiletries	2 & 3
meet	WANT	VERB KEY 2		Second Verb	2 & 3
meeting	UNITY	EMPLOYMNT	Activity Row		2 & 3
meeting	WANTED	VERB KEY 2	+ING		3
meets	WANTED	+S			3
melon	APPLE	FRUIT	Activity Row	food	2 & 3
Memorial Day	GOD	Activity Row		holidays	2 & 3
menu	BOOK	Activity Row		things to read	2 & 3
meow	IT	SOUNDS		animals	2 & 3
Merry Christmas	INTERJ	GOD	Activity Row	interjection	2 & 3
met	WANTED	+ED			3
Mexican	APPLE	MEXICAN	Activity Row	food	2 & 3
Michigan	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
microwave	COOK	COOK	Activity Row	appliances	2 & 3
middle	PREP	Activity Row		preposition	3
milk	JUICE	Activity Row		drinks	2 & 3
milkshake	JUICE	Activity Row		drinks	2 & 3
mine	POSS	I		pronoun	2 & 3
mine	POSS	I		pronoun	3
Minnesota	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Minspeak	UNITY	ASST TECH	Activity Row		2 & 3
minute	TIME	Activity Row		time	2 & 3
mirror	BED	Activity Row		furniture	2 & 3
Mississippi	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Missouri	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
mistake	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
mitten	UNITY	CLOTHES	Activity Row	clothing	2
mittens	POSS	POSS	Activity Row	clothing	3
mix	COOK	COOK	VERB KEY 1	Primary Verb	2 & 3
mixed	COOK	COOK	+ED		3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
mixer	COOK	COOK	Activity Row	appliances	2 & 3
mixes	COOK	COOK	+S		3
mixing	COOK	COOK	VERB KEY 2 +ING		3
mom	FAMILY	Activity Row		family	2 & 3
Monday	TIME	DAYS		time	2 & 3
money	HAMMER	HAMMER	STOP	money	3
monkey	IT	ZOO		animals	2 & 3
Montana	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
month	TIME	MONTH		time	2 & 3
moo	IT	SOUNDS		animals	2 & 3
moon	UMBRELLA	UNITY		weather	2 & 3
more	MUSIC	MASKS		adjective	2 & 3
morning	TIME	Activity Row		time	2 & 3
mosquito	IT	INSECTS		animals	2 & 3
most	MUSIC	TIME		opposite	2 & 3
moth	IT	INSECTS		animals	2 & 3
mother	FAMILY	Activity Row		family	2 & 3
Mother's Day	GOD	Activity Row		holidays	2 & 3
motorcycle	UNITY	VEHICLES	Activity Row	vehicles	2
motorcycle	RAINBOW	RAINBOW	Activity Row	vehicles	3
mountains	MOUNTAIN	Activity Row		nature	2 & 3
mouse	IT	PETS		animals	2 & 3
mouse	IT	WOODS AN		animals	2 & 3
mouse	UNITY	COMPUTER	Activity Row		2 & 3
mouth	BATH	Activity Row		body parts	2 & 3
move	VERB	Activity Row		Actions	2 & 3
move	VERB	UNITY		Additional Verbs	2 & 3
movie theater	HOME	HOME	Activity Row	buildings	2 & 3
Mr. Potato Head	DICE	Activity Row		games	2 & 3
Mr. Potato Head	UNITY	TOYS	Activity Row	toys	2
Mr. Potato Head	BED	BED	Activity Row	toys	3
much	STOP	JUICE		adverbs	2 & 3
mug	COOK	Activity Row		dishes	2 & 3
mushroom	APPLE	VEGETABLE	Activity Row	food	2 & 3
music	MUSIC	STOP		category name	2 & 3
music	BOOK	BOOK	Activity Row	classes	2 & 3
music room	HOME	Activity Row		building related	2 & 3
music synthesizer	MUSIC	Activity Row		music	2 & 3
mustache	BATH	Activity Row		body parts	2 & 3
mustard	APPLE	CONDIMENTS	Activity Row	food	2 & 3
my	I	POSS		pronoun	2 & 3
myself	PHONE	I		pronoun	3
nacho	APPLE	MEXICAN	Activity Row	food	2 & 3
nail	BATH	Activity Row		body parts	2 & 3
nails	UNITY	TOOLS	Activity Row		2 & 3
name	POSS	STOP		category name	2 & 3
napkin	COOK	Activity Row		dishes	2 & 3
Nascar racing	UNITY	SPORTS	Activity Row		
nature	MOUNTAIN	STOP		category name	2 & 3
near	MOUNTAIN	TIME		opposite	2 & 3
Nebraska	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
neck	BATH	Activity Row		body parts	2 & 3
necklace	TIME	TIME	Activity Row	Accessories	2 & 3
need	UMBRELLA	VERB KEY 1		Primary Verb	2 & 3
needed	UMBRELLA	+ED			3
needing	UMBRELLA	VERB KEY 2	+ING		3
needs	UMBRELLA	+S			3
negative	UMBRELLA	UMBRELLA	STOP	category name	2 & 3
neigh	IT	SOUNDS		animals	2 & 3
neighbor	WANTED	Activity Row		people	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
nervous	MASKS	Activity Row		feelings	2 & 3
nest	IT	HOMES		animals	2 & 3
Nevada	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
never	STOP	RAINBOW		adverbs	2 & 3
new	UNITY	DESCRIBE		adjective	2 & 3
New Brunswick	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
New Hampshire	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
New Jersey	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
New Mexico	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
New Years Day	GOD	Activity Row		holidays	2 & 3
New York	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Newfoundland	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
news	UNITY	TV	Activity Row	TV	2
news	JUICE	JUICE	Activity Row	TV	3
newspaper	BOOK	Activity Row		things to read	2 & 3
next	CONJ	Activity Row		numbers	2 & 3
next	UNITY	DESCRIBE		adjective	2 & 3
nice	MASKS	TIME		opposite	2 & 3
nickel	UNITY	MONEY	Activity Row	money	2
nickel	HAMMER	HAMMER	Activity Row	money	3
night	TIME	Activity Row		time	2 & 3
nine	CONJ	Activity Row		numbers	2 & 3
ninth grade	BOOK	BOOK	GRADES	classes	2 & 3
no more	DET	NO-		determiner	2 & 3
no one	DET	NO-		determiner	2 & 3
no time	DET	NO-		determiner	2 & 3
no way	DET	NO-		determiner	2 & 3
nobody	DET	NO-		determiner	2 & 3
none	DET	KNOT		determiner	2 & 3
noodles	APPLE	ITALIAN	Activity Row	food	2 & 3
noon	TIME	Activity Row		time	2 & 3
north	UNITY	DIRECTION	Activity Row		2 & 3
North Carolina	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
North Dakota	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
nose	BATH	Activity Row		body parts	2 & 3
not enough	APPLE	APPLE	UMBRELLA	opposite	2 & 3
notebook	BOOK	Activity Row		things to read	2 & 3
nothing	DET	NO-		determiner	2 & 3
Nova Scotia	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
November	TIME	MONTH		time	2 & 3
now	TIME	Activity Row		time	2 & 3
nowhere	DET	NO-		determiner	2 & 3
number	CONJ	Activity Row		numbers	2 & 3
nun	HAMMER	Activity Row		occupations	2 & 3
nun	GOD	GOD	UNITY	religion	2 & 3
nurse	HAMMER	Activity Row		occupations	2 & 3
nursery	HOME	Activity Row		building related	2 & 3
nuts	APPLE	SNACKS	Activity Row	food	2 & 3
o'clock	TIME	Activity Row		time	2 & 3
O.T.	HAMMER	Activity Row		occupations	2 & 3
oatmeal	APPLE	BREAKFAST	Activity Row	food	2 & 3
obstacle	UNITY	TOYS	Activity Row	toys	2
obstacle	BED	BED	Activity Row	toys	3
ocean	MOUNTAIN	Activity Row		nature	2 & 3
October	TIME	MONTH		time	2 & 3
octopus	IT	WATER AN		animals	2 & 3
of	PREP	JUICE		preposition	2 & 3
off	PREP	IT		preposition	2 & 3
offering	UNITY	MONEY	Activity Row	money	2
offering	HAMMER	HAMMER	Activity Row	money	3
offering	GOD	GOD	UNITY	religion	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
office	HOME	Activity Row		building related	2 & 3
Ohio	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
oil	APPLE	CONDIMENTS	Activity Row	food	2 & 3
oil	UNITY	VEHICLES	Activity Row	vehicles	2
oil	RAINBOW	RAINBOW	Activity Row	vehicles	3
oink oink	IT	SOUNDS		animals	2 & 3
okay	INTERJ	Activity Row		interjection	2 & 3
Oklahoma	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
old	UNITY	DESCRIBE		adjective	2 & 3
on	PREP	YOU		preposition	2 & 3
once	STOP	BOOK		adverbs	2 & 3
one	CONJ	Activity Row		numbers	2 & 3
onion	APPLE	VEGETABLE	Activity Row	food	2 & 3
only	STOP	IT		adverbs	2 & 3
Ontario	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
oops	INTERJ	Activity Row		interjection	2 & 3
open	BED	BED	TIME	opposite	3
Oprah Winfrey	MASKS	MASKS	Activity Row	actors	2 & 3
or	CONJ	MASKS		conjunction	2 & 3
orange	RAINBOW	Activity Row		colors	2 & 3
orange	APPLE	FRUIT	Activity Row	food	2 & 3
Oregon	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
other	MOUNTAIN	MOUNTAIN	MASKS	adjective	2 & 3
ouch	INTERJ	HAMMER		interjection	2 & 3
our	SUN	POSS		pronoun	3
ours	POSS	SUN		pronoun	3
ourselves	PHONE	SUN		pronoun	3
out	PREP	BATH		preposition	2 & 3
outlet	HOME	HM PARTS		building related	2 & 3
outside	PREP	MOUNTAINS		preposition	2 & 3
oval	GOD	GOD	Activity Row	shapes	2 & 3
oven	COOK	COOK	Activity Row	appliances	2 & 3
over	PREP	RAINBOW		preposition	2 & 3
own	HOME	HOME	VERB KEY 2	Second Verb	2 & 3
owned	HOME	HOME	+ED		3
owning	HOME	HOME	VERB KEY 2 +ING		3
owns	HOME	HOME	+S		3
P.E.	BOOK	BOOK	Activity Row	classes	2 & 3
P.T.	HAMMER	Activity Row		occupations	2 & 3
package	APPLE	APPLE	Activity Row	containers	2 & 3
page	BOOK	Activity Row		things to read	2 & 3
paint	UNITY	ART SUPPL	Activity Row		2 & 3
pajamas	UNITY	CLOTHES	Activity Row	clothing	2
pajamas	POSS	POSS	Activity Row	clothing	3
pan	COOK	Activity Row		dishes	2 & 3
pancake	APPLE	BREAKFAST	Activity Row	food	2 & 3
panties	UNITY	CLOTHES	Activity Row	clothing	2
panties	POSS	POSS	Activity Row	clothing	3
pants	UNITY	CLOTHES	Activity Row	clothing	2
pants	POSS	POSS	Activity Row	clothing	3
paper	UNITY	ART SUPPL	Activity Row		2 & 3
paper	BOOK	Activity Row		things to read	2 & 3
paperclip	UNITY	ART SUPPL	Activity Row		2 & 3
parent	FAMILY	Activity Row		family	2 & 3
park	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
parking lot	UNITY	ROADS	Activity Row		2 & 3
party	VERB	UNITY		Additional Verbs	2 & 3
pass	VERB	UNITY		Additional Verbs	2 & 3
Passover	GOD	Activity Row		holidays	2 & 3
pasta	APPLE	ITALIAN	Activity Row	food	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
pastor	HAMMER	Activity Row		occupations	2 & 3
pastor	GOD	GOD	UNITY	religion	2 & 3
patio	HOME	HM PARTS		building related	2 & 3
paw	IT	PARTS		animals	2 & 3
pea	APPLE	VEGETABLE	Activity Row	food	2 & 3
peach	APPLE	FRUIT	Activity Row	food	2 & 3
peanut butter	APPLE	CONDIMENTS	Activity Row	food	2 & 3
pear	APPLE	FRUIT	Activity Row	food	2 & 3
pen	UNITY	ART SUPPL	Activity Row		2 & 3
pencil	UNITY	ART SUPPL	Activity Row		2 & 3
penguin	IT	WATER AN		animals	2 & 3
penis	BATH	Activity Row		body parts	2 & 3
Pennsylvania	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
penny	UNITY	MONEY	Activity Row	money	2
penny	HAMMER	HAMMER	Activity Row	money	3
people	WANTED	Activity Row		people	2 & 3
pepper	APPLE	CONDIMENTS	Activity Row	food	2 & 3
pepperoni	APPLE	MEAT	Activity Row	food	2 & 3
person	WANTED	STOP		category name	2 & 3
pet	IT	PETS		animals	2 & 3
phone book	BOOK	Activity Row		things to read	2 & 3
piano	MUSIC	Activity Row		music	2 & 3
pick	VERB	UNITY		Additional Verbs	2 & 3
picnic	APPLE	MEALS	Activity Row	food	2 & 3
picture	UNITY	ART SUPPL	Activity Row		2 & 3
pie	APPLE	DESSERT	Activity Row	food	2 & 3
pig	IT	FARM		animals	2 & 3
piglet	IT	BABY ANIM		animals	2 & 3
pilgrim	GOD	UNITY		holiday words	2 & 3
pillow	BED	LINENS	Activity Row	linens	2 & 3
pillow case	BED	LINENS	Activity Row	linens	2 & 3
pilot	HAMMER	Activity Row		occupations	2 & 3
pineapple	APPLE	FRUIT	Activity Row	food	2 & 3
pink	RAINBOW	Activity Row		colors	2 & 3
pipe	HOME	HM PARTS		building related	2 & 3
pitcher	COOK	Activity Row		dishes	2 & 3
pizza	APPLE	ITALIAN	Activity Row	food	2 & 3
Pizza Hut	HOME	HOME	RESTAURANT	buildings	2 & 3
place	MOUNTAIN	MOUNTAIN	STOP	category name	2 & 3
placemat	COOK	Activity Row		dishes	2 & 3
placemat	BED	LINENS	Activity Row	linens	2 & 3
plant	MOUNTAIN	Activity Row		nature	2 & 3
plate	COOK	Activity Row		dishes	2 & 3
play	DICE	VERB KEY 1		Primary Verb	2 & 3
played	DICE	+ED			3
playground	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
playing	DICE	VERB KEY 1	+ING		3
plays	DICE	+S			3
please	INTERJ	WANTED		interjection	2 & 3
plum	APPLE	FRUIT	Activity Row	food	2 & 3
police	HAMMER	Activity Row		occupations	2 & 3
pond	MOUNTAIN	Activity Row		nature	2 & 3
pool	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
pool	UNITY	TOYS	Activity Row	toys	2
pool	BED	BED	Activity Row	toys	3
poor	UNITY	DESCRIBE		adjective	2 & 3
popcorn	APPLE	SNACKS	Activity Row	food	2 & 3
porch	HOME	HM PARTS		building related	2 & 3
pork	APPLE	MEAT	Activity Row	food	2 & 3
post office	HOME	HOME	Activity Row	buildings	2 & 3
potato	APPLE	VEGETABLE	Activity Row	food	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
pour	VERB	UNITY		Additional Verbs	2 & 3
power chair	UNITY	ASST TECH	Activity Row		2 & 3
praise	GOD	GOD	UNITY	religion	2 & 3
pray	GOD	GOD	UNITY	religion	2 & 3
preach	GOD	GOD	UNITY	religion	2 & 3
pretend	MASKS	MASKS	VERB KEY 2	Second Verb	2 & 3
pretend	VERB	UNITY		Additional Verbs	2 & 3
pretended	MASKS	MASKS	+ED		3
pretending	MASKS	MASKS	VERB KEY 2 +ING		3
pretends	MASKS	MASKS	+S		3
pretty	RAINBOW	MASKS		adjective	2 & 3
pretzel	APPLE	SNACKS	Activity Row	food	2 & 3
priest	HAMMER	Activity Row		occupations	2 & 3
priest	GOD	GOD	UNITY	religion	2 & 3
Prince Edward Island	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
print	POSS	VERB KEY 2		Second Verb	2 & 3
printer	UNITY	COMPUTER	Activity Row		2 & 3
problem	UMBRELLA	UMBRELLA	Activity Row	negative	2 & 3
program	UNITY	COMPUTER	Activity Row		2 & 3
proud	MASKS	Activity Row		feelings	2 & 3
psychologist	HAMMER	Activity Row		occupations	2 & 3
pudding	APPLE	DESSERT	Activity Row	food	2 & 3
puddle	MOUNTAIN	Activity Row		nature	2 & 3
pumpkin	APPLE	FRUIT	Activity Row	food	2 & 3
puppet	UNITY	TOYS	Activity Row	toys	2
puppet	BED	BED	Activity Row	toys	3
puppy	IT	BABY ANIM		animals	2 & 3
purple	RAINBOW	Activity Row		colors	2 & 3
purse	TIME	TIME	Activity Row	Accessories	2 & 3
purse	APPLE	APPLE	Activity Row	containers	2 & 3
push	VERB	Activity Row		Actions	2 & 3
put	BED	BED	VERB KEY 1	Primary Verb	3
put	BED	BED	+ED		3
puts	BED	BED	+S		3
putting	BED	BED	VERB KEY 2 +ING		3
puzzle	UNITY	TOYS	Activity Row	toys	2
puzzle	BED	BED	Activity Row	toys	3
quack	IT	SOUNDS		animals	2 & 3
quarter	UNITY	MONEY	Activity Row	money	2
quarter	HAMMER	HAMMER	Activity Row	money	3
Quebec	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
question	?WORD	STOP		category name	2 & 3
quiet	MUSIC	MUSIC	UMBRELLA	opposite	2 & 3
rabbi	HAMMER	Activity Row		occupations	2 & 3
rabbi	GOD	GOD	UNITY	religion	2 & 3
rabbit	IT	PETS		animals	2 & 3
rabbit	IT	WOODS AN		animals	2 & 3
race	VERB	UNITY		Additional Verbs	2 & 3
radio	PHONE	Activity Row		small appliances	2 & 3
radio	MUSIC	Activity Row		music	2 & 3
rain	UMBRELLA	VERB KEY 2		Second Verb	2 & 3
rainbow	GOD	UNITY		holiday words	2 & 3
rainbow	UMBRELLA	Activity Row		weather	2 & 3
raincoat	UNITY	CLOTHES	Activity Row	clothing	2
raincoat	POSS	POSS	Activity Row	clothing	3
rained	UMBRELLA	+ED			3
raining	UMBRELLA	VERB KEY 1	+ING		3
rains	UMBRELLA	+S			3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
rainy	UMBRELLA	Activity Row		weather	2 & 3
ramp	HOME	HM PARTS		building related	2 & 3
rat	IT	WOODS AN		animals	2 & 3
ravioli	APPLE	ITALIAN	Activity Row	food	2 & 3
razor	BATH	BATH	Activity Row	toiletries	2 & 3
read	BOOK	VERB KEY 1		Primary Verb	2 & 3
read	BOOK	+ED			3
reading	BOOK	BOOK	Activity Row	classes	2 & 3
reading	BOOK	VERB KEY 1	+ING		3
reads	BOOK	+S			3
ready	STOP	BED		adverbs	3
real	HAMMER	MASKS		adjective	2 & 3
really	STOP	HAMMER		adverbs	2 & 3
receipt	UNITY	MONEY	Activity Row	money	2
receipt	HAMMER	HAMMER	Activity Row	money	3
receive	PHONE	UMBRELLA		opposite	2 & 3
receive	PHONE	UMBRELLA		Opposites	2 & 3
recess	BOOK	BOOK	Activity Row	classes	2 & 3
rectangle	GOD	GOD	Activity Row	shapes	2 & 3
red	RAINBOW	Activity Row		colors	2 & 3
redhead	RAINBOW	Activity Row		colors	2 & 3
refried beans	APPLE	MEXICAN	Activity Row	food	2 & 3
refrigerator	COOK	COOK	Activity Row	appliances	2 & 3
reindeer	GOD	UNITY		holiday words	2 & 3
remember	TIME	TIME	VERB KEY 1	Primary Verb	2 & 3
remembered	TIME	TIME	+ED		3
remembering	TIME	TIME	VERB KEY 1 +ING		3
remembers	TIME	TIME	+S		3
remote control	UNITY	TV	Activity Row	TV	2
remote control	JUICE	JUICE	Activity Row	TV	3
rest	BED	VERB KEY 2		Second Verb	2 & 3
restaurant	HOME	HOME	RESTAURANT	buildings	2 & 3
rested	BED	+ED			3
resting	BED	VERB KEY 1	+ING		3
rests	BED	+S			3
resume	UNITY	EMPLOYMNT	Activity Row		2 & 3
return	VERB	UNITY		Additional Verbs	2 & 3
Rhode Island	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
rice	APPLE	ITALIAN	Activity Row	food	2 & 3
rice	APPLE	MEXICAN	Activity Row	food	2 & 3
rich	UNITY	DESCRIBE		adjective	2 & 3
ride	RAINBOW	RAINBOW	VERB KEY 2	Second Verb	3
rides	RAINBOW	RAINBOW	+S		3
riding	RAINBOW	RAINBOW	VERB KEY 2 +ING		3
rigatoni	APPLE	ITALIAN	Activity Row	food	2 & 3
right	UNITY	DIRECTION	Activity Row		2 & 3
right	GOD	TIME		opposite	2 & 3
ring	TIME	TIME	Activity Row	Accessories	2 & 3
river	MOUNTAIN	Activity Row		nature	2 & 3
roach	IT	INSECTS		animals	2 & 3
road	UNITY	ROADS	Activity Row		2 & 3
robin	IT	WOODS AN		animals	2 & 3
rocket	UNITY	VEHICLES	Activity Row	vehicles	2
rocket	RAINBOW	RAINBOW	Activity Row	vehicles	3
rode	RAINBOW	RAINBOW	+ED		3
roll	VERB	UNITY		Additional Verbs	2 & 3
roof	HOME	HM PARTS		building related	2 & 3
room	HOME	Activity Row		building related	2 & 3
rooster	IT	FARM		animals	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
root beer	JUICE	Activity Row		drinks	2 & 3
rough	UNITY	DESCRIBE		adjective	2 & 3
ruff ruff	IT	SOUNDS		animals	2 & 3
rugby	UNITY	SPORTS	Activity Row		2 & 3
ruler	UNITY	ART SUPPL	Activity Row		2 & 3
run	VERB	Activity Row		Actions	2 & 3
sad	MASKS	Activity Row		feelings	2 & 3
said	PHONE	+ED			3
salad	APPLE	LUNCH	Activity Row	food	2 & 3
salad	APPLE	VEGETABLE	Activity Row	food	2 & 3
salad dressing	APPLE	CONDIMENTS	Activity Row	food	2 & 3
salon	HOME	HOME	Activity Row	buildings	2 & 3
salsa	APPLE	MEXICAN	Activity Row	food	2 & 3
salt	APPLE	CONDIMENTS	Activity Row	food	2 & 3
same	GOD	GOD	TIME	opposite	2 & 3
sandbox	UNITY	TOYS	Activity Row	toys	2
sandbox	BED	BED	Activity Row	toys	3
sandpaper	UNITY	TOOLS	Activity Row		2 & 3
sandwich	APPLE	LUNCH	Activity Row	food	2 & 3
sang	MUSIC	MUSIC	+ED		3
sanitary napkin	BATH	BATH	Activity Row	toiletries	2 & 3
Santa	GOD	UNITY		holiday words	2 & 3
Saskatchewan	MOUNTAIN	MOUNTAIN	CANADA	places	2 & 3
Saturday	TIME	DAYS		time	2 & 3
sauce	APPLE	ITALIAN	Activity Row	food	2 & 3
sausage	APPLE	BREAKFAST	Activity Row	food	2 & 3
sausage	APPLE	MEAT	Activity Row	food	2 & 3
save	VERB	UNITY		Additional Verbs	2 & 3
saw	UNITY	TOOLS	Activity Row		2 & 3
saw	IT	+ED			3
say	PHONE	VERB KEY 1		Primary Verb	2 & 3
saying	PHONE	VERB KEY 1	+ING		3
says	PHONE	+S			3
scared	MASKS	Activity Row		feelings	2 & 3
school	HOME	HOME	Activity Row	buildings	2 & 3
science	BOOK	BOOK	Activity Row	classes	2 & 3
scissors	UNITY	ART SUPPL	Activity Row		2 & 3
screwdriver	UNITY	TOOLS	Activity Row		2 & 3
screws	UNITY	TOOLS	Activity Row		2 & 3
seatbelt	UNITY	ASST TECH	Activity Row		2 & 3
second	TIME	Activity Row		time	2 & 3
second grade	BOOK	BOOK	GRADES	classes	2 & 3
secretary	HAMMER	Activity Row		occupations	2 & 3
see	IT	VERB KEY 1		Primary Verb	2 & 3
seeing	IT	VERB KEY 1	+ING		3
sees	IT	+S			3
send	PHONE	TIME		opposite	2 & 3
send	PHONE	TIME		Opposites	2 & 3
September	TIME	MONTH		time	2 & 3
seven	CONJ	Activity Row		numbers	2 & 3
seventh grade	BOOK	BOOK	GRADES	classes	2 & 3
shake	VERB	UNITY		Additional Verbs	2 & 3
shampoo	BATH	BATH	Activity Row	toiletries	2 & 3
shamrock	GOD	UNITY		holiday words	2 & 3
shape	GOD	GOD	STOP	category name	2 & 3
share	BED	BED	VERB KEY 2	Second Verb	3
shared	BED	BED	+ED		3
shares	BED	BED	+S		3
sharing	BED	BED	VERB KEY 1 +ING		3
shaving cream	BATH	BATH	Activity Row	toiletries	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
she	WANTED	WANTED	Activity Row	pronoun	2
she	DICE	DICE		pronoun	3
sheep	IT	FARM		animals	2 & 3
sheet	BED	LINENS	Activity Row	linens	2 & 3
shelf	HOME	HM PARTS		building related	2 & 3
shells	APPLE	ITALIAN	Activity Row	food	2 & 3
ship	UNITY	VEHICLES	Activity Row	vehicles	2
ship	RAINBOW	RAINBOW	Activity Row	vehicles	3
shirt	UNITY	CLOTHES	Activity Row	clothing	2
shirt	POSS	POSS	Activity Row	clothing	3
shoes	UNITY	CLOTHES	Activity Row	clothing	2
shoes	POSS	POSS	Activity Row	clothing	3
shop	VERB	UNITY		Additional Verbs	2 & 3
shopping cart	APPLE	APPLE	Activity Row	containers	2 & 3
short	UNITY	DESCRIBE		adjective	2 & 3
shorts	UNITY	CLOTHES	Activity Row	clothing	2
shorts	POSS	POSS	Activity Row	clothing	3
should	VERB	UNITY		Additional Verbs	2 & 3
shoulder	BATH	Activity Row		body parts	2 & 3
shovel	UNITY	TOOLS	Activity Row		2 & 3
show	JUICE	JUICE	VERB KEY 2	Second Verb	3
show	VERB	UNITY		Additional Verbs	2 & 3
showed	JUICE	JUICE	+ED		3
shower	BATH	BATH	Activity Row	toiletries	2 & 3
showing	JUICE	JUICE	VERB KEY 1 +ING		3
shows	JUICE	JUICE	+S		3
shut	VERB	UNITY		Additional Verbs	2 & 3
shy	MASKS	Activity Row		feelings	2 & 3
sick	MASKS	Activity Row		feelings	2 & 3
SideKick	PHONE	PHONE	Activity Row	AAC devices	2 & 3
silly	MASKS	Activity Row		feelings	2 & 3
silver	RAINBOW	Activity Row		colors	2 & 3
sing	MUSIC	MUSIC	VERB KEY 1	Primary Verb	2 & 3
singer	HAMMER	Activity Row		occupations	2 & 3
singer	MUSIC	MUSIC	Activity Row	music	2 & 3
singing	MUSIC	MUSIC	VERB KEY 1 +ING		3
sings	MUSIC	MUSIC	+S		3
sink	HOME	HM PARTS		building related	2 & 3
sister	FAMILY	Activity Row		family	2 & 3
sit	VERB	Activity Row		Actions	2 & 3
six	CONJ	Activity Row		numbers	2 & 3
sixth grade	BOOK	BOOK	GRADES	classes	2 & 3
skating	UNITY	SPORTS	Activity Row		2 & 3
skeleton	BATH	Activity Row		body parts	2 & 3
skiing	UNITY	SPORTS	Activity Row		2 & 3
skinny	UNITY	DESCRIBE		adjective	2 & 3
skip	VERB	UNITY		Additional Verbs	2 & 3
skirt	UNITY	CLOTHES	Activity Row	clothing	2
skirt	POSS	POSS	Activity Row	clothing	3
skunk	IT	WOODS AN		animals	2 & 3
sky	MOUNTAIN	Activity Row		nature	2 & 3
sleep	BED	VERB KEY 1		Primary Verb	2 & 3
sleeping	BED	VERB KEY 2	+ING		3
sleeping bag	BED	LINENS	Activity Row	linens	2 & 3
sleeps	BED	+S			3
sleigh	GOD	UNITY		holiday words	2 & 3
slept	BED	+ED			3
slide	UNITY	TOYS	Activity Row	toys	2
slide	BED	BED	Activity Row	toys	3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
slide	VERB	UNITY		Additional Verbs	2 & 3
slow	HOME	UMBRELLA		opposite	2 & 3
small appliance	PHONE	STOP		category name	2 & 3
smart	BOOK	BOOK	TIME	opposite	2 & 3
smile	VERB	UNITY		Additional Verbs	2 & 3
smooth	UNITY	DESCRIBE		adjective	2 & 3
snack	APPLE	SNACKS	Activity Row	food	2 & 3
snack	APPLE	MEALS	Activity Row	food	2 & 3
snail	IT	WATER AN		animals	2 & 3
snake	IT	PETS		animals	2 & 3
snake	IT	ZOO		animals	2 & 3
sneeze	VERB	UNITY		Additional Verbs	2 & 3
snow	UMBRELLA	UNITY		weather	2 & 3
snowflake	UMBRELLA	UNITY		weather	2 & 3
snowplow	UNITY	VEHICLES	Activity Row	vehicles	2
snowplow	RAINBOW	RAINBOW	Activity Row	vehicles	3
snowy	UMBRELLA	Activity Row		weather	2 & 3
so	STOP	POSS		adverbs	2 & 3
soap	BATH	BATH	Activity Row	toiletries	2 & 3
soap opera	JUICE	JUICE	Activity Row	TV	3
soap opera	UNITY	TV	Activity Row	TV	2
soccer	UNITY	SPORTS	Activity Row		2 & 3
social studies	BOOK	BOOK	Activity Row	classes	2 & 3
socks	UNITY	CLOTHES	Activity Row	clothing	2
socks	POSS	POSS	Activity Row	clothing	3
soda	JUICE	Activity Row		drinks	2 & 3
soft	TIME	TIME	TIME	opposite	2 & 3
softball	UNITY	SPORTS	Activity Row		2 & 3
some	DET	Activity Row		determiner	2 & 3
some day	DET	SOME-		determiner	2 & 3
some more	DET	SOME-		determiner	2 & 3
some way	DET	SOME-		determiner	2 & 3
somebody	DET	SOME-		determiner	2 & 3
somehow	DET	SOME-		determiner	2 & 3
someone	DET	SOME-		determiner	2 & 3
something	DET	SOME-		determiner	2 & 3
sometime	DET	SOME-		determiner	2 & 3
somewhere	DET	SOME-		determiner	2 & 3
son	FAMILY	Activity Row		family	2 & 3
song	MUSIC	Activity Row		music	2 & 3
soon	TIME	Activity Row		time	2 & 3
sorry	INTERJ	MASKS		interjection	2 & 3
sound	VERB	UNITY		Additional Verbs	2 & 3
soup	APPLE	LUNCH	Activity Row	food	2 & 3
south	UNITY	DIRECTION	Activity Row		2 & 3
South Carolina	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
South Dakota	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
spaghetti	APPLE	ITALIAN	Activity Row	food	2 & 3
spatula	COOK	Activity Row		dishes	2 & 3
speak	PHONE	PHONE	VERB KEY 1	Primary Verb	2 & 3
speak	VERB	UNITY		Additional Verbs	2 & 3
speaking	PHONE	VERB KEY 1	+ING		3
speaks	PHONE	+S			3
special	GOD	MASKS		adjective	2 & 3
speech therapist	HAMMER	Activity Row		occupations	2 & 3
Spice Girls	MUSIC	MUSIC	Activity Row	music	2 & 3
spider	IT	INSECTS		animals	2 & 3
spinach	APPLE	VEGETABLE	Activity Row	food	2 & 3
spoke	PHONE	+ED			3
spoon	COOK	Activity Row		dishes	2 & 3
sport	UNITY	SPORTS	Activity Row		2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
spring	TIME	Activity Row		time	2 & 3
square	GOD	GOD	Activity Row	shapes	2 & 3
squirrel	IT	WOODS AN		animals	2 & 3
St. Patrick's Day	GOD	Activity Row		holidays	2 & 3
stadium	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
stairs	HOME	HM PARTS		building related	2 & 3
stamp	UNITY	ART SUPPL	Activity Row		2 & 3
stamper	UNITY	ART SUPPL	Activity Row		2 & 3
stand	VERB	Activity Row		Actions	2 & 3
stapler	UNITY	ART SUPPL	Activity Row		2 & 3
star	GOD	GOD	Activity Row	shapes	2 & 3
start	VERB	UNITY		Additional Verbs	2 & 3
start	RAINBOW	RAINBOW	TIME	opposites	
state of	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
station	HOME	HOME	Activity Row	buildings	2 & 3
stay	VERB	UNITY		Additional Verbs	2 & 3
steak	APPLE	MEAT	Activity Row	food	2 & 3
steal	VERB	UNITY		Additional Verbs	2 & 3
step	VERB	UNITY		Additional Verbs	2 & 3
Stevie Wonder	MUSIC	MUSIC	Activity Row	music	2 & 3
sticker	UNITY	ART SUPPL	Activity Row		2 & 3
still	STOP	WANTED		adverbs	2 & 3
stomach	BATH	Activity Row		body parts	2 & 3
stone	MOUNTAIN	Activity Row		nature	2 & 3
stop	STOP	VERB KEY 1		Primary Verb	2 & 3
stopped	STOP	+ED			3
stopping	STOP	VERB KEY 1	+ING		3
stops	STOP	+S			3
store	HOME	HOME	Activity Row	buildings	2 & 3
storm	UMBRELLA	UNITY		weather	2 & 3
stormy	UMBRELLA	Activity Row		weather	2 & 3
story	BOOK	Activity Row		things to read	2 & 3
stove	COOK	COOK	Activity Row	appliances	2 & 3
strap	UNITY	ASST TECH	Activity Row		2 & 3
straw	COOK	Activity Row		dishes	2 & 3
strawberry	APPLE	FRUIT	Activity Row	food	2 & 3
strawberry	APPLE	FLAVORS	Activity Row	food	2 & 3
stream	MOUNTAIN	Activity Row		nature	2 & 3
street	UNITY	ROADS	Activity Row		2 & 3
student	WANTED	Activity Row		people	2 & 3
study	HOME	Activity Row		building related	2 & 3
suck	VERB	UNITY		Additional Verbs	2 & 3
suction	VERB	UNITY		Additional Verbs	2 & 3
sugar	APPLE	CONDIMENTS	Activity Row	food	2 & 3
summer	TIME	Activity Row		time	2 & 3
Sunday	TIME	DAYS		time	2 & 3
sunglasses	TIME	TIME	Activity Row	Accessories	2 & 3
sun	UMBRELLA	UNITY		weather	2 & 3
sunny	UMBRELLA	Activity Row		weather	2 & 3
sunrise	MOUNTAIN	Activity Row		nature	2 & 3
sunscreen	BATH	BATH	Activity Row	toiletries	2 & 3
sunset	MOUNTAIN	Activity Row		nature	2 & 3
supper	APPLE	MEALS	Activity Row	food	2 & 3
sure	INTERJ	Activity Row		interjection	2 & 3
surprise	INTERJ	RAINBOW		interjection	2 & 3
swallow	JUICE	VERB KEY 2		Second Verb	2 & 3
swallowed	JUICE	+ED			3
swallowing	JUICE	VERB KEY 1	+ING		3
swallows	JUICE	+S			3
sweater	UNITY	CLOTHES	Activity Row	clothing	2
sweater	POSS	POSS	Activity Row	clothing	3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
sweep	VERB	UNITY		Additional Verbs	2 & 3
swim	VERB	Activity Row		Actions	2 & 3
swim suit	UNITY	CLOTHES	Activity Row	clothing	2
swim suit	POSS	POSS	Activity Row	clothing	3
swim trunks	UNITY	CLOTHES	Activity Row	clothing	2
swim trunks	POSS	POSS	Activity Row	clothing	3
swimming	UNITY	SPORTS	Activity Row		2 & 3
swing	UNITY	TOYS	Activity Row	toys	2
swing	BED	BED	Activity Row	toys	3
swing	VERB	UNITY		Additional Verbs	2 & 3
switch	UNITY	ASST TECH	Activity Row		2 & 3
T-shirt	UNITY	CLOTHES	Activity Row	clothing	2
T-shirt	POSS	POSS	Activity Row	clothing	3
table	BED	Activity Row		furniture	2 & 3
taco	APPLE	MEXICAN	Activity Row	food	2 & 3
Taco Bell	HOME	HOME	RESTAURANT	buildings	2 & 3
tadpole	IT	BABY ANIM		animals	2 & 3
tadpole	IT	WATER AN		animals	2 & 3
tail	IT	PARTS		animals	2 & 3
take	GOD	GOD	VERB KEY 1	Primary Verb	2 & 3
takes	GOD	GOD	+S		3
taking	GOD	GOD	VERB KEY 2 +ING		3
talk	SENTENCE	VERB KEY 1		Primary Verb	2 & 3
talked	SENTENCE	+ED			3
talking	SENTENCE	VERB KEY 1	+ING		3
talks	SENTENCE	+S			3
tall	UNITY	DESCRIBE		adjective	2 & 3
tambourine	MUSIC	Activity Row		music	2 & 3
tape	UNITY	ART SUPPL	Activity Row		2 & 3
tape deck	MUSIC	Activity Row		music	2 & 3
tape recorder	PHONE	Activity Row		small appliances	2 & 3
tape recorder	MUSIC	Activity Row		music	2 & 3
taste	VERB	UNITY		Additional Verbs	2 & 3
taught	BOOK	BOOK	+ED		3
taxi	UNITY	VEHICLES	Activity Row	vehicles	2
taxi	RAINBOW	RAINBOW	Activity Row	vehicles	3
tea	JUICE	Activity Row		drinks	2 & 3
teach	BOOK	BOOK	VERB KEY 1	Primary Verb	2 & 3
teacher	HAMMER	Activity Row		occupations	2 & 3
teaches	BOOK	BOOK	+S		3
teaching	BOOK	BOOK	VERB KEY 1 +ING		3
teapot	COOK	Activity Row		dishes	2 & 3
tease	VERB	UNITY		Additional Verbs	2 & 3
teeth	BATH	Activity Row		body parts	2 & 3
telephone	PHONE	Activity Row		small appliances	2 & 3
tell	PHONE	PHONE	VERB KEY 2	Second Verb	2 & 3
telling	PHONE	PHONE	VERB KEY 2 +ING		3
tells	PHONE	PHONE	+S		3
temple	HOME	HOME	Activity Row	buildings	2 & 3
temple	GOD	GOD	UNITY	religion	2 & 3
ten	CONJ	Activity Row		numbers	2 & 3
Tennessee	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
tennis	UNITY	SPORTS	Activity Row		2 & 3
tenth grade	BOOK	BOOK	GRADES	classes	2 & 3
terrible	UMBRELLA	UMBRELLA	MASKS	adjective	2 & 3
test	BOOK	Activity Row		things to read	2 & 3
Texas	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
than	CONJ	HAMMER		conjunction	3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
thank you	INTERJ	Activity Row		interjection	2 & 3
Thanksgiving	GOD	Activity Row		holidays	2 & 3
that	DET	DET		determiner	2 & 3
the	DET	INTERJ		determiner	2 & 3
their	FAMILY	POSS		pronoun	3
theirs	POSS	FAMILY		pronoun	3
them	FAMILY	PHONE		pronoun	3
themselves	PHONE	FAMILY		pronoun	3
then	STOP	SUN		adverbs	3
therapy	BOOK	BOOK	Activity Row	classes	2 & 3
there	STOP	UMBRELLA		adverbs	2 & 3
these	DET	DICE		determiner	2 & 3
they	WANTED	WANTED	Activity Row	pronoun	2
they	FAMILY	FAMILY		pronoun	3
thick	UNITY	DESCRIBE		adjective	2 & 3
thin	UNITY	DESCRIBE		adjective	2 & 3
thing	DET	STOP		category name	2 & 3
think	BATH	VERB KEY 2		Second Verb	2 & 3
thinking	BATH	VERB KEY 2	+ING		3
thinks	BATH	+S			3
third grade	BOOK	BOOK	GRADES	classes	2 & 3
thirsty	JUICE	MASKS		adjective	2 & 3
thirteen	CONJ	Activity Row		numbers	2 & 3
this	DET	TIME		determiner	2 & 3
those	DET	MOUNTAINS		determiner	2 & 3
thought	BATH	+ED			3
three	CONJ	Activity Row		numbers	2 & 3
throat	BATH	Activity Row		body parts	2 & 3
throat lozenge	BATH	BATH	Activity Row	toiletries	2 & 3
through	PREP	GOD		preposition	2 & 3
throw	VERB	UNITY		Additional Verbs	2 & 3
thumb	BATH	Activity Row		body parts	2 & 3
thunder	UMBRELLA	Activity Row		weather	2 & 3
Thursday	TIME	DAYS		time	2 & 3
tic tac toe	DICE	Activity Row		games	2 & 3
tie	VERB	UNITY		Additional Verbs	2 & 3
tiger	IT	ZOO		animals	2 & 3
tight	POSS	POSS	TIME	opposite	3
time	TIME	STOP		category name	2 & 3
time card	UNITY	EMPLOYMNT	Activity Row		2 & 3
tire	UNITY	VEHICLES	Activity Row	vehicles	2
tire	RAINBOW	RAINBOW	Activity Row	vehicles	3
tired	BED	MASKS		adjective	2 & 3
to	PREP	PREP		preposition	2 & 3
toast	APPLE	BREAKFAST	Activity Row	food	2 & 3
toaster	COOK	COOK	Activity Row	appliances	2 & 3
today	TIME	Activity Row		time	2 & 3
toe	BATH	Activity Row		body parts	2 & 3
toilet	HOME	HM PARTS		building related	2 & 3
toilet paper	BATH	BATH	Activity Row	toiletries	2 & 3
told	PHONE	PHONE	+ED		3
tomato	APPLE	FRUIT	Activity Row	food	2 & 3
tomato	APPLE	VEGETABLE	Activity Row	food	2 & 3
tomorrow	TIME	Activity Row		time	2 & 3
tongue	BATH	Activity Row		body parts	2 & 3
tonight	TIME	Activity Row		time	2 & 3
too	STOP	APPLE		adverbs	2 & 3
took	GOD	GOD	+ED		3
tool	UNITY	TOOLS	Activity Row		2 & 3
tooth	BATH	Activity Row		body parts	2 & 3
toothbrush	BATH	BATH	Activity Row	toiletries	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
toothpaste	BATH	BATH	Activity Row	toiletries	2 & 3
top	PREP	Activity Row		preposition	3
tornado	UMBRELLA	Activity Row		weather	2 & 3
tortellini	APPLE	ITALIAN	Activity Row	food	2 & 3
touch	TIME	VERB KEY 2		Second Verb	2 & 3
touched	TIME	+ED			3
touches	TIME	+S			3
touching	TIME	VERB KEY 2	+ING		3
TouchTalker	PHONE	PHONE	Activity Row	AAC devices	2 & 3
towel	BED	LINENS	Activity Row	linens	2 & 3
toy	UNITY	TOYS	Activity Row	toys	2
toy	BED	BED	STOP	toys	3
toy	BED	BED	Activity Row	toys	3
toy store	HOME	HOME	Activity Row	buildings	2 & 3
toybox	BED	Activity Row		furniture	2 & 3
toybox	UNITY	TOYS	Activity Row	toys	2
toybox	BED	BED	Activity Row	toys	3
track	UNITY	SPORTS	Activity Row		2 & 3
tractor	UNITY	VEHICLES	Activity Row	vehicles	2
tractor	RAINBOW	RAINBOW	Activity Row	vehicles	3
train	UNITY	VEHICLES	Activity Row	vehicles	2
train	RAINBOW	RAINBOW	Activity Row	vehicles	3
transportation	UNITY	VEHICLES	Activity Row	vehicles	2
travel	MOUNTAIN	MOUNTAIN	VERB KEY 1	Primary Verb	2 & 3
traveled	MOUNTAIN	MOUNTAIN	+ED		3
traveling	MOUNTAIN	MOUNTAIN	VERB KEY 1 +ING		3
travels	MOUNTAIN	MOUNTAIN	+S		3
tree	MOUNTAIN	Activity Row		nature	2 & 3
triangle	MUSIC	Activity Row		music	2 & 3
triangle	GOD	GOD	Activity Row	shapes	2 & 3
truck	UNITY	VEHICLES	Activity Row	vehicles	2
truck	RAINBOW	RAINBOW	Activity Row	vehicles	3
true	UNITY	DESCRIBE		adjective	2 & 3
trunk	IT	PARTS		animals	2 & 3
try	VERB	UNITY		Additional Verbs	2 & 3
tuck	VERB	UNITY		Additional Verbs	2 & 3
Tuesday	TIME	DAYS		time	2 & 3
turkey	IT	FARM		animals	2 & 3
turkey	APPLE	MEAT	Activity Row	food	2 & 3
turkey	GOD	UNITY		holiday words	2 & 3
turn	COOK	VERB KEY 1		Primary Verb	2 & 3
turned	COOK	+ED			3
turning	COOK	VERB KEY 2	+ING		3
turns	COOK	+S			3
turtle	IT	PETS		animals	2 & 3
turtle	IT	WATER AN		animals	2 & 3
TV	PHONE	Activity Row		small appliances	2 & 3
TV	BED	Activity Row		furniture	2 & 3
TV	JUICE	JUICE	STOP	TV	3
TV guide	BOOK	Activity Row		things to read	2 & 3
twelfth grade	BOOK	BOOK	GRADES	classes	2 & 3
twelve	CONJ	Activity Row		numbers	2 & 3
two	CONJ	Activity Row		numbers	2 & 3
ugly	RAINBOW	UMBRELLA		opposite	2 & 3
umbrella	TIME	TIME	Activity Row	Accessories	2 & 3
under	PREP	UMBRELLA		preposition	2 & 3
understand	BOOK	VERB KEY 2		Second Verb	2 & 3
understanding	BOOK	VERB KEY 2	+ING		3
understands	BOOK	+S			3
understood	BOOK	+ED			3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
underwear	UNITY	CLOTHES	Activity Row	clothing	2
underwear	POSS	POSS	Activity Row	clothing	3
Unity	UNITY	ASST TECH	Activity Row		2 & 3
university	BOOK	BOOK	GRADES	classes	2 & 3
Uno	DICE	Activity Row		games	2 & 3
until	CONJ	TIME		conjunction	3
up	PREP	PHONE		preposition	2 & 3
upside down	PREP	COOK		preposition	3
upstairs	HOME	HM PARTS		building related	2 & 3
us	SUN	PHONE		pronoun	3
use	HAMMER	VERB KEY 2		Second Verb	2 & 3
used	HAMMER	+ED			3
uses	HAMMER	+S			3
using	HAMMER	VERB KEY 2	+ING		3
Utah	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
vacation	GOD	Activity Row		holidays	2 & 3
vacuum	COOK	COOK	Activity Row	appliances	2 & 3
vagina	BATH	Activity Row		body parts	2 & 3
Valentine	GOD	UNITY		holiday words	2 & 3
Valentine's Day	GOD	Activity Row		holidays	2 & 3
van	UNITY	VEHICLES	Activity Row	vehicles	2
van	RAINBOW	RAINBOW	Activity Row	vehicles	3
Vanguard	PHONE	PHONE	Activity Row	AAC devices	2 & 3
Vantage	PHONE	PHONE	Activity Row	AAC devices	2 & 3
vanilla	APPLE	FLAVORS	Activity Row	food	2 & 3
VCR	PHONE	Activity Row		small appliances	2 & 3
vegetable	APPLE	VEGETABLE	Activity Row	food	2 & 3
vehicle	RAINBOW	RAINBOW	Activity Row	vehicles	3
Vermont	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
very	STOP	MUSIC		adverbs	2 & 3
very good	INTERJ	BOOK		interjection	2 & 3
vest	UNITY	CLOTHES	Activity Row	clothing	2
vest	POSS	POSS	Activity Row	clothing	3
vet	HAMMER	Activity Row		occupations	2 & 3
video	PHONE	Activity Row		small appliances	2 & 3
vinegar	APPLE	CONDIMENTS	Activity Row	food	2 & 3
Virginia	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
visit	HOME	VERB KEY 2		Second Verb	2 & 3
visited	HOME	+ED			3
visiting	HOME	VERB KEY 2	+ING		3
visitor	WANTED	Activity Row		people	2 & 3
visits	HOME	+S			3
volume	UNITY	TV	Activity Row	TV	2
volume	JUICE	JUICE	Activity Row	TV	3
vomit	VERB	UNITY		Additional Verbs	2 & 3
waffle	APPLE	BREAKFAST	Activity Row	food	2 & 3
wait	STOP	VERB KEY 2		Second Verb	2 & 3
waited	STOP	+ED			3
waiting	STOP	VERB KEY 2	+ING		3
waits	STOP	+S			3
walk	VERB	Activity Row		Actions	2 & 3
walker	UNITY	ASST TECH	Activity Row		2 & 3
wall	HOME	HM PARTS		building related	2 & 3
wallet	TIME	TIME	Activity Row	Accessories	2 & 3
wallet	UNITY	MONEY	Activity Row	money	2
wallet	HAMMER	HAMMER	Activity Row	money	3
want	WANT	VERB KEY 1		Primary Verb	2 & 3
want ad	UNITY	EMPLOYMNT	Activity Row		2 & 3
wanted	WANTED	+ED			3
wanting	WANTED	VERB KEY 1	+ING		3
wants	WANTED	+S			3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
warm	COOK	TIME		opposite	2 & 3
was	VERB	DET		Preverbs	2 & 3
was	APPLE	APPLE	+ED		3
wash	BATH	BATH	VERB KEY 1	Primary Verb	2 & 3
washcloth	BED	LINENS	Activity Row	linens	2 & 3
washed	BATH	BATH	+ED		3
washer	COOK	COOK	Activity Row	appliances	2 & 3
washes	BATH	BATH	+S		3
washing	BATH	BATH	VERB KEY 1 +ING		3
Washington	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
Washington D.C.	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
wasn't	VERB	KNOT	DET	Preverbs	2 & 3
watch	TIME	TIME	Activity Row	Accessories	2 & 3
watch	JUICE	JUICE	VERB KEY 1	Primary Verb	3
watch	VERB	UNITY		Additional Verbs	2 & 3
watched	JUICE	JUICE	+ED		3
watches	JUICE	JUICE	+S		3
watching	JUICE	JUICE	VERB KEY 2 +ING		3
water	JUICE	Activity Row		drinks	2 & 3
water animal	IT	WATER AN		animals	2 & 3
wave	VERB	UNITY		Additional Verbs	2 & 3
way	UNITY	DIRECTION	Activity Row		2 & 3
we	WANTED	WANTED	Activity Row	pronoun	2
we	SUN	SUN		pronoun	3
wear	POSS	POSS	VERB KEY 1	Primary Verb	3
wear	VERB	UNITY		Additional Verbs	2 & 3
weather	UMBRELLA	STOP		category name	2 & 3
weather	UNITY	TV	Activity Row	TV	2
weather	JUICE	JUICE	Activity Row	TV	3
wed	VERB	UNITY		Additional Verbs	2 & 3
Wednesday	TIME	DAYS		time	2 & 3
week	TIME	Activity Row		time	2 & 3
weekend	TIME	DAYS		time	2 & 3
well	INTERJ	Activity Row		interjection	2 & 3
went	HOME	+ED			3
were	VERB	VERB KEY 2		Preverbs	2 & 3
weren't	VERB	KNOT	VERB KEY 2	Preverbs	2 & 3
west	UNITY	DIRECTION	Activity Row		2 & 3
West Virginia	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
wet	BATH	UMBRELLA		opposite	2 & 3
whale	IT	WATER AN		animals	2 & 3
what	?WORD	?WORD		questions	2 & 3
wheel	UNITY	VEHICLES	Activity Row	vehicles	2
wheel	RAINBOW	RAINBOW	Activity Row	vehicles	3
wheelchair	UNITY	ASST TECH	Activity Row		2 & 3
wheelchair	BED	Activity Row		furniture	2 & 3
when	?WORD	TIME		questions	2 & 3
where	?WORD	MOUNTAIN		questions	2 & 3
which	?WORD	Activity Row		questions	2 & 3
whisker	IT	PARTS		animals	2 & 3
whistle	VERB	UNITY		Additional Verbs	2 & 3
white	RAINBOW	Activity Row		colors	2 & 3
who	?WORD	WANTED		questions	2 & 3
why	?WORD	Activity Row		questions	2 & 3
wife	FAMILY	Activity Row		family	2 & 3
will	VERB	BOOK		Preverbs	2 & 3
will	VERB	UNITY		Additional Verbs	2 & 3
win	DICE	VERB KEY 2		Second Verb	2 & 3
wind	UMBRELLA	UNITY		weather	2 & 3

WORD	ICON 1	ICON 2	ICON 3	Category	Level
window	HOME	HM PARTS		building related	2 & 3
windy	UMBRELLA	Activity Row		weather	2 & 3
wine	JUICE	Activity Row		drinks	2 & 3
wing	IT	PARTS		animals	2 & 3
winning	DICE	VERB KEY 2	+ING		3
wins	DICE	+S			3
winter	TIME	Activity Row		time	2 & 3
wipe	BATH	BATH	VERB KEY 2	Second Verb	2 & 3
wiped	BATH	BATH	+ED		3
wiper	UNITY	VEHICLES	Activity Row	vehicles	2
wiper	RAINBOW	RAINBOW	Activity Row	vehicles	3
wipes	BATH	BATH	+S		3
wiping	BATH	BATH	VERB KEY 2 +ING		3
Wisconsin	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
wish	VERB	UNITY		Additional Verbs	2 & 3
witch	GOD	UNITY		holiday words	2 & 3
with	PREP	KNOT		preposition	2 & 3
without	PREP	DAPPLE		preposition	2 & 3
woman	WANTED	Activity Row		people	2 & 3
won	DICE	+ED			3
won't	VERB	KNOT	BOOK	Preverbs	2 & 3
wood	UNITY	TOOLS	Activity Row		2 & 3
woods	MOUNTAIN	Activity Row		nature	2 & 3
woods animal	IT	WOODS AN		animals	2 & 3
word	BOOK	Activity Row		things to read	2 & 3
work	HAMMER	VERB KEY 1		Primary Verb	2 & 3
worked	HAMMER	+ED			3
working	HAMMER	VERB KEY 1	+ING		3
works	HAMMER	+S			3
world	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
World Wide Web	UNITY	COMPUTER	Activity Row		2 & 3
worried	MASKS	Activity Row		feelings	2 & 3
would	VERB	BED		Preverbs	2 & 3
wouldn't	VERB	KNOT	BED	Preverbs	2 & 3
wrap	VERB	UNITY		Additional Verbs	2 & 3
wreath	GOD	UNITY		holiday words	2 & 3
wrench	UNITY	TOOLS	Activity Row		2 & 3
wrestling	UNITY	SPORTS	Activity Row		2 & 3
wrist	BATH	Activity Row		body parts	2 & 3
write	POSS	VERB KEY 1		Primary Verb	2 & 3
wrong	GOD	UMBRELLA		opposite	2 & 3
Wyoming	MOUNTAIN	MOUNTAIN	STATES	places	2 & 3
yard	HOME	HM PARTS		building related	2 & 3
yard	MOUNTAIN	Activity Row		nature	2 & 3
yardstick	UNITY	ART SUPPL	Activity Row		2 & 3
yell	VERB	UNITY		Additional Verbs	2 & 3
yellow	RAINBOW	Activity Row		colors	2 & 3
yesterday	TIME	Activity Row		time	2 & 3
yikes	INTERJ	COOK		interjection	2 & 3
yo-yo	UNITY	TOYS	Activity Row	toys	2
yo-yo	BED	BED	Activity Row	toys	3
yogurt	APPLE	BREAKFAST	Activity Row	food	2 & 3
yogurt	APPLE	LUNCH	Activity Row	food	2 & 3
yogurt	APPLE	SNACKS	Activity Row	food	2 & 3
you	YOU	YOU		pronoun	2 & 3
you	YOU	PHONE		pronoun	2 & 3
you're welcome	INTERJ	Activity Row		interjection	2 & 3
young	UNITY	DESCRIBE		adjective	2 & 3
your	YOU	POSS		pronoun	2 & 3
your	POSS	YOU		pronoun	2 & 3

<b>WORD</b>	<b>ICON 1</b>	<b>ICON 2</b>	<b>ICON 3</b>	<b>Category</b>	<b>Level</b>
yours	POSS	YOU		pronoun	3
yourself	PHONE	YOU		pronoun	3
yuk	INTERJ	Activity Row		interjection	2 & 3
yum	INTERJ	APPLE		interjection	2 & 3
zebra	IT	ZOO		animals	2 & 3
zipper	UNITY	CLOTHES	Activity Row	clothing	2
zipper	POSS	POSS	Activity Row	clothing	3
zoo	MOUNTAIN	MOUNTAIN	Activity Row	places	2 & 3
zoo animal	IT	ZOO		animals	2 & 3

# Unity 84

## Alpha Sort



WORD	ICON 1	ICON 2	ICON 3	RATIONALE
<GOTO-SPELL>	SPELL			
<PLURAL>	NOUNPL	AR		Single-hit to make a word PLURAL.
a	NOUN	AR		Single-hit shortcut to frequent word.
able	THINK	THINK	ADJ	THINK = Thinking-related words; If you THINK you can do it, then you are more ABLE to do it.
ably	THINK	THINK	ADVERB	THINK = Thinking-related words; If you THINK you can do it, then you are more ABLE to do it.
about	PREP	BOOK		You read a BOOK ABOUT things.
above	PREP	THINK		The light bulb (THINK) is ABOVE the woman's head.
across	PREP	SHOE		You walk (SHOE) ACROSS the street.
actor	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
actual	MONEY	MONEY	ADJ	MONEY = Money-related: The MONEY in the icon is not ACTUAL money.
actually	MONEY	MONEY	ADVERB	MONEY = Money-related: The MONEY in the icon is not ACTUAL money.
after	PREPS	AR		PREPOSITION
afternoon	WATCH	AR		WATCH = Time-related
again	ADVERB	KITCHEN		Stir the pan (KITCHEN) AGAIN and AGAIN.
against	PREP	WE		WE are leaning AGAINST each other.
ah	INTERJ	MEDICAL		Often you say "AH" at the doctor's (MEDICAL) office.
aide	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
air	MOUNTAIN	AR		MOUNTAIN = Nature-related
airplane	TRUCK	AR		TRUCK = Transport-related
airport	ISLAND	AR		ISLAND = Places
alarm clock	PHONE	AR		PHONE = Appliances-related
album	MUSIC	AR		MUSIC = Music-related
all	DET	FAMILY		Note the common phrase, "It's ALL in the FAMILY."
all right	FAMILY	EXIT		ALL the FAMILY: The THUMBS UP on the PHONE can be used for "ALL RIGHT!"
allen wrench	HAMMER	AR		HAMMER = Work-related
alligator	DOG	WATER		DOG = Animals-related
almost	FAMILY	MUSIC		ALL the FAMILY: The MOST MUSIC – ALMOST too many notes!
along	FAMILY	HOUSE		The frog (HOUSE) jumps ALONG; He can jump A LONG way.
along	PREPS	AR		PREPOSITION
AlphaTalker	CHAIR	AR		CHAIR = Disability/AT-related
already	FAMILY	WATCH		ALL the FAMILY: The WATCH tells when you're READY
also	ADVERB	AR		ADVERB = ADVERBS
also	FAMILY	SUIT		ALL the FAMILY: Sew (SO) a SUIT.
although	FAMILY	UMBRELLA		ALL the FAMILY: Looks as THOUGH it might rain.
always	ADVERB	EYE		ALL the FAMILY: The EXIT points the WAY.
am	PREVERB	QUEENBEE		Common preverb AM; only occurs with "I."
am I	QUEENBEE	I		The QUEENBEE is busy; I = I; hence AM I
ambulance	TRUCK	AR		TRUCK = Transport-related
among	PREP	PEOPLE		It's good to be AMONG friends (PEOPLE).
amusement park	ISLAND	AR		ISLAND = Places
an	ADJ+ER			Single-hit shortcut to frequent word.
and	CONJ	CONJ		AND is the most commonly used CONJunction.
angel hair	APPLE	ITALIAN		APPLE = Food-related
angry	MASKS	AR		MASKS = Feelings-related
animal	DOG	AR		DOG = Animals-related
animal home	DOG	HOMES		DOG = Animals-related
animal part	DOG	PARTS		DOG = Animals-related
animal sound	DOG	SOUNDS		DOG = Animals-related
ankle	BOY	LEGPART		BOY = Body-related
another	ISLAND	ISLAND	ADJ	Use a map (ISLAND) to find ANOTHER place.
answering machine	PHONE	AR		PHONE = Appliances-related
ant	DOG	INSECTS		DOG = Animals-related
antenna	DOG	PARTS		DOG = Animals-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
antler	DOG	PARTS		DOG = Animals-related
any	DET	APPLE		ANY fruit (APPLE) is good for a snack: "Apple" begins with A
any time	APPLE	WATCH		A for APPLE: A for ANY: The WATCH tells the time - ANYTIME.
anybody	APPLE	BOY		A for APPLE: A for ANY; hence, ANY BODY (BOY).
anyhow	APPLE	HAMMER		A for APPLE: A for ANY: You may say "ow" (HOW) if you hit yourself with a HAMMER
anymore	APPLE	MUSIC		A for APPLE: A for ANY: You may want to hear MORE of the MUSIC.
anyone	APPLE	SUN		A for APPLE: A for ANY: Only ONE sun - ANYONE.
anything	APPLE	TRUCK		A for APPLE: A for ANY: You can get ANYTHING in a TRUCK.
anyway	APPLE	EXIT		A for APPLE: A for ANY: The EXIT shows the WAY.
anywhere	APPLE	ISLAND		A for APPLE: A for ANY: You use a map (ISLAND) to go ANYWHERE.
apartment	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
apple	APPLE	FRUIT		APPLE = Food-related
April	WATCH	MONTHS		WATCH = Time-related
aquarium	DOG	HOMES		DOG = Animals-related
are	VERB	AR		Single-hit shortcut to frequent word.
are they	QUEENBEE	THEY		QUEENBEEs are busy; THEY = They; hence ARE THEY.
are we	QUEENBEE	WE		QUEENBEEs are busy; WE = We; hence ARE WE.
are you	QUEENBEE	YOU		QUEENBEEs are busy; YOU = You; hence ARE YOU.
Are you busy right now?	SENT	QUES		SENTENCE = Prestored Sentences
aren't	PREVERB	KNOT	QUEENBEE	KNOT = Negative: QUEENBEEs are busy; hence AREN'T.
aren't I	QUEENBEE	KNOT	I	QUEENBEEs are busy; KNOT = Negative: I = I; hence AREN'T I.
aren't they	QUEENBEE	KNOT	THEY	QUEENBEEs are busy; KNOT = Negative: THEY = They; hence AREN'T THEY.
aren't we	QUEENBEE	KNOT	WE	QUEENBEEs are busy; KNOT = Negative: WE = We; hence AREN'T WE.
aren't you	QUEENBEE	KNOT	YOU	QUEENBEEs are busy; KNOT = Negative: YOU = You; hence AREN'T YOU.
arm	BOY	ARMPRT		BOY = Body-related
armrest	CHAIR	PARTS		CHAIR = Disability/AT-related
around	PREP	WATCH		The hands of the WATCH go AROUND and AROUND.
art	KNOW	AR		KNOW = School/Knowledge-related
art room	HOUSE	AR		HOUSE = House-related
art supplies	RAINBOW	RAINBOW	NOUNPL	You use lots of colors (RAINBOW) in ART SUPPLIES.
art supplies	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
art supply	RAINBOW	RAINBOW	NOUN	You use lots of colors (RAINBOW) in ART SUPPLIES.
as	CONJ	ELEPHANT		AS big as an ELEPHANT.
ask	TV	VERB		ASK what's on the TV.
asked	TV	VERB+ED		ASK what's on the TV.
asking	TV	VERB+ING		ASK what's on the TV.
asks	TV	VERB+S		ASK what's on the TV.
aspirin	BOY	BOY		BOY + BOY = Bathroom-related
assistive technology	CHAIR	AR		CHAIR = Disability/AT-related
astronaut	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
at	PREP	KNOW		Children must be AT school (KNOW) during the school year.
ate	APPLE	VERB+ED		You may EAT an APPLE.
attic	HOUSE	HMPARTS		HOUSE = House-related
August	WATCH	MONTHS		WATCH = Time-related
autumn	WATCH	SEASONS		WATCH = Time-related
avocado	APPLE	VEGETABLES		APPLE = Food-related
away	ADVERB	ISLAND		Everyone likes to go AWAY and visit new places (ISLAND).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
babies	PEOPLE	LOVE	NOUNPL	PEOPLE = People-related: A BABY is shown on the LOVE icon.
baby	PEOPLE	AR		PEOPLE = People-related
baby	PEOPLE	LOVE	NOUN	PEOPLE = People-related: A BABY is shown on the LOVE icon.
babysitter	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
back	BOY	TORSO		BOY = Body-related
back	PREP	MEDICAL		The patient is in the BACK of an ambulance (MEDICAL)
back	TRUCK	SNAIL	VERB	TRUCK = Transportation-related words; The SNAIL has a shell on its BACK.
backed	TRUCK	SNAIL	VERB+ED	TRUCK = Transportation-related words; The SNAIL has a shell on its BACK.
backing	TRUCK	SNAIL	VERB+ING	TRUCK = Transportation-related words; The SNAIL has a shell on its BACK.
backpack	OPEN	AR		OPEN = Containers
backs	TRUCK	SNAIL	VERB+S	TRUCK = Transportation-related words; The SNAIL has a shell on its BACK.
backwards	ADVERB	TRUCK		Sometimes a TRUCK moves BACKWARDS.
bacon	APPLE	BREAKFAST		APPLE = Food-related
bacon	APPLE	MEAT		APPLE = Food-related
bad	UMBRELLA	ADJ		The weather (UMBRELLA) is BAD. The hand holding it shows thumbs down, which means BAD.
badly	UMBRELLA	ADVERB		The weather (UMBRELLA) is BAD. The hand holding it shows thumbs down, which means BAD.
bag	OPEN			OPEN = Containers
bagel	APPLE	BREAKFAST		APPLE = Food-related
baking pan	KITCHEN	AR		KITCHEN = Cooking-related
bald	RAINBOW	AR		RAINBOW = Colors
ball	DICE	AR		BATH = Toys/Games-related
balloon	DICE	AR		BATH = Toys/Games-related
banana	APPLE	FRUIT		APPLE = Food-related
banana	APPLE	SALAD		APPLE = Food-related
band-aid	BOY	BOY		BOY + BOY = Bathroom-related
bank	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
barn	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
barrette	SUIT	ACCESSORY		SUIT = Clothing-related
baseball	SHOE	AR		SHOE = Sports-related
basement	HOUSE	HMPARTS		HOUSE = House-related
basket	OPEN			OPEN = Containers
basketball	SHOE	AR		SHOE = Sports-related
bath	HOUSE	HMPARTS		HOUSE = House-related
bathroom	HOUSE	AR		HOUSE = House-related
battery	CHAIR	AR		CHAIR = Disability/AT-related
battery	TRUCK	AR		TRUCK = Transport-related
be	QUEENBEE	VERB		BE sounds like BEE.
beach	MOUNTAIN	AR		MOUNTAIN = Nature-related
beads	DICE	AR		BATH = Toys/Games-related
bean	APPLE	VEGETABLES		APPLE = Food-related
bear	DOG	ZOO		DOG = Animals-related
beard	BOY	HEADPART		BOY = Body-related
because	CONJ	LOVE		The mother (LOVE) is holding the baby BECAUSE it is crying.
bed	BED	AR		BED = Furniture-related
bedroom	HOUSE	AR		HOUSE = House-related
bedspread	BED	LINENS		BED = Furniture
bee	DOG	INSECTS		DOG = Animals-related
beef	APPLE	MEAT		APPLE = Food-related
been	QUEENBEE	VERB+EN		BE sounds like BEE.
beer	JUICE	AR		JUICE = Drink-related
beet	APPLE	VEGETABLES		APPLE = Food-related
beetle	DOG	INSECTS		DOG = Animals-related
before	PREPS	AR		PREPOSITION

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
began	WATCH	WATCH	VERB+ED	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
begin	WATCH	WATCH	VERB	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
beginning	WATCH	WATCH	VERB+ING	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
begins	WATCH	WATCH	VERB+S	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
begun	WATCH	WATCH	VERB+EN	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
behind	PREP	ELEPHANT		One ELEPHANT is BEHIND the other.
being	QUEENBEE	VERB+ING		BE sounds like BEE.
bell	MUSIC	AR		MUSIC = Music-related
below	PREP	MOUNTAIN		The MOUNTAINS are BELOW the sun.
belt	SUIT	AR		SUIT = Clothing-related
Ben and Jerry's	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
bench	BED	AR		BED = Furniture-related
beside	PREP	ISLAND		The boat is BESIDE the ISLAND.
best	PHONE	ADJ+EST		It's GOOD to talk on the PHONE: The hand holding it shows thumbs up, which means GOOD.
better	PHONE	ADJ+ER		It's GOOD to talk on the PHONE: The hand holding it shows thumbs up, which means GOOD.
between	PREP	FAMILY		The child is BETWEEN the adults (FAMILY).
beverage	JUICE	NOUN		JUICE is a BEVERAGE.
beverages	JUICE	NOUNPL		JUICE is a BEVERAGE.
Bible	BOOK	AR		BOOK = Book-related
big	ELEPHANT	ADJ		The ELEPHANT is BIG.
bigger	ELEPHANT	ADJ+ER		The ELEPHANT is BIG.
biggest	ELEPHANT	ADJ+EST		The ELEPHANT is BIG.
bike	TRUCK	AR		TRUCK = Transport-related
bingo	DICE	AR		BATH = Toys/Games-related
bird	DOG	AR		DOG = Animals-related
bird	DOG	WOODS		DOG = Animals-related
birthday	GOD	AR		GOD = Holiday-related
bit	APPLE	DOG	VERB+ED	APPLE = Food-related: The DOG BITES the newspaper.
bite	APPLE	DOG	VERB	APPLE = Food-related: The DOG BITES the newspaper.
bites	APPLE	DOG	VERB+S	APPLE = Food-related: The DOG BITES the newspaper.
biting	APPLE	DOG	VERB+ING	APPLE = Food-related: The DOG BITES the newspaper.
bitten	APPLE	DOG	VERB+EN	APPLE = Food-related: The DOG BITES the newspaper.
black	RAINBOW	AR		RAINBOW = Colors
blanket	BED	LINENS		BED = Furniture
blender	PHONE	AR		PHONE = Appliances-related
block	DICE	AR		BATH = Toys/Games-related
blonde	RAINBOW	AR		RAINBOW = Colors
blood	BOY	INTERNAL		BOY = Body-related
blue	RAINBOW	AR		RAINBOW = Colors
blue	RAINBOW	BOY	ADJ	RAINBOW = Colors: The water in the pool (BOOY) is BLUE.
bluer	RAINBOW	BOY	ADJ+ER	RAINBOW = Colors: The water in the pool (BOOY) is BLUE.
bluest	RAINBOW	BOY	ADJ+EST	RAINBOW = Colors: The water in the pool (BOOY) is BLUE.
boat	TRUCK	AR		TRUCK = Transport-related
bodies	BOY	NOUNPL		The BOY has a strong BODY.
body	BOY	NOUN		The BOY has a strong BODY.
bologna	APPLE	MEAT		APPLE = Food-related
bone	BOY	INTERNAL		BOY = Body-related
bonfire	MOUNTAIN	AR		MOUNTAIN = Nature-related
book	BOOK	NOUN		Icon name.
bookcase	BED	AR		BED = Furniture-related
books	BOOK	NOUNPL		Plural of icon name.
boots	SUIT	AR		SUIT = Clothing-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
bore	MASKS	TV	VERB	MASKS = Feeling-related: Sometimes you can be BORED with TV.
bored	MASKS	AR		MASKS = Feelings-related
bored	MASKS	TV	VERB+ED	MASKS = Feeling-related: Sometimes you can be BORED with TV.
bores	MASKS	TV	VERB+S	MASKS = Feeling-related: Sometimes you can be BORED with TV.
boring	MASKS	TV	VERB+ING	MASKS = Feeling-related: Sometimes you can be BORED with TV.
both	CONJ	DICE		You can roll BOTH of the DICE.
bottle	OPEN			OPEN = Containers
bottom	BOY	TORSO		BOY = Body-related
bottom	PREP	BOY		You dive to the BOTTOM of the pool (BOY).
bought	MONEY	MONEY	VERB+ED	MONEY = Money-related: We use MONEY to BUY.
bowl	APPLE	SALAD		APPLE = Food-related
bowl	KITCHEN	AR		KITCHEN = Cooking-related
bowling	SHOE	AR		SHOE = Sports-related
box	OPEN			OPEN = Containers
boy	PEOPLE	AR		PEOPLE = People-related
boy	PEOPLE	BOY	NOUN	PEOPLE = People-related: Icon name.
boyfriend	PEOPLE	AR		PEOPLE = People-related
boys	PEOPLE	BOY	NOUNPL	PEOPLE = People-related: Icon name.
bra	SUIT	AR		SUIT = Clothing-related
brace	CHAIR	AR		CHAIR = Disability/AT-related
bracelet	SUIT	ACCESSORY		SUIT = Clothing-related
braille	CHAIR	AR		CHAIR = Disability/AT-related
brain	BOY	INTERNAL		BOY = Body-related
brake	CHAIR	PARTS		CHAIR = Disability/AT-related
bread	APPLE	BREAKFAST		APPLE = Food-related
bread	APPLE	ITALIAN		APPLE = Food-related
break	HAMMER	TV	VERB	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
breakfast	APPLE	BREAKFAST		APPLE = Food-related
breakfast	APPLE	MEALS		APPLE = Food-related
breaking	HAMMER	TV	VERB+ING	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
breaks	HAMMER	TV	VERB+S	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
breast	BOY	TORSO		BOY = Body-related
bridge	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
bright	THINK	ADJ		The THINK icon shows a BRIGHT light.
brighter	THINK	ADJ+ER		The THINK icon shows a BRIGHT light.
brightest	THINK	ADJ+EST		The THINK icon shows a BRIGHT light.
brightly	THINK	ADVERB		The THINK icon shows a BRIGHT light.
bring	DOG	DOG	VERB	The DOG could BRING something to you.
bringing	DOG	DOG	VERB+ING	The DOG could BRING something to you.
brings	DOG	DOG	VERB+S	The DOG could BRING something to you.
broccoli	APPLE	VEGETABLES		APPLE = Food-related
broke	HAMMER	TV	VERB+ED	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
broken	HAMMER	TV	VERB+EN	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
brother	FAMILY	AR		FAMILY = Family-related
brought	DOG	DOG	VERB+ED	The DOG could BRING something to you.
brown	RAINBOW	AR		RAINBOW = Colors
brown	RAINBOW	SNAIL	ADJ	RAINBOW = Colors: The SNAIL is BROWN.
browner	RAINBOW	SNAIL	ADJ+ER	RAINBOW = Colors: The SNAIL is BROWN.
brownest	RAINBOW	SNAIL	ADJ+EST	RAINBOW = Colors: The SNAIL is BROWN.
brunette	RAINBOW	AR		RAINBOW = Colors
brush	BOY	BOY		BOY + BOY = Bathroom-related
brussel sprouts	APPLE	VEGETABLES		APPLE = Food-related
bubbles	DICE	AR		BATH = Toys/Games-related
bucket	OPEN			OPEN = Containers

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
bug	DOG	<i>INSECTS</i>		DOG = Animals-related
bunny	DOG	<i>BABYANIM</i>		DOG = Animals-related
burrito	APPLE	<i>MEXICAN</i>		APPLE = Food-related
bus	TRUCK	<i>AR</i>		TRUCK = Transport-related
busier	QUEENBEE	ADJ+ER		The QUEENBEE is BUSY.
busiest	QUEENBEE	ADJ+EST		The QUEENBEE is BUSY.
busily	QUEENBEE	ADVERB		The QUEENBEE is BUSY.
busy	QUEENBEE	ADJ		The QUEENBEE is BUSY.
but	CONJ	BED		It's time for BED BUT I'm not sleepy.
butter	APPLE	<i>BREAKFAST</i>		APPLE = Food-related
butterfly	DOG	<i>INSECTS</i>		DOG = Animals-related
butterscotch	APPLE	<i>FLAVORS</i>		APPLE = Food-related
button	SUIT	<i>AR</i>		SUIT = Clothing-related
buy	MONEY	MONEY	VERB	MONEY = Money-related: We use MONEY to BUY.
buying	MONEY	MONEY	VERB+ING	MONEY = Money-related: We use MONEY to BUY.
buys	MONEY	MONEY	VERB+S	MONEY = Money-related: We use MONEY to BUY.
by	PREP	MONEY		BY sounds like "buy" (MONEY).
cabbage	APPLE	<i>VEGETABLES</i>		APPLE = Food-related
cafeteria	HOUSE	<i>AR</i>		HOUSE = House-related
cage	DOG	<i>HOMES</i>		DOG = Animals-related
cake	APPLE	<i>DESSERT</i>		APPLE = Food-related
calculator	PHONE	<i>AR</i>		PHONE = Appliances-related
calf	DOG	<i>BABYANIM</i>		DOG = Animals-related
call	PHONE	PHONE	VERB	PHONE = Communication-related: CALL someone on the PHONE.
called	PHONE	PHONE	VERB+ED	PHONE = Communication-related: CALL someone on the PHONE.
calling	PHONE	PHONE	VERB+ING	PHONE = Communication-related: CALL someone on the PHONE.
calls	PHONE	PHONE	VERB+S	PHONE = Communication-related: CALL someone on the PHONE.
came	DOG	VERB+ED		The DOG will COME of you call.
camel	DOG	ZOO		DOG = Animals-related
camera	PHONE	<i>AR</i>		PHONE = Appliances-related
can	OPEN			OPEN = Containers
can	PREVERB	JUICE		You may drink from a CAN of JUICE.
can he	JUICE	HE		You may drink from a can of JUICE; he = He; hence, CAN HE.
can I	JUICE	I		You may drink from a can of JUICE: I = I; hence, CAN I.
can it	JUICE	IT		You may drink from a can of JUICE: It = IT; hence, CAN IT.
can she	JUICE	SHE		You may drink from a can of JUICE: SHE = She; hence, CAN SHE.
can they	JUICE	THEY		You may drink from a can of JUICE: THEY = They; hence, CAN THEY.
can we	JUICE	WE		You may drink from a can of JUICE: WE = We; hence, CAN WE.
can you	JUICE	YOU		You may drink from a can of JUICE: YOU = You; hence, CAN YOU.
candy	APPLE	<i>DESSERT</i>		APPLE = Food-related
can't	PREVERB	KNOT	JUICE	KNOT = Negative: You may drink from a can of JUICE; hence CAN'T.
can't he	JUICE	KNOT	HE	You may drink from a can of JUICE: KNOT = Negative; HE = He; hence, CAN'T HE.
can't I	JUICE	KNOT	I	You may drink from a can of JUICE: I = I: KNOT = Negative; hence, CAN'T I.
can't it	JUICE	KNOT	IT	You may drink from a can of JUICE: It = IT: KNOT = Negative; hence, CAN'T IT.
can't she	JUICE	KNOT	SHE	You may drink from a can of JUICE: SHE = She: KNOT = Negative; hence, CAN'T SHE.
can't they	JUICE	KNOT	THEY	You may drink from a can of JUICE: THEY = They: KNOT = Negative; hence, CAN'T THEY.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
can't we	JUICE	KNOT	WE	You may drink from a can of JUICE: WE = We: KNOT = Negative; hence, CAN'T WE.
can't you	JUICE	KNOT	YOU	You may drink from a can of JUICE: YOU = You: KNOT = Negative; hence, CAN'T YOU.
car	TRUCK	AR		TRUCK = Transport-related
card	DICE	AR		BATH = Toys/Games-related
care	LOVE	PEOPLE	VERB	LOVE = Loving-related; You should CARE for PEOPLE.
cared	LOVE	PEOPLE	VERB+ED	LOVE = Loving-related; You should CARE for PEOPLE.
careful	LOVE	PEOPLE	ADJ	LOVE = Loving-related; You should CARE for PEOPLE.
carefully	LOVE	PEOPLE	ADVERB	LOVE = Loving-related; You should CARE for PEOPLE.
cares	LOVE	PEOPLE	VERB+S	LOVE = Loving-related; You should CARE for PEOPLE.
caring	LOVE	PEOPLE	VERB+ING	LOVE = Loving-related; You should CARE for PEOPLE.
carried	DOG	BOOK	VERB+ED	The DOG could carry a BOOK.
carries	DOG	BOOK	VERB+S	The DOG could carry a BOOK.
carrot	APPLE	VEGETABLES		APPLE = Food-related
carry	DOG	BOOK	VERB	The DOG could carry a BOOK.
carrying	DOG	BOOK	VERB+ING	The DOG could carry a BOOK.
cartoon	TV	AR		TV = TV-related
case worker	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
cashier	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
cassette	MUSIC	AR		MUSIC = Music-related
castle	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
cat	DOG	PETS		DOG = Animals-related
catalog	BOOK	AR		BOOK = Book-related
catch	REMEMBER	DOG	VERB	REMEMBER = Hand-related words; The DOG CATCHes the newspaper.
catches	REMEMBER	DOG	VERB+S	REMEMBER = Hand-related words; The DOG CATCHes the newspaper.
catching	REMEMBER	DOG	VERB+ING	REMEMBER = Hand-related words; The DOG CATCHes the newspaper.
caterpillar	DOG	INSECTS		DOG = Animals-related
caught	REMEMBER	DOG	VERB+ED	REMEMBER = Hand-related words; The DOG CATCHes the newspaper.
cauliflower	APPLE	VEGETABLES		APPLE = Food-related
CD	MUSIC	AR		MUSIC = Music-related
CD player	MUSIC	AR		MUSIC = Music-related
ceiling	HOUSE	HMPARTS		HOUSE = House-related
celery	APPLE	VEGETABLES		APPLE = Food-related
cent	MONEY	AR		MONEY = Money-related
cereal	APPLE	BREAKFAST		APPLE = Food-related
certain	KNOW	KNOW	ADJ	KNOW = School-related: To KNOW is to be CERTAIN.
certainly	KNOW	KNOW	ADVERB	KNOW = School-related: To KNOW is to be CERTAIN.
chair	BED	AR		BED = Furniture-related
chalk	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
change	MONEY	AR		MONEY = Money-related
change	MONEY	KITCHEN	VERB	MONEY = Money-related: CHANGE your money in return (KITCHEN) for coins.
changed	MONEY	KITCHEN	VERB+ED	MONEY = Money-related: CHANGE your money in return (KITCHEN) for coins.
changes	MONEY	KITCHEN	VERB+S	MONEY = Money-related: CHANGE your money in return (KITCHEN) for coins.
changing	MONEY	KITCHEN	VERB+ING	MONEY = Money-related: CHANGE your money in return (KITCHEN) for coins.
channel	TV	AR		TV = TV-related
chapter	BOOK	PARTS		BOOK = Book-related
charge	CHAIR	AR		CHAIR = Disability/AT-related
check	MONEY	AR		MONEY = Money-related
checkers	DICE	AR		BATH = Toys/Games-related
cheek	BOY	HEADPART		BOY = Body-related
cheese	APPLE	LUNCH		APPLE = Food-related
cheese	APPLE	SNACKS		APPLE = Food-related
cheeseburger	APPLE	MEAT		APPLE = Food-related
chef	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
cherry	APPLE	FLAVORS		APPLE = Food-related
cherry	APPLE	FRUIT		APPLE = Food-related
cherry	APPLE	SALAD		APPLE = Food-related
chest	BED	AR		BED = Furniture-related
chest	BOY	TORSO		BOY = Body-related
chick	DOG	BABYANIM		DOG = Animals-related
chicken	APPLE	MEAT		APPLE = Food-related
chicken	DOG	FARM		DOG = Animals-related
chicken	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
child	PEOPLE	AR		PEOPLE = People-related
child	PEOPLE	OPEN	NOUN	PEOPLE = People-related: Some CHILDren have toy chests (OPEN).
children	PEOPLE	AR		PEOPLE = People-related
children	PEOPLE	OPEN	NOUNPL	PEOPLE = People-related: Some CHILDren have toy chests (OPEN).
chimney	HOUSE	HMPARTS		HOUSE = House-related
chin	BOY	HEADPART		BOY = Body-related
Chinese	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
chocolate	APPLE	FLAVORS		APPLE = Food-related
chocolate milk	JUICE	AR		JUICE = Drink-related
Christmas	GOD	AR		GOD = Holiday-related
church	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
cider	JUICE	AR		JUICE = Drink-related
circle	GOD	GOD		GOD + GOD = Shapes
circus	ISLAND	AR		ISLAND = Places
city	ISLAND	AR		ISLAND = Places
class	KNOW	NOUN		KNOW = School-related; You attend many CLASSES in school (KNOW).
classes	KNOW	NOUNPL		KNOW = School-related; You attend many CLASSES in school (KNOW).
classroom	HOUSE	AR		HOUSE = House-related
claw	DOG	PARTS		DOG = Animals-related
clay pot	OPEN			OPEN = Containers
clear	UMBRELLA	AR		UMBRELLA = Weather-related
CLEAR DISPLAY	CLEAR			Select this icon to clear your text display.
clock	PHONE	AR		PHONE = Appliances-related
close	OPEN	UMBRELLA	VERB	OPEN = Chest-related: Bring the chest lid down or UMBRELLA to CLOSE it.
closed	OPEN	UMBRELLA	VERB+ED	OPEN = Chest-related: Bring the chest lid down or UMBRELLA to CLOSE it.
closes	OPEN	UMBRELLA	VERB+S	OPEN = Chest-related: Bring the chest lid down or UMBRELLA to CLOSE it.
closet	HOUSE	HMPARTS		HOUSE = House-related
closing	OPEN	UMBRELLA	VERB+ING	OPEN = Chest-related: Bring the chest lid down or UMBRELLA to CLOSE it.
clothes	SUIT	NOUNPL		A SUIT is a type of CLOTHING.
clothing	SUIT	NOUN		A SUIT is a type of CLOTHING.
cloud	UMBRELLA	AR		UMBRELLA = Weather-related
coffee	JUICE	AR		JUICE = Drink-related
coffee pot	KITCHEN	AR		KITCHEN = Cooking-related
cold	KITCHEN	MOUNTAIN	ADJ	KITCHEN = Cooking-related: The mountain (MORNING) tops are COLD.
cold	MOUNTAIN	ADJ		The snow on the MOUNTAIN is COLD.
colder	KITCHEN	MOUNTAIN	ADJ+ER	KITCHEN = Cooking-related: The mountain (MORNING) tops are COLD.
colder	MOUNTAIN	ADJ+ER		The snow on the MOUNTAIN is COLD.
coldest	KITCHEN	MOUNTAIN	ADJ+EST	KITCHEN = Cooking-related: The mountain (MORNING) tops are COLD.
coldest	MOUNTAIN	ADJ+EST		The snow on the MOUNTAIN is COLD.
coldly	KITCHEN	MOUNTAIN	ADVERB	KITCHEN = Cooking-related: The mountain (MORNING) tops are COLD.
coldly	MOUNTAIN	ADVERB		The snow on the MOUNTAIN is COLD.
college	ISLAND	AR		ISLAND = Places

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
college	KNOW	GRADES		KNOW = School/Knowledge-related
color	RAINBOW	NOUN		The RAINBOW is full of COLOR.
color	RAINBOW	VERB		RAINBOW = Color-related: You can COLOR things.
colored	RAINBOW	VERB+ED		RAINBOW = Color-related: You can COLOR things.
coloring	RAINBOW	VERB+ING		RAINBOW = Color-related: You can COLOR things.
colors	RAINBOW	NOUNPL		The RAINBOW is full of COLOR.
colors	RAINBOW	VERB+S		RAINBOW = Color-related: You can COLOR things.
comb	BOY	BOY		BOY + BOY = Bathroom-related
come	DOG	VERB		The DOG will COME of you call.
comes	DOG	VERB+S		The DOG will COME of you call.
comic	BOOK	AR		BOOK = Book-related
coming	DOG	VERB+ING		The DOG will COME of you call.
computer	PHONE	AR		PHONE = Appliances-related
computer	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
condiment	APPLE	CONDIMENT		APPLE = Food-related
congratulations	INTERJ	KNOW		People say "CONGRATULATIONS" when you graduate from school (KNOW).
cookie	APPLE	DESSERT		APPLE = Food-related
cookie	APPLE	SNACKS		APPLE = Food-related
cookie cutter	KITCHEN	AR		KITCHEN = Cooking-related
cookie sheet	KITCHEN	AR		KITCHEN = Cooking-related
corn	APPLE	VEGETABLES		APPLE = Food-related
couch	BED	AR		BED = Furniture-related
cough syrup	BOY	BOY		BOY + BOY = Bathroom-related
could	PREVERB	TRUCK		The TRUCK has a little engine that COULD.
could he	TRUCK	HE		The TRUCK has a little engine that could; HE = He; hence COULD HE.
could I	TRUCK	I		The TRUCK has a little engine that could; I = I; hence COULD I.
could it	TRUCK	IT		The TRUCK has a little engine that could; IT = It; hence COULD IT.
could she	TRUCK	SHE		The TRUCK has a little engine that could; SHE = She; hence COULD SHE.
could they	TRUCK	THEY		The TRUCK has a little engine that could; THEY = They; hence COULD THEY.
could we	TRUCK	WE		The TRUCK has a little engine that could; WE = We; hence COULD WE.
could you	TRUCK	YOU		The TRUCK has a little engine that could; YOU = You; hence COULD YOU.
couldn't	PREVERB	KNOT	TRUCK	KNOT = Negative: The TRUCK has a little engine that could; hence COULDN'T.
couldn't he	TRUCK	KNOT	HE	The TRUCK has a little engine that could. KNOT = Negative: HE = He; hence COULDN'T HE.
couldn't I	TRUCK	KNOT	I	The TRUCK has a little engine that could; KNOT = Negative: I = I; hence COULDN'T I.
couldn't it	TRUCK	KNOT	IT	The TRUCK has a little engine that could; KNOT = Negative: IT = It; hence COULDN'T IT.
couldn't she	TRUCK	KNOT	SHE	The TRUCK has a little engine that could; KNOT = Negative: SHE = She; hence COULDN'T SHE.
couldn't they	TRUCK	KNOT	THEY	The TRUCK has a little engine that could; KNOT = Negative: THEY = They; hence COULDN'T THEY.
couldn't we	TRUCK	KNOT	WE	The TRUCK has a little engine that could; KNOT = Negative: WE = We; hence COULDN'T WE.
couldn't you	TRUCK	KNOT	YOU	The TRUCK has a little engine that could; KNOT = Negative: YOU = You; hence COULDN'T YOU.
country	ISLAND	AR		ISLAND = Places
cow	DOG	FARM		DOG = Animals-related
cracker	APPLE	LUNCH		APPLE = Food-related
cracker	APPLE	SNACKS		APPLE = Food-related
crayon	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
crazy	MASKS	AR		MASKS = Feelings-related
credit card	MONEY	AR		MONEY = Money-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
crib	BED	AR		BED = Furniture-related
crutch	CHAIR	AR		CHAIR = Disability/AT-related
cub	DOG	BABYANIM		DOG = Animals-related
cucumber	APPLE	VEGETABLES		APPLE = Food-related
cup	KITCHEN	AR		KITCHEN = Cooking-related
cupboard	HOUSE	HMPARTS		HOUSE = House-related
cupcake	APPLE	DESSERT		APPLE = Food-related
cut	APPLE	SALAD		APPLE = Food-related
cut	RAINBOW	APPLE	VERB	RAINBOW = Art-related: You CUT an APPLE.
cut	RAINBOW	APPLE	VERB+ED	RAINBOW = Art-related: You CUT an APPLE.
cuts	RAINBOW	APPLE	VERB+S	RAINBOW = Art-related: You CUT an APPLE.
cutting	RAINBOW	APPLE	VERB+ING	RAINBOW = Art-related: You CUT an APPLE.
cymbal	MUSIC	AR		MUSIC = Music-related
dad	FAMILY	AR		FAMILY = Family-related
daughter	FAMILY	AR		FAMILY = Family-related
day	WATCH	DAYS		WATCH = Time-related
day	WATCH	WATCH		WATCH = Time-related
December	WATCH	MONTHS		WATCH = Time-related
deck	HOUSE	HMPARTS		HOUSE = House-related
deer	DOG	WOODS		DOG = Animals-related
DeltaTalker	CHAIR	AR		CHAIR = Disability/AT-related
dentist	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
deodorant	BOY	BOY		BOY + BOY = Bathroom-related
desert	MOUNTAIN	AR		MOUNTAIN = Nature-related
desk	BED	AR		BED = Furniture-related
dessert	APPLE	DESSERT		APPLE = Food-related
device	CHAIR	AR		CHAIR = Disability/AT-related
diamond	GOD	GOD		GOD + GOD = Shapes
diaper	SUIT	AR		SUIT = Clothing-related
dice	DICE	AR		BATH = Toys/Games-related
dictionary	BOOK	AR		BOOK = Book-related
did	PREVERB	FAMILY		The FAMILY DID dress up for the picture.
did	REMEMBER	VERB+ED		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
did he	FAMILY	HE		The FAMILY DID dress up for the picture.
did I	FAMILY	I		The FAMILY DID dress up for the picture.
did it	FAMILY	IT		The FAMILY DID dress up for the picture.
did she	FAMILY	SHE		The FAMILY DID dress up for the picture.
did they	FAMILY	THEY		The FAMILY DID dress up for the picture.
did we	FAMILY	WE		The FAMILY DID dress up for the picture.
did you	FAMILY	YOU		The FAMILY DID dress up for the picture.
didn't	PREVERB	KNOT	FAMILY	KNOT = Negative: The FAMILY did dress up for their picture; hence DIDN'T.
didn't he	FAMILY	KNOT	HE	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't I	FAMILY	KNOT	I	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't it	FAMILY	KNOT	IT	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't she	FAMILY	KNOT	SHE	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't they	FAMILY	KNOT	THEY	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't we	FAMILY	KNOT	WE	The FAMILY DID dress up for the picture. KNOT = Negative.
didn't you	FAMILY	KNOT	YOU	The FAMILY DID dress up for the picture. KNOT = Negative.
different	TV	ADJ		Let's watch a DIFFERENT TV channel.
differently	TV	ADVERB		Let's watch a DIFFERENT TV channel.
difficult	REMEMBER	UMBRELLA	ADJ	Taking down an UMBRELLA can be DIFFICULT.
dig	REMEMBER	ISLAND	VERB	REMEMBER: Hand-related words; DIG for treasure on an ISLAND.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
digging	REMEMBER	ISLAND	VERB+ING	REMEMBER: Hand-related words; DIG for treasure on an ISLAND.
digs	REMEMBER	ISLAND	VERB+S	REMEMBER: Hand-related words; DIG for treasure on an ISLAND.
dime	MONEY	AR		MONEY = Money-related
dining room	HOUSE	AR		HOUSE = House-related
dinner	APPLE	MEALS		APPLE = Food-related
direction	ISLAND	ISLAND		ISLAND+ISLAND = Directions
dirt	MOUNTAIN	AR		MOUNTAIN = Nature-related
disabilities	CHAIR	NOUNPL		Many people with DISABILITIES use wheelCHAIRS and other assistive technology.
disability	CHAIR	NOUN		Many people who have a DISABILITY use wheelCHAIRS and other assistive technology.
disabled	CHAIR	ADJ		Many people who are DISABLED use wheelCHAIRS and other assistive technology.
disappoint	MASKS	AR		MASKS = Feelings-related
dishwasher	PHONE	AR		PHONE = Appliances-related
disk	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
do	PREVERB	REMEMBER		You say "I DO" (REMEMBER) when you get married.
do	REMEMBER	VERB		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
do I	REMEMBER	I		You say "I do" (REMEMBER) when you are being married; HE = He; hence DOES HE.
do I feel	MASKS	I		The MASKS express emotion or how you feel: I = I; hence DO I FEEL.
do I know	KNOW	I		Icon name: I = I; hence DO I KNOW.
do I like	SUN	I		The SUN is happy and lik(e)able; I = I; hence DO I LIKE.
do I need	UMBRELLA	I		An UMBRELLA is needed when it rains; I = I; hence DO I NEED.
do I think	THINK	I		Icon name; HE = He; hence DOES HE THINK.
do I want	WANTED	I		The WANTED icon shows a wanted criminal; I = I; hence DO I WANT.
do they	REMEMBER	THEY		Say "I do" (REMEMBER) when you are being married; THEY = They; hence DO THEY.
do they feel	MASKS	THEY		The MASKS express emotion or how you feel: THEY = They; hence DO THEY FEEL.
do they know	KNOW	THEY		Icon name: THEY = They; hence DO THEY KNOW.
do they like	SUN	THEY		The SUN is happy and lik(e)able; THEY = They; hence DO THEY LIKE.
do they need	UMBRELLA	THEY		An UMBRELLA is needed when it rains; THEY = They; hence DO THEY NEED.
do they think	THINK	THEY		Icon name; THEY = They; hence DO THEY THINK.
do they want	WANTED	THEY		The WANTED icon shows a wanted criminal; THEY = They; hence DO THEY WANT.
do we	REMEMBER	WE		Say "I do" (REMEMBER) when you are being married; WE = We; hence DO WE.
do we feel	MASKS	WE		The MASKS express emotion or how you feel: WE = We; hence DO WE FEEL.
do we know	KNOW	WE		Icon name: WE = We; hence DO WE KNOW.
do we like	SUN	WE		The SUN is happy and lik(e)able; WE = We; hence DO WE LIKE.
do we need	UMBRELLA	WE		An UMBRELLA is needed when it rains; WE = We; hence DO WE NEED.
do we think	THINK	WE		Icon name; WE = We; hence DO WE THINK.
do we want	WANTED	WE		The WANTED icon shows a wanted criminal; WE = We; hence DO WE WANT.
do you	REMEMBER	YOU		Say "I do" (REMEMBER) when you are being married; YOU = You; hence DO YOU.
do you feel	MASKS	YOU		The MASKS express emotion or how you feel: YOU = You; hence DO YOU FEEL.
do you know	KNOW	YOU		Icon name: THEY = They; hence DO THEY KNOW.
do you like	SUN	YOU		The SUN is happy and lik(e)able; YOU = You; hence DO YOU LIKE.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
do you need	UMBRELLA	YOU		An UMBRELLA is needed when it rains; YOU = You; hence DO YOU NEED.
do you think	THINK	YOU		Icon name; YOU = You; hence DO YOU THINK.
do you want	WANTED	YOU		The WANTED icon shows a wanted criminal; YOU = You; hence DO YOU WANT.
doctor	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
doctor's office	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
does	PREVERB	PREVERB	REMEMBER	Double-hit PREVERB = PREVERB+S: You say "I DO" (REMEMBER) when you get married.
does	REMEMBER	VERB+S		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
does he	REMEMBER	HE		You say "I do" (REMEMBER) when you are being married; HE = He; hence DOES HE.
does he feel	MASKS	HE		The MASKS express emotion or how you feel: HE = He; hence DOES HE FEEL.
does he know	KNOW	HE		Icon name: HE = He; hence DOES HE KNOW.
does he like	SUN	HE		The SUN is happy and lik(e)able; HE = He; hence DOES HE LIKE.
does he need	UMBRELLA	HE		An UMBRELLA is needed when it rains; HE = He; hence DOES HE NEED.
does he think	THINK	HE		Icon name; HE = He; hence DOES HE THINK.
does he want	WANTED	HE		The WANTED icon shows a wanted criminal; HE = He; hence DOES HE WANT.
does it	REMEMBER	IT		You say "I do" (REMEMBER) when you are being married; IT = It; hence DOES IT.
does it feel	MASKS	IT		The MASKS express emotion or how you feel: IT = It; hence DOES IT FEEL.
does it know	KNOW	IT		Icon name: IT = It; hence DOES IT KNOW.
does it like	SUN	IT		The SUN is happy and lik(e)able; IT = It; hence DOES IT LIKE.
does it need	UMBRELLA	IT		An UMBRELLA is needed when it rains; IT = It; hence DOES IT NEED.
does it think	THINK	IT		Icon name; IT = It; hence DOES IT THINK.
does it want	WANTED	IT		The WANTED icon shows a wanted criminal; IT = It; hence DOES IT WANT.
does she	REMEMBER	SHE		You say "I do" (REMEMBER) when you are being married; SHE = She; hence DOES SHE.
does she feel	MASKS	SHE		The MASKS express emotion or how you feel: SHE = She; hence DOES SHE FEEL.
does she know	KNOW	SHE		Icon name: SHE = She; hence DOES SHE KNOW.
does she like	SUN	SHE		The SUN is happy and lik(e)able; SHE = She; hence DOES SHE LIKE.
does she need	UMBRELLA	SHE		An UMBRELLA is needed when it rains; SHE = She; hence DOES SHE NEED.
does she think	THINK	SHE		Icon name; SHE = She; hence DOES SHE THINK.
does she want	WANTED	SHE		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.
doesn't he	REMEMBER	KNOT	HE	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: HE = He; hence DOESN'T HE.
doesn't he feel	MASKS	KNOT	HE	The MASKS express emotion or how you feel: KNOT = Negative: HE = He; hence DOES HE FEEL.
doesn't he know	KNOW	KNOT	HE	Icon name: KNOT = Negative; HE = He; hence DOESN'T HE KNOW.
doesn't he like	SUN	KNOT	HE	The SUN is happy and lik(e)able; KNOT = Negative: HE = He; hence DOESN'T HE LIKE.
doesn't he need	UMBRELLA	KNOT	HE	An UMBRELLA is needed when it rains; KNOT = Negative: HE = He; hence DOESN'T HE NEED.
doesn't he think	THINK	KNOT	HE	Icon name; KNOT = Negative: HE = He; hence DOESN'T HE THINK.
doesn't he want	WANTED	KNOT	HE	The WANTED icon shows a wanted criminal; KNOT = Negative: HE = He; hence DOESN'T HE WANT.
doesn't it	REMEMBER	KNOT	IT	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: IT = It; hence DOESN'T IT.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
doesn't it feel	MASKS	KNOT	IT	The MASKS express emotion or how you feel: KNOT = Negative: IT = It; hence DOESN'T IT FEEL.
doesn't it know	KNOW	KNOT	IT	KNOT = Negative; Icon name; hence DOESN'T KNOW.
doesn't it like	SUN	KNOT	IT	The SUN is happy and lik(e)able; KNOT = Negative: IT = It; hence DOESN'T IT LIKE.
doesn't it need	UMBRELLA	KNOT	IT	An UMBRELLA is needed when it rains; KNOT = Negative: IT = It; hence DOESN'T IT NEED.
doesn't it think	THINK	KNOT	IT	Icon name; KNOT = Negative: IT = It; hence DOESN'T IT THINK.
doesn't it want	WANTED	KNOT	IT	The WANTED icon shows a wanted criminal; KNOT = Negative: IT = It; hence DOESN'T IT WANT.
doesn't she	REMEMBER	KNOT	SHE	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: SHE = She; hence DOESN'T SHE.
doesn't she feel	MASKS	KNOT	SHE	The MASKS express emotion or how you feel: KNOT = Negative: SHE = She; hence DOESN'T SHE FEEL.
doesn't she know	KNOW	KNOT	SHE	Icon name: KNOT = Negative: SHE = She; hence DOESN'T SHE KNOW.
doesn't she like	SUN	KNOT	SHE	The SUN is happy and lik(e)able; KNOT = Negative: SHE = She; hence DOESN'T SHE LIKE.
doesn't she need	UMBRELLA	KNOT	SHE	An UMBRELLA is needed when it rains; KNOT = Negative: SHE = She; hence DOESN'T SHE NEED.
doesn't she think	THINK	KNOT	SHE	Icon name; KNOT = Negative: SHE = She; hence DOESN'T SHE THINK.
doesn't she want	WANTED	KNOT	SHE	The WANTED icon shows a wanted criminal; KNOT = Negative: SHE = She; hence DOESN'T SHE WANT.
dog	DOG	PETS		DOG = Animals-related
doghouse	DOG	HOMES		DOG = Animals-related
doing	REMEMBER	VERB+ING		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
doll	DICE	AR		BATH = Toys/Games-related
dollar	MONEY	AR		MONEY = Money-related
dolphin	DOG	WATER		DOG = Animals-related
done	REMEMBER	VERB+EN		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
don't	PREVERB	KNOT	REMEMBER	KNOT = Negative: You say "I do" (REMEMBER) when you are being married; hence DON'T.
don't I	REMEMBER	KNOT	I	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: I = I; hence DON'T I.
don't I feel	MASKS	KNOT	I	The MASKS express emotion or how you feel: KNOT = Negative: I = I; hence DO I FEEL.
don't I know	KNOW	KNOT	I	Icon name: KNOT = Negative: HE = He; hence DOESN'T HE KNOW.
don't I like	SUN	KNOT	I	The SUN is happy and lik(e)able; KNOT = Negative: I = I; hence DON'T I LIKE.
don't I need	UMBRELLA	KNOT	I	An UMBRELLA is needed when it rains; KNOT = Negative: I = I; hence DON'T I NEED.
don't I think	THINK	KNOT	I	Icon name; KNOT = Negative: I = I; hence DON'T I THINK.
don't I want	WANTED	KNOT	I	The WANTED icon shows a wanted criminal; KNOT = Negative: I = I; hence DON'T I WANT.
don't they	REMEMBER	KNOT	THEY	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: THEY = They; hence DON'T THEY.
don't they feel	MASKS	KNOT	THEY	The MASKS express emotion or how you feel: KNOT = Negative: THEY = They; hence DON'T THEY FEEL.
don't they know	KNOW	KNOT	THEY	Icon name: KNOT = Negative: HE = He; hence DOESN'T HE KNOW.
don't they like	SUN	KNOT	THEY	The SUN is happy and lik(e)able; KNOT = Negative: THEY = They; hence DON'T THEY LIKE.
don't they need	UMBRELLA	KNOT	THEY	An UMBRELLA is needed when it rains; KNOT = Negative: THEY = They; hence DON'T THEY NEED.
don't they think	THINK	KNOT	THEY	Icon name; KNOT = Negative: THEY = They; hence DON'T THEY THINK.
don't they want	WANTED	KNOT	THEY	The WANTED icon shows a wanted criminal; KNOT = Negative: THEY = They; hence DON'T THEY WANT.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
don't we	REMEMBER	KNOT	WE	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: WE = We; hence DON'T WE.
don't we feel	MASKS	KNOT	WE	The MASKS express emotion or how you feel: KNOT = Negative: WE = We; hence DON'T WE FEEL.
don't we know	KNOW	KNOT	WE	KNOT = Negative: Icon name; hence DON'T KNOW.
don't we like	SUN	KNOT	WE	The SUN is happy and lik(e)able; KNOT = Negative: WE = We; hence DON'T WE LIKE.
don't we need	UMBRELLA	KNOT	WE	An UMBRELLA is needed when it rains; KNOT = Negative: WE = We; hence DON'T WE NEED.
don't we think	THINK	KNOT	WE	Icon name; KNOT = Negative: WE = We; hence DON'T WE THINK.
don't we want	WANTED	KNOT	WE	The WANTED icon shows a wanted criminal; KNOT = Negative: WE = We; hence DON'T WE WANT.
don't you	REMEMBER	KNOT	YOU	Say "I do" (REMEMBER) when you are being married; KNOT = Negative: WE = We; hence DON'T WE.
don't you feel	MASKS	KNOT	YOU	The MASKS express emotion or how you feel: KNOT = Negative: I = I; hence DO I FEEL.
don't you know	KNOW	KNOT	YOU	Icon name: KNOT = Negative: WE = We; hence DON'T WE KNOW.
don't you like	SUN	KNOT	YOU	The SUN is happy and lik(e)able; KNOT = Negative: YOU = You; hence DON'T YOU LIKE.
don't you need	UMBRELLA	KNOT	YOU	An UMBRELLA is needed when it rains; KNOT = Negative: YOU = You; hence DON'T YOU NEED.
don't you think	THINK	KNOT	YOU	Icon name; KNOT = Negative: YOU = You; hence DON'T YOU THINK.
don't you want	WANTED	KNOT	YOU	The WANTED icon shows a wanted criminal; KNOT = Negative: YOU = You; hence DON'T YOU WANT.
door	HOUSE	<i>HMPARTS</i>		HOUSE = House-related
doughnut	APPLE	<i>BREAKFAST</i>		APPLE = Food-related
down	PREP	UMBRELLA		The thumb holding the UMBRELLA points DOWN.
downstairs	HOUSE	<i>HMPARTS</i>		HOUSE = House-related
Dr.	PEOPLE	<i>AR</i>		PEOPLE = People-related
drama	KNOW	<i>AR</i>		KNOW = School/Knowledge-related
drank	JUICE	VERB+ED		You DRINK JUICE.
draw	RAINBOW	REMEMBER	VERB	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).
drawer	HOUSE	<i>HMPARTS</i>		HOUSE = House-related
drawing	RAINBOW	REMEMBER	VERB+ING	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).
drawn	RAINBOW	REMEMBER	VERB+EN	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).
draws	RAINBOW	REMEMBER	VERB+S	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).
dream	THINK	BED	VERB	THINK = Thinking-related: You DREAM in BED.
dream	THINK	BED	NOUN	THINK = Thinking-related: You DREAM in BED.
dreamed	THINK	BED	VERB+ED	THINK = Thinking-related: You DREAM in BED.
dreamier	THINK	BED	ADJ+ER	THINK = Thinking-related: You DREAM in BED.
dreamiest	THINK	BED	ADJ+EST	THINK = Thinking-related: You DREAM in BED.
dreamily	THINK	BED	ADVERB	THINK = Thinking-related: You DREAM in BED.
dreaming	THINK	BED	VERB+ING	THINK = Thinking-related: You DREAM in BED.
dreams	THINK	BED	VERB+S	THINK = Thinking-related: You DREAM in BED.
dreams	THINK	BED	NOUN+S	THINK = Thinking-related: You DREAM in BED.
dreamt	THINK	BED	VERB+EN	THINK = Thinking-related: You DREAM in BED.
dreamy	THINK	BED	ADJ	THINK = Thinking-related: You DREAM in BED.
dress	SUIT	<i>AR</i>		SUIT = Clothing-related
dress	SUIT	VERB		You DRESS in clothing (SUIT).
dress	SUIT	VERB+S		You DRESS in clothing (SUIT).
dressed	SUIT	VERB+ED		You DRESS in clothing (SUIT).
dresser	BED	<i>AR</i>		BED = Furniture-related
dressing	SUIT	VERB+ING		You DRESS in clothing (SUIT).
dress up	DICE	<i>AR</i>		BATH = Toys/Games-related
drew	RAINBOW	REMEMBER	VERB+ED	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
drier	BOY	BOY	ADJ+ER	BOY: The BOY gets DRY when he gets out of the pool.
driest	BOY	BOY	ADJ+EST	BOY: The BOY gets DRY when he gets out of the pool.
dryly	BOY	BOY	ADVERB	BOY: The BOY gets DRY when he gets out of the pool.
drink	JUICE	VERB		You DRINK JUICE.
drinking	JUICE	VERB+ING		You DRINK JUICE.
drinks	JUICE	VERB+S		You DRINK JUICE.
drive	TRUCK	VERB		Some people DRIVE a TRUCK.
driven	TRUCK	VERB+EN		Some people DRIVE a TRUCK.
driver	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
drives	TRUCK	VERB+S		Some people DRIVE a TRUCK.
driveway	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
driving	TRUCK	VERB+ING		Some people DRIVE a TRUCK.
drop	ELEPHANT	UMBRELLA	VERB	An ELEPHANT can DROP something from its trunk.
dropped	ELEPHANT	UMBRELLA	VERB+ED	An ELEPHANT can DROP something from its trunk.
dropping	ELEPHANT	UMBRELLA	VERB+ING	An ELEPHANT can DROP something from its trunk.
drops	ELEPHANT	UMBRELLA	VERB+S	An ELEPHANT can DROP something from its trunk.
drove	TRUCK	VERB+ED		Some people DRIVE a TRUCK.
drugstore	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
drum	MUSIC	AR		MUSIC = Music-related
drunk	JUICE	VERB+EN		You DRINK JUICE.
dry	BOY	BOY	ADJ	BOY: The BOY gets DRY when he gets out of the pool.
dryer	PHONE	AR		PHONE = Appliances-related
duck	DOG	FARM		DOG = Animals-related
duckling	DOG	BABYANIM		DOG = Animals-related
dug	REMEMBER	ISLAND	VERB+ED	REMEMBER: Hand-related words; DIG for treasure on an ISLAND.
dumb	THINK	TV	ADJ	THINK = Thinking-related words; There are some DUMB shows on TV.
dumber	THINK	TV	ADJ+ER	THINK = Thinking-related words; There are some DUMB shows on TV.
dumbest	THINK	TV	ADJ+EST	THINK = Thinking-related words; There are some DUMB shows on TV.
dumbly	THINK	TV	ADVERB	THINK = Thinking-related words; There are some DUMB shows on TV.
during	PREP	TV		You see commercials DURING TV shows.
each	DET	PEOPLE		EACH person (PEOPLE) is different.
ear	BOY	HEADPART		BOY = Body-related
earlier	WATCH	MOUNTAIN	ADJ+ER	WATCH = Time-related: It is EARLY in the morning (MOUNTAIN).
earliest	WATCH	MOUNTAIN	ADJ+EST	WATCH = Time-related: It is EARLY in the morning (MOUNTAIN).
early	WATCH	MOUNTAIN	ADJ	WATCH = Time-related: It is EARLY in the morning (MOUNTAIN).
earring	SUIT	ACCESSORY		SUIT = Clothing-related
Earth	MOUNTAIN	AR		MOUNTAIN = Nature-related
easier	REMEMBER	PHONE	ADJ+ER	Picking up the PHONE is EASY.
easiest	REMEMBER	PHONE	ADJ+EST	Picking up the PHONE is EASY.
easily	REMEMBER	PHONE	ADVERB	Picking up the PHONE is EASY.
east	ISLAND	ISLAND		ISLAND+ISLAND = Directions
Easter	GOD	AR		GOD = Holiday-related
easy	REMEMBER	PHONE	ADJ	Picking up the PHONE is EASY.
eat	APPLE	VERB		You may EAT an APPLE.
eaten	APPLE	VERB+EN		You may EAT an APPLE.
eating	APPLE	VERB+ING		You may EAT an APPLE.
eats	APPLE	VERB+S		You may EAT an APPLE.
egg	APPLE	BREAKFAST		APPLE = Food-related
eighth grade	KNOW	GRADES		KNOW = School/Knowledge-related
either	CONJ	MASKS		The MASKS are EITHER happy or sad.
elbow	BOY	ARMPRT		BOY = Body-related
elephant	DOG	ZOO		DOG = Animals-related
elevator	HOUSE	HMPARTS		HOUSE = House-related
eleventh grade	KNOW	GRADES		KNOW = School/Knowledge-related
else	ADVERB	TV		What ELSE is there to watch on TV?

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
email	BOOK	AR		BOOK = Book-related
email	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
embarrassed	MASKS	AR		MASKS = Feelings-related
enchilada	APPLE	MEXICAN		APPLE = Food-related
encyclopedia	BOOK	AR		BOOK = Book-related
end	ISLAND	VERB		We have reached the END of our trip (ISLAND).
ended	ISLAND	VERB+ED		We have reached the END of our trip (ISLAND).
ending	ISLAND	VERB+ING		We have reached the END of our trip (ISLAND).
ends	ISLAND	VERB+S		We have reached the END of our trip (ISLAND).
enough	DET	JUICE		There is ENOUGH JUICE in the glass.
envelope	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
eraser	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
even	ADVERB	WE		The boys (WE) are an EVEN height.
evening	WATCH	AR		WATCH = Time-related
ever	ADVERB	AR		ADVERB = ADVERBS
every	DET	EAR		EVERYone needs to listen (EAR) carefully.
every time	EAR	WATCH		E for EAR: E for EVERY: The WATCH tells the TIME - EVERYTIME.
every way	EAR	EXIT		E for EAR: E for EVERY: The EXIT points the WAY.
everybody	EAR	BOY		E for EAR: E for EVERY: You see the BOY's BODY.
everyone	EAR	SUN		E for EAR: E for EVERY: There is ONE sun.
everything	EAR	TRUCK		E for EAR: E for EVERY: You can fit EVERYTHING in a TRUCK.
everywhere	EAR	ISLAND		E for EAR: E for EVERY: The map (ISLAND) shows where to go.
exact	WATCH	ADJ		Do you have the EXACT time on your WATCH?
exactly	WATCH	ADVERB		Do you have the EXACT time on your WATCH?
except	PREP	REMEMBER		You can have any one EXCEPT this (REMEMBER) one.
excited	MASKS	AR		MASKS = Feelings-related
excuse me	INTERJ	AR		INTERJ = INTERJECTION
excuse me	INTERJ	EXIT		You say EXCUSE ME if you want to leave (EXIT).
eye	BOY	HEADPART		BOY = Body-related
face	BOY	HEADPART		BOY = Body-related
fair	ISLAND	AR		ISLAND = Places
fall	PREVERB	VERB		Use a life preserver (PREVERB) if you FALL overboard on a ship.
fallen	PREVERB	VERB+EN		Use a life preserver (PREVERB) if you FALL overboard on a ship.
falling	PREVERB	VERB+ING		Use a life preserver (PREVERB) if you FALL overboard on a ship.
falls	PREVERB	VERB+S		Use a life preserver (PREVERB) if you FALL overboard on a ship.
families	FAMILY	NOUNPL		Icon name.
family	FAMILY	NOUN		Icon name.
family room	HOUSE	AR		HOUSE = House-related
fan	PHONE	AR		PHONE = Appliances-related
far	ISLAND	UMBRELLA	ADJ	ISLAND = Place-related: It is hard (UMBRELLA) to find places that are FAR away.
farm	ISLAND	AR		ISLAND = Places
farm animal	DOG	FARM		DOG = Animals-related
farmer	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
farther	ISLAND	UMBRELLA	ADJ+ER	ISLAND = Place-related: It is hard (UMBRELLA) to find places that are FAR away.
fast	SHOE	ADJ		You can run FAST in running SHOES.
faster	SHOE	ADJ+ER		You can run FAST in running SHOES.
fastest	SHOE	ADJ+EST		You can run FAST in running SHOES.
father	FAMILY	AR		FAMILY = Family-related
Father's Day	GOD	AR		GOD = Holiday-related
favorite	BOOK	ADJ		This is my FAVORITE BOOK.
feather	DOG	PARTS		DOG = Animals-related
February	WATCH	MONTHS		WATCH = Time-related
feel	MASKS	VERB		The MASKS express emotion or how you FEEL.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
feeling	MASKS	VERB+ING		The MASKS express emotion or how you FEEL.
feels	MASKS	VERB+S		The MASKS express emotion or how you FEEL.
feet	BOY	LEGPART		BOY = Body-related
fell	PREVERB	VERB+ED		Use a life preserver (PREVERB) if you FALL overboard on a ship.
felt	MASKS	VERB+ED		The MASKS express emotion or how you FEEL.
fettuccini	APPLE	ITALIAN		APPLE = Food-related
few	PEOPLE	ADJ		There are just a FEW PEOPLE.
fewer	PEOPLE	ADJ+ER		There are just a FEW PEOPLE.
fewest	PEOPLE	ADJ+EST		There are just a FEW PEOPLE.
fifth grade	KNOW	GRADES		KNOW = School/Knowledge-related
fin	DOG	PARTS		DOG = Animals-related
find	OPEN	ISLAND	VERB	OPEN = Chest-related words; Use the map (ISLAND) to FIND the treasure.
finding	OPEN	ISLAND	VERB+ING	OPEN = Chest-related words; Use the map (ISLAND) to FIND the treasure.
finds	OPEN	ISLAND	VERB+S	OPEN = Chest-related words; Use the map (ISLAND) to FIND the treasure.
fine	INTERJ	MOUNTAIN		"I'm FINE" is a common thing to say when people ask "How are you?" in the morning (MOUNTAIN).
finger	BOY	ARMPRT		BOY = Body-related
finish	HAMMER	STOP	VERB	HAMMER = Work-related: STOP working when you are FINISHED,
finished	HAMMER	STOP	VERB+ED	HAMMER = Work-related: STOP working when you are FINISHED,
finishes	HAMMER	STOP	VERB+S	HAMMER = Work-related: STOP working when you are FINISHED,
finishing	HAMMER	STOP	VERB+ING	HAMMER = Work-related: STOP working when you are FINISHED,
fire engine	TRUCK	AR		TRUCK = Transport-related
fireman	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
fireplace	HOUSE	HMPARTS		HOUSE = House-related
first grade	KNOW	GRADES		KNOW = School/Knowledge-related
fish	APPLE	MEAT		APPLE = Food-related
fish	DOG	PETS		DOG = Animals-related
fish	DOG	WATER		DOG = Animals-related
fishbowl	DOG	HOMES		DOG = Animals-related
fishing	SHOE	AR		SHOE = Sports-related
flavor	APPLE	FLAVORS		APPLE = Food-related
flew	TRUCK	GOD	VERB+ED	TRUCK = Transport-related: FLY into the sky and into space (GOD).
flies	TRUCK	GOD	VERB+S	TRUCK = Transport-related: FLY into the sky and into space (GOD).
floor	HOUSE	HMPARTS		HOUSE = House-related
flower	MOUNTAIN	AR		MOUNTAIN = Nature-related
flown	TRUCK	GOD	VERB+EN	TRUCK = Transport-related: FLY into the sky and into space (GOD).
fly	DOG	INSECTS		DOG = Animals-related
fly	TRUCK	GOD	VERB	TRUCK = Transport-related: FLY into the sky and into space (GOD).
flying	TRUCK	GOD	VERB+ING	TRUCK = Transport-related: FLY into the sky and into space (GOD).
foal	DOG	BABYANIM		DOG = Animals-related
fog	UMBRELLA	AR		UMBRELLA = Weather-related
follow	PEOPLE	VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
followed	PEOPLE	VERB+ED		The PEOPLE on the icon are FOLLOWing in a straight line.
following	PEOPLE	VERB+ING		The PEOPLE on the icon are FOLLOWing in a straight line.
follows	PEOPLE	VERB+S		The PEOPLE on the icon are FOLLOWing in a straight line.
food	APPLE	NOUN		An APPLE is a FOOD.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
foods	APPLE	NOUNPL		An APPLE is a FOOD.
foot	BOY	LEGPART		BOY = Body-related
football	SHOE	AR		SHOE = Sports-related
footrest	CHAIR	PARTS		CHAIR = Disability/AT-related
for	PREP	SUIT		Some people wear SUITS FOR work.
forest	MOUNTAIN	AR		MOUNTAIN = Nature-related
forget	THINK	ELEPHANT	VERB	THINK = Thinking-related words; an ELEPHANT never forgets.
forgets	THINK	ELEPHANT	VERB+S	THINK = Thinking-related words; an ELEPHANT never forgets.
forgetting	THINK	ELEPHANT	VERB+ING	THINK = Thinking-related words; an ELEPHANT never forgets.
forgot	THINK	ELEPHANT	VERB+ED	
forgotten	THINK	ELEPHANT	VERB+EN	THINK = Thinking-related words; an ELEPHANT never forgets.
fork	KITCHEN	AR		KITCHEN = Cooking-related
forward	ADVERB	AR		The frog is jumping FORWARD.
found	OPEN	ISLAND	VERB+ED	OPEN = Chest-related words; Use the map (ISLAND) to FIND the treasure.
fourth grade	KNOW	GRADES		KNOW = School/Knowledge-related
Fourth of July	GOD	AR		GOD = Holiday-related
fox	DOG	WOODS		DOG = Animals-related
freeway	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
french-fries	APPLE	VEGETABLES		APPLE = Food-related
Friday	WATCH	DAYS		WATCH = Time-related
friend	PEOPLE	AR		PEOPLE = People-related
friend	PEOPLE	PEOPLE	NOUN	PEOPLE = People-related: The PEOPLE on the icon may be FRIENDS.
friends	PEOPLE	PEOPLE	NOUNPL	PEOPLE = People-related: The PEOPLE on the icon may be FRIENDS.
frog	DOG	PETS		DOG = Animals-related
frog	DOG	WATER		DOG = Animals-related
from	PREPS	AR		PREPOSITION
front	PREPS	AR		PREPOSITION
frost	UMBRELLA	AR		UMBRELLA = Weather-related
fruit	APPLE	FRUIT		APPLE = Food-related
fruit	APPLE	LUNCH		APPLE = Food-related
fruit salad	APPLE	SALAD		APPLE = Food-related
frustrated	MASKS	AR		MASKS = Feelings-related
full	JUICE	PHONE	ADJ	JUICE = Drinking-related: The glass of juice is FULL; see the thumbs up on the UMBRELLA.
funnier	SUN	ADJ+ER		The SUN has a FUNNY face.
funniest	SUN	ADJ+EST		The SUN has a FUNNY face.
funnily	SUN	ADVERB		The SUN has a FUNNY face.
funny	SUN	ADJ		The SUN has a FUNNY face.
furniture	HOUSE	HOUSE	NOUN	HOUSE+HOUSE = FURNITURE
furthest	ISLAND	UMBRELLA	ADJ+EST	ISLAND = Place-related: It is hard (UMBRELLA) to find places that are FAR away.
future	WATCH	WATCH		WATCH = Time-related
game	DICE	AR		BATH = Toys/Games-related
game	DICE	NOUN		You play GAMES with DICE.
game room	HOUSE	AR		HOUSE = House-related
game show	TV	AR		TV = TV-related
games	DICE	NOUNPL		You play GAMES with DICE.
garage	HOUSE	AR		HOUSE = House-related
garden	MOUNTAIN	AR		MOUNTAIN = Nature-related
gas station	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
gave	OBJ	VERB+ED		The icon shows someone GIVING a gift.
geography	KNOW	AR		KNOW = School/Knowledge-related
gerbil	DOG	PETS		DOG = Animals-related
get	MOUNTAIN	VERB		You GET up in the MORNING (MOUNTAIN).
gets	MOUNTAIN	VERB+S		You GET up in the MORNING (MOUNTAIN).
getting	MOUNTAIN	VERB+ING		You GET up in the MORNING (MOUNTAIN).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
ginger ale	JUICE	AR		JUICE = Drink-related
giraffe	DOG	ZOO		DOG = Animals-related
girl	PEOPLE	AR		PEOPLE = People-related
girl	PEOPLE	THINK	NOUN	PEOPLE = People-related: There is a GIRL in the icon.
girlfriend	PEOPLE	AR		PEOPLE = People-related
girls	PEOPLE	THINK	NOUNPL	PEOPLE = People-related: There is a GIRL in the icon.
give	OBJ	VERB		The icon shows someone GIVING a gift.
given	OBJ	VERB+EN		The icon shows someone GIVING a gift.
gives	OBJ	VERB+S		The icon shows someone GIVING a gift.
giving	OBJ	VERB+ING		The icon shows someone GIVING a gift.
glass	KITCHEN	AR		KITCHEN = Cooking-related
glasses	CHAIR	AR		CHAIR = Disability/AT-related
glasses	SUIT	ACCESSORY		SUIT = Clothing-related
glue	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
glue	RAINBOW	WANTED	VERB	RAINBOW = Color-related: You GLUE a picture (WANTED) on paper.
glued	RAINBOW	WANTED	VERB+ED	RAINBOW = Color-related: You GLUE a picture (WANTED) on paper.
glues	RAINBOW	WANTED	VERB+S	RAINBOW = Color-related: You GLUE a picture (WANTED) on paper.
gluing	RAINBOW	WANTED	VERB+ING	RAINBOW = Color-related: You GLUE a picture (WANTED) on paper.
go	HOUSE	VERB		You GO from the HOUSE.
Go Fish	DICE	AR		BATH = Toys/Games-related
goes	HOUSE	VERB+S		You GO from the HOUSE.
going	HOUSE	VERB+ING		You GO from the HOUSE.
gold	RAINBOW	AR		RAINBOW = Colors
goldfish	DOG	WATER		DOG = Animals-related
golf	SHOE	AR		SHOE = Sports-related
gone	HOUSE	VERB+EN		You GO from the HOUSE.
good	PHONE	ADJ		It's GOOD to talk on the PHONE: The hand holding it shows thumbs up, which means GOOD.
goodbye	INTERJ	TRUCK		You wave GOODBYE to someone leaving in a vehicle (TRUCK).
gorilla	DOG	ZOO		DOG = Animals-related
got	MOUNTAIN	VERB+ED		You GET up in the MORNING (MOUNTAIN).
gotten	MOUNTAIN	VERB+EN		You GET up in the MORNING (MOUNTAIN).
grade	KNOW	GRADES		KNOW = School/Knowledge-related
grandchildren	FAMILY	AR		FAMILY = Family-related
granddaughter	FAMILY	AR		FAMILY = Family-related
grandfather	FAMILY	AR		FAMILY = Family-related
grandma	FAMILY	AR		FAMILY = Family-related
grandmother	FAMILY	AR		FAMILY = Family-related
grandpa	FAMILY	AR		FAMILY = Family-related
grandparent	FAMILY	AR		FAMILY = Family-related
grandson	FAMILY	AR		FAMILY = Family-related
grape	APPLE	FLAVORS		APPLE = Food-related
grape	APPLE	SALAD		APPLE = Food-related
grapes	APPLE	FRUIT		APPLE = Food-related
grass	MOUNTAIN	AR		MOUNTAIN = Nature-related
grasshopper	DOG	INSECTS		DOG = Animals-related
great	PHONE	PHONE	ADJ	Better than good (PHONE) - it's GREAT!
greater	PHONE	PHONE	ADJ+ER	Better than good (PHONE) - it's GREAT!
greatest	PHONE	PHONE	ADJ+EST	Better than good (PHONE) - it's GREAT!
greatly	PHONE	PHONE	ADVERB	Better than good (PHONE) - it's GREAT!
green	RAINBOW	AR		RAINBOW = Colors
green	RAINBOW	HOUSE	ADJ	RAINBOW = Colors: The frog (HOUSE) is GREEN.
greener	RAINBOW	HOUSE	ADJ+ER	RAINBOW = Colors: The frog (HOUSE) is GREEN.
greenest	RAINBOW	HOUSE	ADJ+EST	RAINBOW = Colors: The frog (HOUSE) is GREEN.
grew	APPLE	APPLE	VERB+ED	APPLE = Food-related: You can GROW an APPLE.
grill	PHONE	AR		PHONE = Appliances-related
grocery store	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
grouchy	MASKS	AR		MASKS = Feelings-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
ground	MOUNTAIN	AR		MOUNTAIN = Nature-related
grow	APPLE	APPLE	VERB	APPLE = Food-related: You can GROW an APPLE.
growing	APPLE	APPLE	VERB+ING	APPLE = Food-related: You can GROW an APPLE.
grown	APPLE	APPLE	VERB+EN	APPLE = Food-related: You can GROW an APPLE.
grows	APPLE	APPLE	VERB+S	APPLE = Food-related: You can GROW an APPLE.
guacamole	APPLE	MEXICAN		APPLE = Food-related
guess	THINK	TV	VERB	THINK = Thinking-related words; GUESS what's on TV?
guessed	THINK	TV	VERB+ED	THINK = Thinking-related words; GUESS what's on TV?
guesses	THINK	TV	VERB+S	THINK = Thinking-related words; GUESS what's on TV?
guessing	THINK	TV	VERB+ING	THINK = Thinking-related words; GUESS what's on TV?
guinea pig	DOG	PETS		DOG = Animals-related
guitar	MUSIC	AR		MUSIC = Music-related
gym	HOUSE	AR		HOUSE = House-related
gymnastics	SHOE	AR		SHOE = Sports-related
ha ha ha	INTERJ	SUN		The SUN looks like it's laughing, "HA HA HA!"
had	MONEY	VERB+ED		It's always good to HAVE MONEY.
hair	BOY	HEADPART		BOY = Body-related
hair salon	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
hairdryer	PHONE	AR		PHONE = Appliances-related
half	ADJ	NUMBERS		The ADJ is used for NUMBERS.
hall	HOUSE	HMPARTS		HOUSE = House-related
Halloween	GOD	AR		GOD = Holiday-related
ham	APPLE	MEAT		APPLE = Food-related
hamburger	APPLE	MEAT		APPLE = Food-related
hammer	HAMMER	AR		HAMMER = Work-related
hamster	DOG	PETS		DOG = Animals-related
hand	BOY	ARMPRT		BOY = Body-related
Hanukkah	GOD	AR		GOD = Holiday-related
happen	TV	TV	VERB	What's happening on the TV?
happened	TV	TV	VERB+ED	What's happening on the TV?
happening	TV	TV	VERB+ING	What's happening on the TV?
happens	TV	TV	VERB+S	What's happening on the TV?
happier	MASKS	SUN	ADJ+ER	MASKS = Feeling-related: The SUN makes us feel HAPPY.
happiest	MASKS	SUN	ADJ+EST	MASKS = Feeling-related: The SUN makes us feel HAPPY.
happily	MASKS	SUN	ADVERB	MASKS = Feeling-related: The SUN makes us feel HAPPY.
happy	MASKS	AR		MASKS = Feelings-related
happy	MASKS	SUN	ADJ	MASKS = Feeling-related: The SUN makes us feel HAPPY.
Happy Birthday	INTERJ	AR		INTERJ = INTERJECTION
Happy Father's Day	INTERJ	AR		INTERJ = INTERJECTION
Happy Halloween	INTERJ	AR		INTERJ = INTERJECTION
Happy Hanukkah	INTERJ	AR		INTERJ = INTERJECTION
Happy Mother's Day	INTERJ	AR		INTERJ = INTERJECTION
Happy New Year	INTERJ	AR		INTERJ = INTERJECTION
Happy Thanksgiving	INTERJ	AR		INTERJ = INTERJECTION
Happy Valentine's Day	INTERJ	AR		INTERJ = INTERJECTION
hard	HAMMER	ADJ		A HAMMER is HARD.
harder	HAMMER	ADJ+ER		A HAMMER is HARD.
hardest	HAMMER	ADJ+EST		A HAMMER is HARD.
hardly	HAMMER	ADVERB		A HAMMER is HARD.
hardware	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
has	MONEY	VERB+S		It's always good to HAVE MONEY.
has	PREVERB	PREVERB	MONEY	Double-hit PREVERB = PREVERB+S: The icon HAS MONEY on it.
has he	MONEY	HE		The icon HAS MONEY on it; he = He; hence HAS HE.
has it	MONEY	IT		The icon has MONEY on it; IT = It; hence HAS IT.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
has she	MONEY	SHE		The icon has MONEY on it; SHE = She; hence HAS SHE.
hasn't	PREVERB	KNOT	VERB+ED	Shortcut
hasn't he	MONEY	KNOT	HE	The icon has MONEY on it; KNOT = Negative: HE = He; hence HASN'T HE.
hasn't it	MONEY	KNOT	IT	The icon has MONEY on it; KNOT = Negative; IT = It; hence HASN'T IT.
hasn't she	MONEY	KNOT	SHE	The icon has MONEY on it; KNOT = Negative; SHE = She; hence HASN'T SHE.
hat	SUIT	AR		SUIT = Clothing-related
have	MONEY	VERB		It's always good to HAVE MONEY.
have	PREVERB	MONEY		It's good to HAVE MONEY.
have I	MONEY	I		It's always good to have MONEY; I = I; hence HAVE I.
have they	MONEY	THEY		It's always good to have MONEY; THEY = They; hence HAVE THEY.
have we	MONEY	WE		It's always good to have MONEY; WE = We; hence HAVE WE.
have you	MONEY	YOU		It's always good to have MONEY; YOU = You; hence HAVE YOU.
haven't	PREVERB	KNOT	MONEY	KNOT = Negative: It's always good to have MONEY; hence HAVEN'T.
haven't I	MONEY	KNOT	I	It's always good to have MONEY: KNOT = Negative: I = I; hence HAVEN'T I.
haven't they	MONEY	KNOT	THEY	It's always good to have MONEY; KNOT = Negative; THEY = They; hence HAVEN'T THEY.
haven't we	MONEY	KNOT	WE	It's always good to have MONEY; KNOT = Negative; WE = We; hence HAVEN'T WE.
haven't you	MONEY	KNOT	YOU	It's always good to have MONEY; KNOT = Negative; YOU = You; hence HAVEN'T YOU.
having	MONEY	VERB+ING		It's always good to HAVE MONEY.
he	HE	HE		Subject Pronoun (HE) follows sequences Pronoun (HE) + Pronoun (HE).
he can	HE	JUICE		HE = He: You drink a CAN of JUICE.
he can't	HE	KNOT	JUICE	HE = He: KNOT = Negative: You drink a can of JUICE; hence, HE CAN'T.
he could	HE	TRUCK		HE = He: The TRUCK has a little engine that could; hence, HE COULD.
he couldn't	HE	KNOT	TRUCK	HE = He: KNOT = Negative: The TRUCK has a little engine that could; hence, HE COULDN'T.
he did	HE	FAMILY		HE = He: The FAMILY DID dress up.
he didn't	HE	KNOT	FAMILY	HE = He: KNOT = Negative: The FAMILY did dress up for their picture; hence, HE DIDN'T.
he does	HE	REMEMBER		HE = He: You say "I do" (REMEMBER) when you are being married; hence, HE DOES.
he doesn't	HE	KNOT	REMEMBER	HE = He: KNOT = Negative: You say "I do" (REMEMBER) WHEN YOU ARE BEING MARRIED; hence, HE DOESN'T.
he doesn't feel	HE	KNOT	MASKS	HE = He: KNOT = Negative: The MASKS show feelings; hence, HE DOESN'T FEEL.
he doesn't know	HE	KNOT	KNOW	HE = He: KNOT = Negative: Icon Name; hence, HE DOESN'T KNOW.
he doesn't like	HE	KNOT	SUN	HE = He: KNOT = Negative: The SUN is happy and lik(e)able; hence, HE DOESN'T LIKE.
he doesn't need	HE	KNOT	UMBRELLA	HE = He: KNOT = Negative: An UMBRELLA is needed when it rains; hence, HE DOESN'T NEED.
he doesn't think	HE	KNOT	THINK	HE = He: KNOT = Negative: Icon name; hence, HE DOESN'T THINK.
he doesn't want	HE	KNOT	WANTED	HE = He: KNOT = Negative: The WANTED icon shows a wanted man; hence, HE DOESN'T WANT.
he feels	HE	MASKS		HE = He; HE FEELS happy and sad (MASKS).
he has	HE	MONEY		HE = He: The icon has MONEY on it; hence, HE HAS.
he hasn't	HE	KNOT	MONEY	HE = He: KNOT = Negative: The icon has MONEY on it; hence, HE HASN'T.
he is	HE	QUEENBEE		HE = He: The QUEENBEE is busy; hence, HE IS.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
he isn't	HE	KNOT	QUEENBEE	HE = He: KNOT = Negative: The QUEENBEE is busy; hence, HE ISN'T.
he knows	HE	KNOW		HE = He: Icon name; hence, HE KNOWS.
he likes	HE	SUN		HE = He: The SUN is happy; hence, HE LIKES.
he may	HE	EXIT		HE = He: You MAY LEAVE via the EXIT.
he may not	HE	KNOT	EXIT	HE = He: KNOT = Negative: You MAY LEAVE via the EXIT.
he might	HE	ELEPHANT		HE = He: The ELEPHANTS are MIGHTY.
he might not	HE	KNOT	ELEPHANT	HE = He: KNOT = Negative: The ELEPHANTS are MIGHTY.
he must	HE	HAMMER		HE = He: People MUST work (HAMMER).
he mustn't	HE	KNOT	HAMMER	HE = He: KNOT = Negative: Many people must go to work (HAMMER); hence, HE MUSTN'T.
he needs	HE	UMBRELLA		HE = He: An UMBRELLA is needed when it rains; hence, HE NEEDS.
he shall	HE	SNAIL		HE = He: Most SNAILS live in shallow waters; hence, HE SHALL: SHALL sounds like "shell."
he shan't	HE	KNOT	SNAIL	HE = He: KNOT = Negative; he SHAN'T slow (SNAIL) down.
he should	HE	STOP		HE = He: You must stop at the sign (STOP); hence, HE SHOULD.
he shouldn't	HE	KNOT	STOP	HE = He: KNOT = Negative; You should STOP at this sign; hence HE SHOULDN'T.
he thinks	HE	THINK		HE = He: Icon name; hence, HE THINKS.
he wants	HE	WANTED		HE = He: The WANTED icon shows the wanted man; hence, HE WANTS.
he was	HE	WATCH		HE = Was that watch correct? Hence, HE WAS.
he wasn't	HE	KNOT	WATCH	HE = He: KNOT = Negative: Was that WATCH correct?; hence, HE WASN'T.
he will	HE	BOOK		HE = He: WILL you read me a BOOK?
he won't	HE	KNOT	BOOK	HE = He: KNOT = Negative: WILL you read me a BOOK?
he would	HE	HOUSE		HE = He: Build HOUSEs with wood (WOULD).
he wouldn't	HE	KNOT	HOUSE	HE = He: KNOT = Negative: You build HOUSEs with wood (sounds like would); hence, HE WOULDN'T.
head	BOY	HEADPART		BOY = Body-related
headpointer	CHAIR	AR		CHAIR = Disability/AT-related
headrest	CHAIR	PARTS		CHAIR = Disability/AT-related
headstick	CHAIR	AR		CHAIR = Disability/AT-related
health	KNOW	AR		KNOW = School/Knowledge-related
hear	EAR	VERB		You HEAR with your EAR.
heard	EAR	VERB+ED		You HEAR with your EAR.
hearing	EAR	VERB+ING		You HEAR with your EAR.
hearing aid	CHAIR	AR		CHAIR = Disability/AT-related
hears	EAR	VERB+S		You HEAR with your EAR.
heart	BOY	INTERNAL		BOY = Body-related
heart	GOD	GOD		GOD + GOD = Shapes
he'd	HE	VERB+ED		he = He: VERB+ED is used because of the "d" in "+ED"; hence, HE'D.
held	REMEMBER	JUICE	VERB+ED	REMEMBER = Hand-related words; You HOLD the cup of JUICE.
helicopter	TRUCK	AR		TRUCK = Transport-related
he'll	HE	VERB+ING		he = He: VERB+ING is PROGRESSING INTO THE FUTURE: The "l" in "+ING" resembles the "ll" Hence, HE'LL.
hello	INTERJ	PHONE		You say HELLO when you pick up the PHONE.
help	MEDICAL	VERB		Medicine (MEDICAL) HELPs you get well.
helped	MEDICAL	VERB+ED		Medicine (MEDICAL) HELPs you get well.
helping	MEDICAL	VERB+ING		Medicine (MEDICAL) HELPs you get well.
helps	MEDICAL	VERB+S		Medicine (MEDICAL) HELPs you get well.
her	SHE	OBJ		Objective Pronoun (HER) follows sequence: Pronoun (SHE) + OBJ.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
her	SHE	POSS		Possessive Adjective (HER) follows sequence: Pronoun (SHE) + POSS.
here	ADVERB	REMEMBER		The finger (REMEMBER) points HERE.
hers	POSS	SHE		Possessive Pronoun (HERS) follows sequence: POSS + Pronoun (SHE).
herself	OBJ	SHE		Reflexive Pronoun (HERSELF) follows sequence: OBJect + Pronoun (SHE).
he's	HE			HE = He: VERB+S is used for the contracted "has" form because of the "+S"; hence, HE'S.
hi	INTERJ	PEOPLE		Say "HI" to PEOPLE when you greet them.
high	GOD	ADJ		The moon and stars (GOD) are HIGH in the sky.
higher	GOD	ADJ+ER		The moon and stars (GOD) are HIGH in the sky.
highest	GOD	ADJ+EST		The moon and stars (GOD) are HIGH in the sky.
highly	GOD	ADVERB		The moon and stars (GOD) are HIGH in the sky.
highway	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
hill	MOUNTAIN	AR		MOUNTAIN = Nature-related
him	HE	OBJ		Objective Pronoun (HIM) follows sequence: Pronoun (HE) + OBJ.
himself	OBJ	HE		Reflexive Pronoun (HIMSELF) follows sequence: OBJect + Pronoun (HE).
hip	BOY	TORSO		BOY = Body-related
hippopotamus	DOG	ZOO		DOG = Animals-related
his	HE	POSS		POSSessive Adjective (HIS) follows sequence: Pronoun (HE).
his	POSS	HE		Possessive Pronoun (HIS) follows sequence: POSS + Pronoun (HE).
history	KNOW	AR		KNOW = School/Knowledge-related
hockey	SHOE	AR		SHOE = Sports-related
hold	REMEMBER	JUICE	VERB	REMEMBER = Hand-related words; You HOLD the cup of JUICE.
holding	REMEMBER	JUICE	VERB+ING	REMEMBER = Hand-related words; You HOLD the cup of JUICE.
holds	REMEMBER	JUICE	VERB+S	REMEMBER = Hand-related words; You HOLD the cup of JUICE.
holiday	GOD	NOUN		A HOLIDAY can be religious (GOD) in origin.
holidays	GOD	NOUNPL		A HOLIDAY can be religious (GOD) in origin.
home	HOUSE	NOUN		The HOUSE represents HOME.
home parts	HOUSE	HMPARTS		HOUSE = House-related
homes	HOUSE	NOUNPL		The HOUSE represents HOMES.
homework	BOOK	AR		BOOK = Book-related
honey	APPLE	CONDIMENT		APPLE = Food-related
hoof	DOG	PARTS		DOG = Animals-related
hope	WANTED	WANTED	VERB	To WANT a lot is to HOPE.
hoped	WANTED	WANTED	VERB+ED	To WANT a lot is to HOPE.
hopes	WANTED	WANTED	VERB+S	To WANT a lot is to HOPE.
hoping	WANTED	WANTED	VERB+ING	To WANT a lot is to HOPE.
horn	TRUCK	AR		TRUCK = Transport-related
horse	DOG	FARM		DOG = Animals-related
hospital	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
hot	KITCHEN	ADJ		The water in the pot (KITCHEN) is boiling HOT.
hotdog	APPLE	MEAT		APPLE = Food-related
hotel	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
hotly	KITCHEN	ADVERB		The water in the pot (KITCHEN) is boiling HOT.
hotter	KITCHEN	ADJ+ER		The water in the pot (KITCHEN) is boiling HOT.
hottest	KITCHEN	ADJ+EST		The water in the pot (KITCHEN) is boiling HOT.
hour	WATCH	WATCH	AR	WATCH = Time-related
house	HOUSE	AR		HOUSE = House-related
how	?WORD	HAMMER		You may say, "Ow" (sounds like HOW) if you hit yourself with a HAMMER.
how come	?WORD	DOG		The DOG is obedient and doesn't ask "HOW COME?"
how long	?WORD	HOUSE		HOW LONG will you be home (HOUSE)?
how many	?WORD	DET		HOW MANY points on the wand (DET)?
how much	?WORD	MONEY		HOW MUCH MONEY do you have?

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
How was your weekend?	SENT	QUES		SENTENCE = Prestored Sentences
however	HAMMER	?WORD		EVER words = Opposite of ?WORD: Say "ow" (sounds like HOW) if you're hit by a HAMMER.
hug	LOVE	LOVE	VERB	LOVE = Loving-related; The mother (LOVE) is HUGging her child.
hugged	LOVE	LOVE	VERB+ED	LOVE = Loving-related; The mother (LOVE) is HUGging her child.
hugging	LOVE	LOVE	VERB+ING	LOVE = Loving-related; The mother (LOVE) is HUGging her child.
hugs	LOVE	LOVE	VERB+S	LOVE = Loving-related; The mother (LOVE) is HUGging her child.
hungrier	APPLE	ADJ+ER		You can eat an APPLE when you're HUNGRY.
hungriest	APPLE	ADJ+EST		You can eat an APPLE when you're HUNGRY.
hungrily	APPLE	ADVERB		You can eat an APPLE when you're HUNGRY.
hungry	APPLE	ADJ		You can eat an APPLE when you're HUNGRY.
hurricane	UMBRELLA	AR		UMBRELLA = Weather-related
hurried	HOUSE	SHOE	VERB+ED	HURRY in your running SHOES.
hurries	HOUSE	SHOE	VERB+S	HURRY in your running SHOES.
hurry	HOUSE	SHOE	VERB	HURRY in your running SHOES.
hurrying	HOUSE	SHOE	VERB+ING	HURRY in your running SHOES.
hurt	MASKS	AR		MASKS = Feelings-related
hurt	MEDICAL	HAMMER	VERB	MEDICAL = Health-related: You may need medical help if you get HURT with a HAMMER.
hurt	MEDICAL	HAMMER	VERB+ED	MEDICAL = Health-related: You may need medical help if you get HURT with a HAMMER.
hurting	MEDICAL	HAMMER	VERB+ING	MEDICAL = Health-related: You may need medical help if you get HURT with a HAMMER.
hurts	MEDICAL	HAMMER	VERB+S	MEDICAL = Health-related: You may need medical help if you get HURT with a HAMMER.
husband	FAMILY	AR		FAMILY = Family-related
hymnal	BOOK	AR		BOOK = Book-related
I	I	I		Subject Pronoun (I) follows sequence: Pronoun (I) + Pronoun (I).
I am	I	QUEENBEE		I = I; The QUEENBEE is busy; hence I AM.
I can	I	JUICE		I = I: You drink a can of JUICE; hence, I CAN.
I can't	I	KNOT	JUICE	I = I: KNOT = Negative: You drink a can of JUICE; hence, I CAN'T.
I could	I	TRUCK		I = I: The TRUCK has a little engine that could; hence, I COULD.
I couldn't	I	KNOT	TRUCK	I = I: KNOT = Negative: The TRUCK has a little engine that could; hence, I COULDN'T.
I did	I	FAMILY		I = I: The FAMILY did dress up for the picture; hence, I DID.
I didn't	I	KNOT	FAMILY	I = I: KNOT = Negative: The FAMILY did dress up for the picture; hence, I DIDN'T.
I do	I	REMEMBER		I = I; You say "I do" (REMEMBER) when you are being married; hence I DO.
I don't	I	KNOT	REMEMBER	I = I: KNOT = Negative: You say "I do" (REMEMBER) when you are being married; hence, I DON'T.
I don't feel	I	KNOT	MASKS	I = I: KNOT = Negative: The MASKS show FEELings; hence, I DON'T FEEL.
I don't know	I	KNOT	KNOW	I = I: KNOT = Negative: Icon name; hence, I DON'T KNOW.
I don't like	I	KNOT	SUN	I = I: KNOT = Negative: The SUN is happy and lik(e)able; hence, I DON'T LIKE.
I don't like that.	SENT	PROT		SENTENCE = Prestored Sentences
I don't need	I	KNOT	UMBRELLA	I = I: KNOT = Negative: An UMBRELLA is needed when it rains; hence, I DON'T NEED.
I don't think	I	KNOT	THINK	I = I: KNOT = Negative: Icon name; hence, I DON'T THINK.
I don't want	I	KNOT	WANTED	I = I: KNOT = Negative: The WANTED icon shows a wanted man; hence, I DON'T WANT.
I don't want that.	SENT	PROT		SENTENCE = Prestored Sentences

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
I feel	I	MASKS		I = I: The MASKS show expression; hence, I FEEL.
I have	I	MONEY		I = I: It's always good to have MONEY; hence, I HAVE.
I haven't	I	KNOT	MONEY	I = I: KNOT = Negative: It's always good to have MONEY; hence, I HAVEN'T.
I know	I	KNOW		I = I: Icon name; hence, I KNOW.
I like	I	SUN		I = I: The SUN is happy and lik(e)able; hence, I LIKE.
I may	I	EXIT		I = I: The usher says, "You may EXIT now"; hence, I MAY.
I may not	I	KNOT	EXIT	I = I: KNOT = Negative: The ELEPHANTs are mighty; hence, I MIGHT NOT.
I might	I	ELEPHANT		I = I: The ELEPHANTs are mighty; hence, I MIGHT.
I might not	I	KNOT	ELEPHANT	I = I: KNOT = Negative: The ELEPHANTs are mighty; hence, I MIGHT NOT.
I must	I	HAMMER		I = I: Many people must go to work (HAMMER); hence, I MUST.
I mustn't	I	KNOT	HAMMER	I = I: KNOT = Negative: Many people must go to work (HAMMER); hence, I MUSTN'T.
I need	I	UMBRELLA		I = I: An UMBRELLA is needed when it rains; hence, I NEED.
I shall	I	SNAIL		I = I: Most SNAILs live in shallow waters; hence, I SHALL: SHALL sounds like "shell."
I shan't	I	KNOT	SNAIL	I = I: KNOT = Negative:
I should	I	STOP		I = I: You should STOP at this sign; hence, I SHOULD.
I shouldn't	I	KNOT	STOP	I = I: KNOT = Negative; he SHOULD STOP at the sign; hence, I SHOULDN'T.
I think	I	THINK		I = I: Icon name; hence, I THINK.
I use this Vantage communication device to help me speak.	SENT	TECH		SENTENCE = Prestored Sentences
I want	I	WANTED		I = I: I = I: The WANTED icon shows a wanted man; hence, I WANT.
I want to watch TV.	SENT	WANT		SENTENCE = Prestored Sentences
I want to work on the computer.	SENT	WANT		SENTENCE = Prestored Sentences
I was	I	WATCH		I = I: Was that WATCH correct? Hence, I WAS.
I wasn't	I	KNOT	WATCH	I = I: KNOT = Negative: Was that WATCH correct?; hence, I WASN'T.
I will	I	BOOK		I = I: Will you read me a B OOK?; hence, I WILL.
I won't	I	KNOT	BOOK	I = I: KNOT = Negative: Will you read me a BOOK?; hence, I WON'T.
I would	I	HOUSE		I = I: You build HOUSEs with wood (sounds like would); hence, I WOULD.
I wouldn't	I	KNOT	HOUSE	I = I: KNOT = Negative: You build HOUSEs with wood (sounds like would); hence, I WOULDN'T.
ice	UMBRELLA	AR		UMBRELLA = Weather-related
ice cream	APPLE	DESSERT		APPLE = Food-related
iced tea	JUICE	AR		JUICE = Drink-related
I'd	I	VERB+ED		I = I: VERB+ED is used because of the "d" in "+ED"; hence, I'D.
idea	THINK	NOUN		The THINKing woman has an IDEA.
ideas	THINK	NOUNPL		The THINKing woman has an IDEA.
if	CONJ	TV		IF you do your homework, you will be allowed to watch TV.
ill	MEDICAL	MEDICAL	ADJ	MEDICAL = Health-related: You need MEDICAL attention when you are ILL.
I'll	I	VERB+ING		I = I: VERB + ING is progressing into the future: The "I" in "+ING" resembles the "II"; hence, I'LL.
I'm	I	VERB		I = I: VERB is present like the contracted "is" form: The VERB icon is the first in the row; hence I'M.
I'm gonna tell on you.	SENT	TELL		SENTENCE = Prestored Sentences

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
I'm not	I	KNOT	QUEENBEE	I = I: KNOT = Negative: QUEENBEEs are busy; hence, I'M NOT.
imagination	THINK	RAINBOW	NOUN	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
imagination	THINK	RAINBOW	NOUN+S	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
imagine	THINK	RAINBOW	VERB	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
imagined	THINK	RAINBOW	VERB+ED	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
imagines	THINK	RAINBOW	VERB+S	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
imagining	THINK	RAINBOW	VERB+ING	THINK = Thinking-related: IMAGINE flying over a RAINBOW.
important	REMEMBER	ADJ		A piece of string placed around your finger (REMEMBER) reminds you of something IMPORTANT.
importantly	REMEMBER	ADVERB		A piece of string placed around your finger (REMEMBER) reminds you of something IMPORTANT.
in	APPLE	SALAD		APPLE = Food-related
in	PREP	OPEN		You put things IN the chest (OPEN).
in	PREP	PREP		Double-hit shortcut to frequently used word.
in back of	PREP	TRUCK		The TRUCK unloads IN BACK OF the building.
in front of	PREP	HOUSE		The frog is IN FRONT OF the HOUSE.
indoors	ADVERB	HOUSE		When the weather is bad, you stay INDOORS (HOUSE)
insect	DOG	INSECTS		DOG = Animals-related
inside	PREP	SNAIL		The SNAIL may crawl INSIDE his shell.
internet	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
into	PREP	HAMMER		You drive a nail INTO wood with a HAMMER.
iron	PHONE	AR		PHONE = Appliances-related
is	PREVERB	PREVERB	QUEENBEE	Double-hit PREVERB = PREVERB+S: The QUEENBEE IS busy.
is	QUEENBEE	VERB+S		BE sounds like BEE. It IS buzzing.
is	VERB+S	AR		Single-hit shortcut to frequent word.
is he	QUEENBEE	HE		The QUEENBEE is busy; HE = He; hence IS HE.
is it	QUEENBEE	IT		The QUEENBEE is busy; IT = It; hence IS IT.
Is it wheelchair accessible?	SENT	QUES		SENTENCE = Prestored Sentences
is she	QUEENBEE	SHE		The QUEENBEE is busy; SHE = She; hence IS SHE.
island	MOUNTAIN	AR		MOUNTAIN = Nature-related
isn't	PREVERB	KNOT	VERB+S	VERB+S is used for the contracted negative form because of the "+S"; hence, ISN'T.
isn't he	QUEENBEE	KNOT	HE	The QUEENBEE is busy; KNOT = Negative: he = He; hence ISN'T HE.
isn't it	QUEENBEE	KNOT	IT	The QUEENBEE is busy; KNOT = Negative: IT = It; hence ISN'T IT.
isn't she	QUEENBEE	KNOT	SHE	The QUEENBEE is busy; KNOT = Negative: SHE = She; hence ISN'T SHE.
it	IT	IT		Subject Pronoun (IT) follows sequence: Pronoun (IT) + Pronoun (IT).
it	IT	OBJ		Subject Pronoun (IT) follows sequences Pronoun (IT) + Pronoun (IT).
it can	IT	JUICE		IT = It: You drink a can of JUICE; hence, IT CAN.
it can't	IT	KNOT	JUICE	IT = It: KNOT = Negative: You drink a can of JUICE; hence IT CAN'T.
it could	IT	TRUCK		IT = It: The TRUCK has a little engine that could; hence IT COULD.
it couldn't	IT	KNOT	TRUCK	IT = It: KNOT = Negative: The TRUCK has a little engine that could; hence IT COULDN'T.
it did	IT	FAMILY		IT = It: The FAMILY did dress up for the picture; hence, IT DID.
it didn't	IT	KNOT	FAMILY	IT = It: KNOT = Negative: The FAMILY did dress up; hence IT DIDN'T.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
it does	IT	REMEMBER		IT = It: You say "I do" (REMEMBER) when you are being married; hence IT DOES.
it doesn't	IT	KNOT	REMEMBER	IT = It: KNOT = Negative: Say "I DO" (REMEMBER) when you get married; hence IT DOESN'T.
it doesn't feel	IT	KNOT	MASKS	IT = It: KNOT = Negative: The MASKS express emotion or how you feel; hence IT DOESN'T FEEL.
it doesn't know	IT	KNOT	KNOW	IT = It: KNOT = Negative: Icon name; hence IT DOESN'T KNOW.
it doesn't like	IT	KNOT	SUN	IT = It: KNOT = Negative: We like the SUN; hence IT DOESN'T LIKE.
it doesn't need	IT	KNOT	UMBRELLA	IT = It: KNOT = Negative: An UMBRELLA is needed when it rains; hence IT DOESN'T NEED.
it doesn't think	IT	KNOT	THINK	IT = It: KNOT = Negative: Icon name; hence IT DOESN'T THINK.
it doesn't want	IT	KNOT	WANTED	IT = It: KNOT = Negative: The WANTED icon shows a wanted man; hence, IT DOESN'T WANT.
it feels	IT	MASKS		IT = It: The MASKS express emotion or how you feel; hence IT FEELS.
it has	IT	MONEY		IT = It: It's good to have MONEY; hence IT HAS.
it hasn't	IT	KNOT	MONEY	IT = It: KNOT = Negative: Its good to have MONEY; hence IT HASN'T.
it is	IT	QUEENBEE		IT = It: The QUEENBEE is busy; hence IT IS.
it isn't	IT	KNOT	QUEENBEE	IT = It: KNOT = Negative: The QUEENBEE is busy; hence IT ISN'T.
it knows	IT	KNOW		IT = It: Icon name; hence IT KNOWS.
it likes	IT	SUN		IT = It: The SUN is happy and lik(e)able; hence IT LIKES
it may	IT	EXIT		IT = It: May FLOWERS; hence, IT MAY.
it may not	IT	KNOT	EXIT	IT = It: KNOT = Negative: You may leave via the EXIT; hence IT MAY NOT.
it might	IT	ELEPHANT		IT = It: The ELEPHANTS are mighty; hence, IT MIGHT.
it might not	IT	KNOT	ELEPHANT	IT = It: KNOT = Negative: The ELEPHANTS are mighty; hence IT MIGHT NOT.
it must	IT	HAMMER		IT = It: Many people must go to work (HAMMER); hence, IT MUST.
it mustn't	IT	KNOT	HAMMER	IT = It: KNOT = Negative: Many people must go to work (HAMMER); hence IT MUSTN'T.
it needs	IT	UMBRELLA		IT = It: An UMBRELLA is needed when it rains; hence, IT NEEDS.
it shall	IT	SNAIL		IT = It: Most SNAILS live in shallow waters; hence IT SHALL.
it shan't	IT	KNOT	SNAIL	IT = It: Most SNAILS live in shallow waters; hence, IT SHALL: SHALL sounds like "shell."
it should	IT	STOP		IT = It: You SHOULD STOP at this sign; hence IT SHOULD.
it shouldn't	IT	KNOT	STOP	IT = It: KNOT = Negative: You should stop at this sign; hence IT SHOULDN'T.
it thinks	IT	THINK		IT = It: Icon name; hence IT THINKS.
it wants	IT	WANTED		IT = It: The WANTED icon shows a wanted man; hence, IT WANTS.
it was	IT	WATCH		IT = It: Was that WATCH correct?; hence, IT WAS.
it wasn't	IT	KNOT	WATCH	IT = It: KNOT = Negative: Was that WATCH correct?; hence IT WASN'T.
it will	IT	BOOK		IT = It: Will you read me a BOOK?; hence, IT WILL.
it won't	IT	KNOT	BOOK	IT = It: KNOT = Negative: Will you read me a BOOK?; hence IT WON'T.
it would	IT	HOUSE		IT = It: You build HOUSEs with wood (sounds like would); hence, IT WOULD.
it wouldn't	IT	KNOT	HOUSE	IT = It: KNOT = Negative: You build HOUSEs with wood (would); hence IT WOULDN'T.
it'd	IT	VERB+ED		IT = It: VERB + ED is used because of the "d" in "+ED"; hence, IT'D.
it'll	IT	VERB+ING		IT = It: VERB + ING is progressing into the future: The "I" in "+ING" resembles the "ll"; hence, IT'LL.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
its	IT	POSS		Possessive Adjective (ITS) follows sequence: Pronoun (IT) + POSS.
its	POSS	IT		Possessive Pronoun (ITS) follows sequence: POSS + Pronoun (IT).
it's	IT	VERB		IT = It: VERB is present like the contracted "is" form: The VERB icon is the first in the row; hence, IT'S.
it's	IT	VERB+S		IT = It: VERB + S is used for the contracted "has" form because of the "+S"; hence, IT'S.
itself	OBJ	IT		Reflexive Pronoun (ITSELF) follows sequence: OBJECT + Pronoun (IT).
I've	I	VERB+S		I = I: VERB+S is used for the contracted "has" form because of the "+S"; hence, I'VE.
jacket	SUIT	AR		SUIT = Clothing-related
January	WATCH	MONTHS		WATCH = Time-related
jeans	SUIT	AR		SUIT = Clothing-related
jello	APPLE	DESSERT		APPLE = Food-related
jello	APPLE	LUNCH		APPLE = Food-related
jelly	APPLE	BREAKFAST		APPLE = Food-related
jelly	APPLE	DESSERT		APPLE = Food-related
jewelry	SUIT	ACCESSORY		SUIT = Clothing-related
job	HAMMER	NOUN		You work (HAMMER) at a JOB.
jobs	HAMMER	NOUNPL		You work (HAMMER) at a JOB.
join	FAMILY	VERB		The FAMILY are JOINed together.
joined	FAMILY	VERB+ED		The FAMILY are JOINed together.
joining	FAMILY	VERB+ING		The FAMILY are JOINed together.
joins	FAMILY	VERB+S		The FAMILY are JOINed together.
journal	BOOK	AR		BOOK = Book-related
joystick	CHAIR	AR		CHAIR = Disability/AT-related
joystick	CHAIR	PARTS		CHAIR = Disability/AT-related
juice	JUICE	AR		JUICE = Drink-related
July	WATCH	MONTHS		WATCH = Time-related
jump	SHOE	HOUSE	VERB	SHOE = Whole body movement-related words; The frog (HOUSE) JUMPs.
jumped	SHOE	HOUSE	VERB+ED	SHOE = Whole body movement-related words; The frog (HOUSE) JUMPs.
jumping	SHOE	HOUSE	VERB+ING	SHOE = Whole body movement-related words; The frog (HOUSE) JUMPs.
jumps	SHOE	HOUSE	VERB+S	SHOE = Whole body movement-related words; The frog (HOUSE) JUMPs.
June	WATCH	MONTHS		WATCH = Time-related
jungle	MOUNTAIN	AR		MOUNTAIN = Nature-related
just	ADVERB	SHOE		There's JUST one SHOE.
kangaroo	DOG	ZOO		DOG = Animals-related
keep	OPEN	OPEN	VERB	OPEN = Chest-related words; You KEEP some of your favorite treasures in a chest (OPEN).
keeping	OPEN	OPEN	VERB+ING	OPEN = Chest-related words; You KEEP some of your favorite treasures in a chest (OPEN).
keeps	OPEN	OPEN	VERB+S	OPEN = Chest-related words; You KEEP some of your favorite treasures in a chest (OPEN).
kept	OPEN	OPEN	VERB+ED	OPEN = Chest-related words; You KEEP some of your favorite treasures in a chest (OPEN).
ketchup	APPLE	CONDIMENT		APPLE = Food-related
keyboard	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
kid	PEOPLE	AR		PEOPLE = People-related
kind	FAMILY	ADJ		Your FAMILY members are KIND to each other. You are the same KIND of people.
kinder	FAMILY	ADJ+ER		Your FAMILY members are KIND to each other. You are the same KIND of people.
kindergarten	KNOW	GRADES		KNOW = School/Knowledge-related
kindest	FAMILY	ADJ+EST		Your FAMILY members are KIND to each other. You are the same KIND of people.
kitchen	HOUSE	AR		HOUSE = House-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
kite	DICE	AR		BATH = Toys/Games-related
kitten	DOG	BABYANIM		DOG = Animals-related
kiwi	APPLE	FRUIT		APPLE = Food-related
knee	BOY	LEGPART		BOY = Body-related
knew	KNOW	VERB+ED		Icon name.
knife	APPLE	SALAD		APPLE = Food-related
knife	KITCHEN	AR		KITCHEN = Cooking-related
know	KNOW	VERB		Icon name.
know	PREVERB	KNOW		Icon name.
knowing	KNOW	VERB+ING		Icon name.
knowledge	KNOW	KNOW	NOUN	To KNOW is to be KNOWLEDG(E)able.
known	KNOW	VERB+EN		Icon name.
knows	KNOW	VERB+S		Icon name.
knows	PREVERB	PREVERB	KNOW	Double-hit PREVERB = PREVERB+S: Icon name.
Labor Day	GOD	AR		GOD = Holiday-related
lacrosse	SHOE	AR		SHOE = Sports-related
lady	PEOPLE	AR		PEOPLE = People-related
lake	MOUNTAIN	AR		MOUNTAIN = Nature-related
lamp	BED	AR		BED = Furniture-related
language arts	KNOW	AR		KNOW = School/Knowledge-related
laptray	CHAIR	PARTS		CHAIR = Disability/AT-related
last	GOD	ELEPHANT	ADJ	GOD = Holiday-related: What did you do LAST holidays? One ELEPHANT is LAST.
lastly	GOD	ELEPHANT	ADVERB	GOD = Holiday-related: What did you do LAST holidays? One ELEPHANT is LAST.
late	WATCH	BED	ADJ	WATCH = Time-related: You might go to BED LATE.
lately	WATCH	BED	ADVERB	WATCH = Time-related: You might go to BED LATE.
later	WATCH	BED	ADJ+ER	WATCH = Time-related: You might go to BED LATE.
latest	WATCH	BED	ADJ+EST	WATCH = Time-related: You might go to BED LATE.
laugh	SUN	SUN	VERB	SUN = Words related to facially expressed emotions; The SUN icon shows a LAUGHing face.
laughed	SUN	SUN	VERB+ED	SUN = Words related to facially expressed emotions; The SUN icon shows a LAUGHing face.
laughing	SUN	SUN	VERB+ING	SUN = Words related to facially expressed emotions; The SUN icon shows a LAUGHing face.
laughs	SUN	SUN	VERB+S	SUN = Words related to facially expressed emotions; The SUN icon shows a LAUGHing face.
laundry	HOUSE	AR		HOUSE = House-related
laundry basket	OPEN			OPEN = Containers
least	MUSIC	MUSIC	ADJ+EST	Opposite of MORE is LEAST: double-hit.
leastly	MUSIC	MUSIC	ADVERB	Opposite of MOSTLY is LEASTLY double-hit.
leave	EXIT	VERB		EXIT = Destination-related: You LEAVE by the EXIT.
leaves	EXIT	VERB+S		EXIT = Destination-related: You LEAVE by the EXIT.
leaving	EXIT	VERB+ING		EXIT = Destination-related: You LEAVE by the EXIT.
left	EXIT	EXIT	ADJ	Shortcut double-hit: OPPOSITE of RIGHT.
left	EXIT	VERB+ED		EXIT = Destination-related: You LEAVE by the EXIT.
left	ISLAND	ISLAND		ISLAND+ISLAND = Directions
leg	BOY	LEGPART		BOY = Body-related
lemon	APPLE	FLAVORS		APPLE = Food-related
lemon	APPLE	FRUIT		APPLE = Food-related
lemonade	JUICE	AR		JUICE = Drink-related
less	MUSIC	MUSIC	ADJ	Opposite of MORE is LESS: double-hit.
lesser	MUSIC	MUSIC	ADJ+ER	Opposite of MORE is LESSER: double-hit.
let	DICE	DICE	VERB	DICE: LET the DICE roll.
let	DICE	DICE	VERB+ED	DICE: LET the DICE roll.
lets	DICE	DICE	VERB+S	DICE: LET the DICE roll.
let's	DICE	DICE	WE	DICE: LET'S let the DICE roll.
let's	INTERJ	AR		INTERJ = INTERJECTION
letter	BOOK	AR		BOOK = Book-related
letter	BOOK	PARTS		BOOK = Book-related
letter	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
letting	DICE	DICE	VERB+ING	DICE: LET the DICE roll.
lettuce	APPLE	VEGETABLES		APPLE = Food-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
Liberator	CHAIR	AR		CHAIR = Disability/AT-related
library	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
lid	KITCHEN	AR		KITCHEN = Cooking-related
life	LOVE	NOUN		The baby (LOVE) represents a new LIFE.
lift	ELEPHANT	PHONE	VERB	You LIFT a phone receiver: ELEPHANTs can lift with their trunks.
lifted	ELEPHANT	PHONE	VERB+ED	You LIFT a phone receiver: ELEPHANTs can lift with their trunks.
lifting	ELEPHANT	PHONE	VERB+ING	You LIFT a phone receiver: ELEPHANTs can lift with their trunks.
lifts	ELEPHANT	PHONE	VERB+S	You LIFT a phone receiver: ELEPHANTs can lift with their trunks.
light	MOUNTAIN	MOUNTAIN	ADJ	As the sun rises over the MOUNTAIN, it turns the darkness of night into the LIGHT of day.
light bulb	HOUSE	HMPARTS		HOUSE = House-related
lighter	MOUNTAIN	MOUNTAIN	ADJ+ER	As the sun rises over the MOUNTAIN, it turns the darkness of night into the LIGHT of day.
lightest	MOUNTAIN	MOUNTAIN	ADJ+EST	As the sun rises over the MOUNTAIN, it turns the darkness of night into the LIGHT of day.
lightly	MOUNTAIN	MOUNTAIN	ADVERB	As the sun rises over the MOUNTAIN, it turns the darkness of night into the LIGHT of day.
lightning	UMBRELLA	AR		UMBRELLA = Weather-related
like	PREVERB	SUN		The SUN is happy and LIK(E)able.
like	SUN	VERB		The SUN is happy and LIK(E)able.
liked	SUN	VERB+ED		The SUN is happy and LIK(E)able.
likes	PREVERB	PREVERB	SUN	Double-hit PREVERB = PREVERB+S: The SUN is happy and LIK(E)able.
likes	SUN	VERB+S		The SUN is happy and LIK(E)able.
liking	SUN	VERB+ING		The SUN is happy and LIK(E)able.
linens	BED	LINENS		BED = Furniture
linguini	APPLE	ITALIAN		APPLE = Food-related
lion	DOG	ZOO		DOG = Animals-related
lip	BOY	HEADPART		BOY = Body-related
lipstick	BOY	BOY		BOY + BOY = Bathroom-related
listen	EAR	EAR	VERB	You LISTEN with both EARS (double hit)
listened	EAR	EAR	VERB+ED	You LISTEN with both EARS (double hit)
listening	EAR	EAR	VERB+ING	You LISTEN with both EARS (double hit)
listens	EAR	EAR	VERB+S	You LISTEN with both EARS (double hit)
little	DICE	ADJ		The DICE are LITTLE.
littler	DICE	ADJ+ER		The DICE are LITTLER.
littlest	DICE	ADJ+EST		The DICE are LITTLEST.
live	HOUSE	HOUSE	VERB	You LIVE in a HOUSE.
lived	HOUSE	HOUSE	VERB+ED	You LIVE in a HOUSE.
lives	HOUSE	HOUSE	VERB+S	You LIVE in a HOUSE.
lives	LOVE	NOUNPL		The baby (LOVE) represents a new LIFE.
living	HOUSE	HOUSE	VERB+ING	You LIVE in a HOUSE.
living room	HOUSE	AR		HOUSE = House-related
lonely	MASKS	AR		MASKS = Feelings-related
long	HOUSE	ADJ		The FROG is making a LONG leap into the air.
longer	HOUSE	ADJ+ER		The FROG is making a LONG leap into the air.
longest	HOUSE	ADJ+EST		The FROG is making a LONG leap into the air.
look	EYE	VERB		You LOOK with an EYE.
looked	EYE	VERB+ED		You LOOK with an EYE.
looking	EYE	VERB+ING		You LOOK with an EYE.
looks	EYE	VERB+S		You LOOK with an EYE.
loose	SUIT	UMBRELLA	ADJ	SUIT = Clothing-related: You slide a tie's knot down (UMBRELLA) to LOOSEn it.
loosely	SUIT	UMBRELLA	ADVERB	SUIT = Clothing-related: You slide a tie's knot down (UMBRELLA) to LOOSEn it.
looser	SUIT	UMBRELLA	ADJ+ER	SUIT = Clothing-related: You slide a tie's knot down (UMBRELLA) to LOOSEn it.
loosest	SUIT	UMBRELLA	ADJ+EST	SUIT = Clothing-related: You slide a tie's knot down (UMBRELLA) to LOOSEn it.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
lot	OPEN	NOUN		There is a LOT of gold in the chest (OPEN).
lots	OPEN	NOUNPL		There is a LOT of gold in the chest (OPEN).
loud	EAR	PHONE	ADJ	A LOUD PHONE is easy to hear (EAR).
louder	EAR	PHONE	ADJ+ER	A LOUD PHONE is easy to hear (EAR).
loudest	EAR	PHONE	ADJ+EST	A LOUD PHONE is easy to hear (EAR).
loudly	EAR	PHONE	ADVERB	A LOUD PHONE is easy to hear (EAR).
lounge	HOUSE	AR		HOUSE = House-related
love	LOVE	VERB		Icon name: The mother LOVEs her baby.
loved	LOVE	VERB+ED		Icon name: The mother LOVEs her baby.
loves	LOVE	VERB+S		Icon name: The mother LOVEs her baby.
loving	LOVE	VERB+ING		Icon name: The mother LOVEs her baby.
low	GOD	MOUNTAIN	ADJ	The moon and stars (GOD) are high in the sky but the morning sun (MOUNTAIN) is LOW.
lower	GOD	MOUNTAIN	ADJ+ER	The moon and stars (GOD) are high in the sky but the morning sun (MOUNTAIN) is LOW.
lowest	GOD	MOUNTAIN	ADJ+EST	The moon and stars (GOD) are high in the sky but the morning sun (MOUNTAIN) is LOW.
lowly	GOD	MOUNTAIN	ADVERB	The moon and stars (GOD) are high in the sky but the morning sun (MOUNTAIN) is LOW.
luggage	OPEN			OPEN = Containers
lunch	APPLE	LUNCH		APPLE = Food-related
lunch	APPLE	MEALS		APPLE = Food-related
ly	ADVERB	ADVERB		Double-hit shortcut to add "ly" ending.
macaroni	APPLE	ITALIAN		APPLE = Food-related
macaroni and cheese	APPLE	LUNCH		APPLE = Food-related
mad	MASKS	AR		MASKS = Feelings-related
mad	MASKS	HAMMER	ADJ	MASKS = Feeling-related: You may get MAD if you hit yourself with a HAMMER.
madder	MASKS	HAMMER	ADJ+ER	MASKS = Feeling-related: You may get MAD if you hit yourself with a HAMMER.
maddest	MASKS	HAMMER	ADJ+EST	MASKS = Feeling-related: You may get MAD if you hit yourself with a HAMMER.
made	GOD	VERB+ED		You can MAKE shapes (GOD) with cookie cutters.
madly	MASKS	HAMMER	ADVERB	MASKS = Feeling-related: You may get MAD if you hit yourself with a HAMMER.
magazine	BOOK	AR		BOOK = Book-related
magic wand	DICE	AR		BATH = Toys/Games-related
mail carrier	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
make	GOD	VERB		You can MAKE shapes (GOD) with cookie cutters.
makes	GOD	VERB+S		You can MAKE shapes (GOD) with cookie cutters.
make-up	BOY	BOY		BOY + BOY = Bathroom-related
making	GOD	VERB+ING		You can MAKE shapes (GOD) with cookie cutters.
mall	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
man	PEOPLE	AR		PEOPLE = People-related
man	PEOPLE	FAMILY	NOUN	PEOPLE = People-related: The father of the FAMILY is a MAN.
mane	DOG	PARTS		DOG = Animals-related
manual	BOOK	AR		BOOK = Book-related
many	MUSIC	ADJ		There are MANY musical notes.
map	BOOK	AR		BOOK = Book-related
marble	DICE	AR		BATH = Toys/Games-related
March	WATCH	MONTHS		WATCH = Time-related
marker	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
Martin Luther King Day	GOD	AR		GOD = Holiday-related
match	DICE	AR		BATH = Toys/Games-related
math	KNOW	AR		KNOW = School/Knowledge-related
may	PREVERB	EXIT		You MAY leave by the EXIT.
May	WATCH	MONTHS		WATCH = Time-related
may he	EXIT	HE		The EXIT shows where you MAY leave.
may he not	EXIT	KNOT	HE	The EXIT shows where you MAY leave: KNOT = Negative.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
may I	EXIT	I		The EXIT shows where you MAY leave.
may I not	EXIT	KNOT	I	The EXIT shows where you MAY leave: KNOT = Negative.
may it	EXIT	IT		The EXIT shows where you MAY leave.
may it not	EXIT	KNOT	IT	The EXIT shows where you MAY leave: KNOT = Negative.
may she	EXIT	SHE		The EXIT shows where you MAY leave.
may she not	EXIT	KNOT	SHE	The EXIT shows where you MAY leave: KNOT = Negative.
may they	EXIT	THEY		The EXIT shows where you MAY leave.
may they not	EXIT	KNOT	THEY	The EXIT shows where you MAY leave: KNOT = Negative.
may we	EXIT	WE		The EXIT shows where you MAY leave.
may we not	EXIT	KNOT	WE	The EXIT shows where you MAY leave: KNOT = Negative.
may you	EXIT	YOU		The EXIT shows where you MAY leave.
may you not	EXIT	KNOT	YOU	The EXIT shows where you MAY leave: KNOT = Negative.
maybe	ADVERB	AR		ADVERB = ADVERBS
maybe	ADVERB	MASKS		MAYBE you're happy, MAYBE you're sad (MASKS).
mayonnaise	APPLE	CONDIMENT		APPLE = Food-related
McDonald's	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
me	I	OBJ		Objective Pronoun (ME) follows sequence: Pronoun (I) + OBJ.
meal	APPLE	MEALS		APPLE = Food-related
mean	THINK	WANTED	ADJ	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
mean	THINK	WANTED	VERB	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meaner	THINK	WANTED	ADJ+ER	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meanest	THINK	WANTED	ADJ+EST	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meaning	THINK	WANTED	VERB+ING	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meanly	THINK	WANTED	ADVERB	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
means	THINK	WANTED	VERB+S	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meant	THINK	WANTED	VERB+ED	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
meat	APPLE	MEAT		APPLE = Food-related
medicine	BOY	BOY		BOY + BOY = Bathroom-related
medicine	MEDICAL	MEDICAL	NOUN	You take MEDICINE in a MEDICAL emergency.
medicines	MEDICAL	MEDICAL	NOUNPL	You take MEDICINE in a MEDICAL emergency.
meet	ELEPHANT	VERB		The ELEPHANTs are MEETING.
meeting	ELEPHANT	VERB+ING		The ELEPHANTs are MEETING.
meets	ELEPHANT	VERB+S		The ELEPHANTs are MEETING.
melon	APPLE	FRUIT		APPLE = Food-related
melon	APPLE	SALAD		APPLE = Food-related
Memorial Day	GOD	AR		GOD = Holiday-related
men	PEOPLE	FAMILY	NOUNPL	PEOPLE = People-related: The father of the FAMILY is a MAN.
menu	BOOK	AR		BOOK = Book-related
Merry Christmas	INTERJ	AR		INTERJ = INTERJECTION
met	ELEPHANT	VERB+ED		The ELEPHANTs are MEETING.
Mexican Food	APPLE	MEXICAN		APPLE = Food-related
microwave	PHONE	AR		PHONE = Appliances-related
middle	GOD	FAMILY	ADJ	The cross shape (GOD) is in the MIDDLE of the others.
might	PREVERB	ELEPHANT		The ELEPHANTs are MIGHTy.
might he	ELEPHANT	HE		The ELEPHANTs are MIGHTy.
might I	ELEPHANT	I		The ELEPHANTs are MIGHTy.
might it	ELEPHANT	IT		The ELEPHANTs are MIGHTy.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
might not he	ELEPHANT	KNOT	HE	The ELEPHANTS are MIGHTy: KNOT = negative.
might not I	ELEPHANT	KNOT	I	The ELEPHANTS are MIGHTy: KNOT = negative.
might not it	ELEPHANT	KNOT	IT	The ELEPHANTS are MIGHTy: KNOT = negative.
might not she	ELEPHANT	KNOT	SHE	The ELEPHANTS are MIGHTy: KNOT = negative.
might not they	ELEPHANT	KNOT	THEY	The ELEPHANTS are MIGHTy: KNOT = negative.
might not we	ELEPHANT	KNOT	WE	The ELEPHANTS are MIGHTy: KNOT = negative.
might not you	ELEPHANT	KNOT	YOU	The ELEPHANTS are MIGHTy: KNOT = negative.
might she	ELEPHANT	SHE		The ELEPHANTS are MIGHTy.
might they	ELEPHANT	THEY		The ELEPHANTS are MIGHTy.
might we	ELEPHANT	WE		The ELEPHANTS are MIGHTy.
might you	ELEPHANT	YOU		The ELEPHANTS are MIGHTy.
milk	JUICE	AR		JUICE = Drink-related
milkshake	JUICE	AR		JUICE = Drink-related
mind	THINK	QUEENBEE	VERB	THINK = Thinking-related words; I don't MIND the QUEENBEE.
mindful	THINK	QUEENBEE	VERB+ED	THINK = Thinking-related words; I don't MIND the QUEENBEE.
mindful	THINK	QUEENBEE	VERB+ING	THINK = Thinking-related words; I don't MIND the QUEENBEE.
mindful	THINK	QUEENBEE	VERB+S	THINK = Thinking-related words; I don't MIND the QUEENBEE.
mine	POSS	I		Possessive Pronoun (MINE) follows sequence: POSS + Pronoun (I).
Minspeak	CHAIR	AR		CHAIR = Disability/AT-related
minute	WATCH	WATCH	AR	WATCH = Time-related
mirror	BED	AR		BED = Furniture-related
Miss	PEOPLE	AR		PEOPLE = People-related
mittens	SUIT	AR		SUIT = Clothing-related
mixer	PHONE	AR		PHONE = Appliances-related
mom	FAMILY	AR		FAMILY = Family-related
Monday	WATCH	DAYS		WATCH = Time-related
money	MONEY	AR		MONEY = Money-related
money	MONEY	NOUN		Icon name.
monies	MONEY	NOUNPL		Icon name.
monkey	DOG	ZOO		DOG = Animals-related
month	WATCH	WATCH	AR	WATCH = Time-related
more	MUSIC	ADJ+ER		Do you want to hear MORE MUSIC?
more able	THINK	THINK	ADJ+ER	THINK = Thinking-related words; If you THINK you can do it, then you are more ABLE to do it.
more careful	LOVE	PEOPLE	ADJ+ER	LOVE = Loving-related; You should CARE for PEOPLE.
more certain	KNOW	KNOW	ADJ+ER	KNOW = School-related: To KNOW is to be CERTAIN.
more difficult	REMEMBER	UMBRELLA	ADJ+ER	Taking down an UMBRELLA can be DIFFICULT.
more disabled	CHAIR	ADJ+ER		Many people who are DISABLED use wheelCHAIRS and other assistive technology.
more ill	MEDICAL	MEDICAL	ADJ+ER	MEDICAL = Health-related: You need MEDICAL attention when you are ILL.
more important	REMEMBER	ADJ+ER		A piece of string placed around your finger (REMEMBER) reminds you of something IMPORTANT.
more real	MONEY	ADJ+ER		You need REAL MONEY to buy things.
more tired	BED	ADJ+ER		When you are TIRED you go to BED.
more unusual	KITCHEN	UMBRELLA	ADJ+ER	KITCHEN = Cooking-related: UNUSUAL is the opposite of usual - see the thumbs down on the UMBRELLA.
more usual	KITCHEN	KITCHEN	ADJ+ER	You cook (KITCHEN) your favorite meals as USUAL.
morning	WATCH	AR		WATCH = Time-related
mosquito	DOG	INSECTS		DOG = Animals-related
most	MUSIC	ADJ+EST		Do you want to hear the MOST MUSIC?
most able	THINK	THINK	ADJ+EST	THINK = Thinking-related words; If you THINK you can do it, then you are more ABLE to do it.
most careful	LOVE	PEOPLE	ADJ+EST	LOVE = Loving-related; You should CARE for PEOPLE.
most certain	KNOW	KNOW	ADJ+EST	KNOW = School-related: To KNOW is to be CERTAIN.
most difficult	REMEMBER	UMBRELLA	ADJ+EST	Taking down an UMBRELLA can be DIFFICULT.
most disabled	CHAIR	ADJ+EST		Many people who are DISABLED use wheelCHAIRS and other assistive technology.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
most ill	MEDICAL	MEDICAL	ADJ+EST	MEDICAL = Health-related: You need MEDICAL attention when you are ILL.
most important	REMEMBER	ADJ+EST		A piece of string placed around your finger (REMEMBER) reminds you of something IMPORTANT.
most real	MONEY	ADJ+EST		You need REAL MONEY to buy things.
most tired	BED	ADJ+EST		When you are TIRED you go to BED.
most unusual	KITCHEN	UMBRELLA	ADJ+EST	KITCHEN = Cooking-related: UNUSUAL is the opposite of usual - see the thumbs down on the UMBRELLA.
most usual	KITCHEN	KITCHEN	ADJ+EST	You cook (KITCHEN) your favorite meals as USUAL.
mostly	MUSIC	ADVERB		Do you want to hear the MOST MUSIC?
moth	DOG	INSECTS		DOG = Animals-related
mother	FAMILY	AR		FAMILY = Family-related
Mother's Day	GOD	AR		GOD = Holiday-related
motorcycle	TRUCK	AR		TRUCK = Transport-related
mountains	MOUNTAIN	AR		MOUNTAIN = Nature-related
mouse	DOG	PETS		DOG = Animals-related
mouse	DOG	WOODS		DOG = Animals-related
mouse	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
mouth	BOY	HEADPART		BOY = Body-related
move	TRUCK	TRUCK	VERB	TRUCK = Transportation-related words; You may MOVE using a moving van (TRUCK).
moved	TRUCK	TRUCK	VERB+ED	TRUCK = Transportation-related words; You may MOVE using a moving van (TRUCK).
moves	TRUCK	TRUCK	VERB+S	TRUCK = Transportation-related words; You may MOVE using a moving van (TRUCK).
movie	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
moving	TRUCK	TRUCK	VERB+ING	TRUCK = Transportation-related words; You may MOVE using a moving van (TRUCK).
Mr.	PEOPLE	AR		PEOPLE = People-related
Mr. Potato Head	DICE	AR		BATH = Toys/Games-related
Mrs.	PEOPLE	AR		PEOPLE = People-related
Ms.	PEOPLE	AR		PEOPLE = People-related
much	ADVERB	MONEY		There is MUCH MONEY in the picture.
mug	KITCHEN	AR		KITCHEN = Cooking-related
mushroom	APPLE	VEGETABLES		APPLE = Food-related
music	KNOW	AR		KNOW = School/Knowledge-related
music room	HOUSE	AR		HOUSE = House-related
music synthesizer	MUSIC	AR		MUSIC = Music-related
must	PREVERB	HAMMER		Some people MUST go to work (HAMMER).
must he	HAMMER	HE		HAMMER = Work-related: People MUST work: Work with a HAMMER.
must I	HAMMER	I		HAMMER = Work-related: People MUST work: Work with a HAMMER.
must it	HAMMER	IT		HAMMER = Work-related: People MUST work: Work with a HAMMER.
must she	HAMMER	SHE		People MUST work: Work with a HAMMER.
must they	HAMMER	THEY		People MUST work: Work with a HAMMER.
must we	HAMMER	WE		HAMMER = Work-related: People MUST work: Work with a HAMMER.
must you	HAMMER	YOU		HAMMER = Work-related: People MUST work: Work with a HAMMER.
mustache	BOY	HEADPART		BOY = Body-related
mustard	APPLE	CONDIMENT		APPLE = Food-related
mustn't he	HAMMER	KNOT	HE	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
mustn't I	HAMMER	KNOT	I	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
mustn't it	HAMMER	KNOT	IT	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
mustn't she	HAMMER	KNOT	SHE	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
mustn't they	HAMMER	KNOT	THEY	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
mustn't we	HAMMER	KNOT	WE	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
mustn't you	HAMMER	KNOT	YOU	HAMMER = Work-related: People MUST work: Work with a HAMMER. KNOT = Negative.
my	I	POSS		Possessive Adjective (MY) follows sequence: Pronoun (I) + POSS.
myself	OBJ	I		Reflexive Pronoun (MYSELF) follows sequence: OBJect + Pronoun (I).
nacho	APPLE	MEXICAN		APPLE = Food-related
nail	BOY	ARMPRT		BOY = Body-related
nails	HAMMER	AR		HAMMER = Work-related
name	FAMILY	AR		FAMILY = Family-related
name	FAMILY	AR		FAMILY = Family-related
name	POSS	NOUN		The POSS icon shows a NAME tag.
name	POSS	VERB		The POSS icon shows a NAME tag.
named	POSS	VERB+ED		The POSS icon shows a NAME tag.
names	POSS	NOUNPL		The POSS icon shows a NAME tag.
names	POSS	VERB+S		The POSS icon shows a NAME tag.
naming	POSS	VERB+ING		The POSS icon shows a NAME tag.
napkin	KITCHEN	AR		KITCHEN = Cooking-related
Nascar racing	SHOE	AR		SHOE = Sports-related
nature	MOUNTAIN	NOUN		MOUNTAINS are part of NATURE.
natures	MOUNTAIN	NOUNPL		MOUNTAINS are part of NATURE.
near	ISLAND	PHONE	ADJ	ISLAND = Place-related: It is easy (PHONE) to find places that are NEAR.
nearer	ISLAND	PHONE	ADJ+ER	ISLAND = Place-related: It is easy (PHONE) to find places that are NEAR.
nearest	ISLAND	PHONE	ADJ+EST	ISLAND = Place-related: It is easy (PHONE) to find places that are NEAR.
nearly	ISLAND	PHONE	ADVERB	ISLAND = Place-related: It is easy (PHONE) to find places that are NEAR.
neck	BOY	HEADPART		BOY = Body-related
necklace	SUIT	ACCESSORY		SUIT = Clothing-related
need	PREVERB	UMBRELLA		You NEED an UMBRELLA when it rains.
need	UMBRELLA	VERB		An UMBRELLA is NEEDED when it rains.
needed	UMBRELLA	VERB+ED		An UMBRELLA is NEEDED when it rains.
needing	UMBRELLA	VERB+ING		An UMBRELLA is NEEDED when it rains.
needs	PREVERB	PREVERB	UMBRELLA	Double-hit PREVERB = PREVERB+S: You NEED an UMBRELLA when it rains.
needs	UMBRELLA	VERB+S		An UMBRELLA is NEEDED when it rains.
neighbor	PEOPLE	AR		PEOPLE = People-related
nervous	MASKS	AR		MASKS = Feelings-related
nest	DOG	HOMES		DOG = Animals-related
never	ADVERB	HE		He's NEVER late and NEVER wrong!
new	LOVE	ADJ		The mother (LOVE) has NEW baby.
New Year's Day	GOD	AR		GOD = Holiday-related
newer	LOVE	ADJ+ER		The mother (LOVE) has NEW baby.
newest	LOVE	ADJ+EST		The mother (LOVE) has NEW baby.
newly	LOVE	ADVERB		The mother (LOVE) has NEW baby.
news	DOG	NOUN		The newspaper (DOG) tells the NEWS.
news	TV	AR		TV = TV-related
newspaper	BOOK	AR		BOOK = Book-related
next	GOD	PEOPLE	ADJ	The moon shape (GOD) is NEXT to the others.
nice	SUIT	ADJ		It's a NICE SUIT; You dress NICE.
nicely	SUIT	ADVERB		It's a NICE SUIT; You dress NICE.
nicer	SUIT	ADJ+ER		It's a NICE SUIT; You dress NICE.
nicest	SUIT	ADJ+EST		It's a NICE SUIT; You dress NICE.
nickel	MONEY	AR		MONEY = Money-related
night	WATCH	AR		WATCH = Time-related
ninth grade	KNOW	GRADES		KNOW = School/Knowledge-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
no one	HAMMER	SUN		N for nail (hit by a HAMMER): N for NO: There is ONE SUN.
no time	HAMMER	WATCH		N for nail (hit by a HAMMER): N for NO: The WATCH shows the TIME.
no way	HAMMER	EXIT		N for nail (hit by a HAMMER): N for NO: The EXIT shows the WAY.
nobody	HAMMER	BOY		N for nail (hit by a HAMMER): N for NO: You see the BOY's BODY.
none	DET	HAMMER		There are no (NONE) nails with the HAMMER: "Nail" begins with N
noodles	APPLE	ITALIAN		APPLE = Food-related
north	ISLAND	ISLAND		ISLAND+ISLAND = Directions
nose	BOY	HEADPART		BOY = Body-related
not	KNOT			KNOT sounds like NOT.
notebook	BOOK	AR		BOOK = Book-related
nothing	HAMMER	TRUCK		N for nail (hit by a HAMMER): N for NO: The TRUCK may have NOTHING in it.
November	WATCH	MONTHS		WATCH = Time-related
now	ADVERB	BOY		The BOY is stepping into the pool NOW.
nowhere	HAMMER	ISLAND		N for nail (hit by a HAMMER): N for NO: A map (ISLAND) shows WHERE to go.
NUMBERS	ADJ			Single-hit shortcut to NUMBERS Page.
nun	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
nurse	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
nursery	HOUSE	AR		HOUSE = House-related
nuts	APPLE	SNACKS		APPLE = Food-related
oatmeal	APPLE	BREAKFAST		APPLE = Food-related
obstacle	DICE	AR		BATH = Toys/Games-related
occupational therapist	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
ocean	MOUNTAIN	AR		MOUNTAIN = Nature-related
o'clock	WATCH	WATCH	AR	WATCH = Time-related
October	WATCH	MONTHS		WATCH = Time-related
octopus	DOG	WATER		DOG = Animals-related
of	PREP	JUICE		A drink OF JUICE.
of course	INTERJ	ISLAND		OF COURSE I want to go sailing (ISLAND).
off	PREP	GOD		After drawing round the shapes (GOD) take them OFF the paper.
offering	MONEY	AR		MONEY = Money-related
office	HOUSE	AR		HOUSE = House-related
often	ADVERB	PHONE		Some people talk on the PHONE OFTEN.
oh	INTERJ	OPEN		"OH" sounds like the long "o" in OPEN: "OH, there it is, in the box."
oil	APPLE	CONDIMENT		APPLE = Food-related
oil	TRUCK	AR		TRUCK = Transport-related
okay	INTERJ	AR		INTERJ = INTERJECTION
on	PREP	CHAIR		Your pet may sit ON your CHAIR.
on	VERB+EN	AR		Single-hit shortcut to frequent word.
once	ADVERB	BOOK		Some BOOKS start with "ONCE upon a time..."
onion	APPLE	VEGETABLES		APPLE = Food-related
only	ADVERB	LOVE		This is her ONLY child.
oops	INTERJ	AR		INTERJ = INTERJECTION
open	OPEN	PHONE	VERB	OPEN = Chest-related words; The chest is OPEN (thumbs up on the UMBRELLA).
opened	OPEN	PHONE	VERB+ED	OPEN = Chest-related words; The chest is OPEN (thumbs up on the UMBRELLA).
opening	OPEN	PHONE	VERB+ING	OPEN = Chest-related words; The chest is OPEN (thumbs up on the UMBRELLA).
opens	OPEN	PHONE	VERB+S	OPEN = Chest-related words; The chest is OPEN (thumbs up on the UMBRELLA).
or	CONJ	OPEN		You can put toys OR money in a chest (OPEN).
orange	APPLE	FRUIT		APPLE = Food-related
orange	RAINBOW	AR		RAINBOW = Colors

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
other	ISLAND	ADJ		A map (ISLAND) will show OTHER countries or OTHER directions.
ouch	INTERJ	HAMMER		Say OUCH if you hit yourself with a HAMMER.
our	WE	POSS		Possessive Adjective (OUR) follows sequence: Pronoun (WE) + POSS.
ours	POSS	WE		Possessive Pronoun (OURS) follows sequence: POSS + Pronoun (WE).
ourselves	OBJ	WE		Reflexive Pronoun (OURSELVES) follows sequence: OBJect + Pronoun (WE).
out	PREP	EXIT		EXIT shows a way OUT of a building.
outdoors	ADVERB	MOUNTAIN		When the weather is good, we can play OUTDOORS (MOUNTAINS).
outlet	HOUSE	HMPARTS		HOUSE = House-related
outside	PREP	QUEENBEE		Keep the QUEENBEE OUTSIDE your house.
oval	GOD	GOD		GOD + GOD = Shapes
oven	PHONE	AR		PHONE = Appliances-related
over	PREP	RAINBOW		Birds fly OVER the RAINBOW.
own	MONEY	HOUSE	VERB	MONEY = Money-related: With money, a HOUSE may someday be your OWN.
owned	MONEY	HOUSE	VERB+ED	MONEY = Money-related: With money, a HOUSE may someday be your OWN.
owning	MONEY	HOUSE	VERB+ING	MONEY = Money-related: With money, a HOUSE may someday be your OWN.
owns	MONEY	HOUSE	VERB+S	MONEY = Money-related: With money, a HOUSE may someday be your OWN.
P.E.	KNOW	AR		KNOW = School/Knowledge-related
package	OPEN			OPEN = Containers
page	BOOK	PARTS		BOOK = Book-related
paid	MONEY	WANTED	VERB+ED	MONEY = Money-related words; For no matter how much money, crime (WANTED) doesn't PAY.
paint	RAINBOW	HOUSE	VERB	RAINBOW = Color-related: You PAINT a HOUSE.
paint	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
painted	RAINBOW	HOUSE	VERB+ED	RAINBOW = Color-related: You PAINT a HOUSE.
painting	RAINBOW	HOUSE	VERB+ING	RAINBOW = Color-related: You PAINT a HOUSE.
paints	RAINBOW	HOUSE	VERB+S	RAINBOW = Color-related: You PAINT a HOUSE.
pajamas	SUIT	AR		SUIT = Clothing-related
pan	KITCHEN	AR		KITCHEN = Cooking-related
pancake	APPLE	BREAKFAST		APPLE = Food-related
panties	SUIT	AR		SUIT = Clothing-related
pants	SUIT	AR		SUIT = Clothing-related
paper	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
paperclip	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
paragraph	BOOK	PARTS		BOOK = Book-related
parent	FAMILY	AR		FAMILY = Family-related
park	ISLAND	AR		ISLAND = Places
parking lot	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
part	GOD	GOD	AR	GOD + GOD = Shape-related
Passover	GOD	AR		GOD = Holiday-related
past	WATCH	WATCH	AR	WATCH = Time-related
pasta	APPLE	ITALIAN		APPLE = Food-related
pastor	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
Pathfinder	CHAIR	AR		CHAIR = Disability/AT-related
patio	HOUSE	HMPARTS		HOUSE = House-related
paw	DOG	PARTS		DOG = Animals-related
pay	MONEY	WANTED	VERB	MONEY = Money-related words; For no matter how much money, crime (WANTED) doesn't PAY.
paying	MONEY	WANTED	VERB+ING	MONEY = Money-related words; For no matter how much money, crime (WANTED) doesn't PAY.
pays	MONEY	WANTED	VERB+S	MONEY = Money-related words; For no matter how much money, crime (WANTED) doesn't PAY.
pea	APPLE	VEGETABLES		APPLE = Food-related
peanut butter	APPLE	CONDIMENT		APPLE = Food-related
pear	APPLE	FRUIT		APPLE = Food-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
pen	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
pencil	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
penguin	DOG	WATER		DOG = Animals-related
penis	BOY	TORSO		BOY = Body-related
penny	MONEY	AR		MONEY = Money-related
people	PEOPLE	AR		PEOPLE = People-related
people	PEOPLE	NOUNPL		Three PERSONs are shown on the PEOPLE icon.
pepper	APPLE	CONDIMENT		APPLE = Food-related
pepperoni	APPLE	MEAT		APPLE = Food-related
person	PEOPLE	NOUN		Three PERSONs are shown on the PEOPLE icon.
pet	DOG	PETS		DOG = Animals-related
phonebook	BOOK	AR		BOOK = Book-related
physical therapist	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
piano	MUSIC	AR		MUSIC = Music-related
pick	REMEMBER	OPEN	VERB	REMEMBER = Hand-related words; PICK up your things and put them away in the chest (OPEN).
picked	REMEMBER	OPEN	VERB+ED	REMEMBER = Hand-related words; PICK up your things and put them away in the chest (OPEN).
picking	REMEMBER	OPEN	VERB+ING	REMEMBER = Hand-related words; PICK up your things and put them away in the chest (OPEN).
picks	REMEMBER	OPEN	VERB+S	REMEMBER = Hand-related words; PICK up your things and put them away in the chest (OPEN).
picnic	APPLE	MEALS		APPLE = Food-related
picture	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
pie	APPLE	DESSERT		APPLE = Food-related
pig	DOG	FARM		DOG = Animals-related
piglet	DOG	BABYANIM		DOG = Animals-related
pillow	BED	LINENS		BED = Furniture
pillowcase	BED	LINENS		BED = Furniture
pilot	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
pink	RAINBOW	AR		RAINBOW = Colors
pipe	HOUSE	HMPARTS		HOUSE = House-related
pitcher	KITCHEN	AR		KITCHEN = Cooking-related
pizza	APPLE	ITALIAN		APPLE = Food-related
Pizza Hut	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
place	ISLAND	NOUN		The cross on the ISLAND marks the PLACE to go.
placemat	BED	LINENS		BED = Furniture
placemat	KITCHEN	AR		KITCHEN = Cooking-related
places	ISLAND	NOUNPL		The cross on the ISLAND marks the PLACE to go.
plant	MOUNTAIN	AR		MOUNTAIN = Nature-related
plate	KITCHEN	AR		KITCHEN = Cooking-related
play	DICE	VERB		You may PLAY a game with DICE.
played	DICE	VERB+ED		You may PLAY a game with DICE.
playground	ISLAND	AR		ISLAND = Places
playing	DICE	VERB+ING		You may PLAY a game with DICE.
plays	DICE	VERB+S		You may PLAY a game with DICE.
please	INTERJ	WANTED		I WANT(ED) something PLEASE.
Please adjust my wheelchair.	SENT	TECH		SENTENCE = Prestored Sentences
Please charge my device.	SENT	TECH		SENTENCE = Prestored Sentences
Please clean my device.	SENT	TECH		SENTENCE = Prestored Sentences
point	REMEMBER	EXIT	VERB	REMEMBER = Hand-related words; The arrow (EXIT) POINTs somewhere.
pointed	REMEMBER	EXIT	VERB+ED	REMEMBER = Hand-related words; The arrow (EXIT) POINTs somewhere.
pointing	REMEMBER	EXIT	VERB+ING	REMEMBER = Hand-related words; The arrow (EXIT) POINTs somewhere.
points	REMEMBER	EXIT	VERB+S	REMEMBER = Hand-related words; The arrow (EXIT) POINTs somewhere.
police	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
pond	MOUNTAIN	AR		MOUNTAIN = Nature-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
pool	DICE	AR		BATH = Toys/Games-related
pool	ISLAND	AR		ISLAND = Places
popcorn	APPLE	SNACKS		APPLE = Food-related
porch	HOUSE	HMPARTS		HOUSE = House-related
pork	APPLE	MEAT		APPLE = Food-related
post office	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
potato	APPLE	VEGETABLES		APPLE = Food-related
potato chips	APPLE	LUNCH		APPLE = Food-related
potato chips	APPLE	SNACKS		APPLE = Food-related
power chair	CHAIR	AR		CHAIR = Disability/AT-related
present	WATCH	WATCH	AR	WATCH = Time-related
prettier	RAINBOW	ADJ+ER		A RAINBOW is PRETTY.
prettiest	RAINBOW	ADJ+EST		A RAINBOW is PRETTY.
prettily	RAINBOW	ADVERB		A RAINBOW is PRETTY.
pretty	RAINBOW	ADJ		A RAINBOW is PRETTY.
pretzel	APPLE	SNACKS		APPLE = Food-related
priest	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
printer	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
program	TV	TV		TV+TV = Computer-related: The TV looks like a computer screen.
proud	MASKS	AR		MASKS = Feelings-related
psychologist	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
pudding	APPLE	DESSERT		APPLE = Food-related
puddle	MOUNTAIN	AR		MOUNTAIN = Nature-related
pull	ELEPHANT	ELEPHANT	VERB	One ELEPHANT is PULLing another by its trunk.
pulled	ELEPHANT	ELEPHANT	VERB+ED	One ELEPHANT is PULLing another by its trunk.
pulling	ELEPHANT	ELEPHANT	VERB+ING	One ELEPHANT is PULLing another by its trunk.
pulls	ELEPHANT	ELEPHANT	VERB+S	One ELEPHANT is PULLing another by its trunk.
puppet	DICE	AR		BATH = Toys/Games-related
puppy	DOG	BABYANIM		DOG = Animals-related
purple	RAINBOW	AR		RAINBOW = Colors
purple	RAINBOW	UMBRELLA	ADJ	RAINBOW = Colors
purpler	RAINBOW	UMBRELLA	ADJ+ER	RAINBOW = Colors
purplest	RAINBOW	UMBRELLA	ADJ+EST	RAINBOW = Colors
purse	OPEN			OPEN = Containers
purse	SUIT	ACCESSORY		SUIT = Clothing-related
push	ELEPHANT	HAMMER	VERB	PUSH a nail in with a HAMMER - an ELEPHANT can PUSH hard with its trunk.
pushed	ELEPHANT	HAMMER	VERB+ED	PUSH a nail in with a HAMMER - an ELEPHANT can PUSH hard with its trunk.
pushes	ELEPHANT	HAMMER	VERB+S	PUSH a nail in with a HAMMER - an ELEPHANT can PUSH hard with its trunk.
pushing	ELEPHANT	HAMMER	VERB+ING	PUSH a nail in with a HAMMER - an ELEPHANT can PUSH hard with its trunk.
put	APPLE	SALAD		APPLE = Food-related
put	OPEN	VERB		You PUT things away in an OPEN chest/box.
put	OPEN	VERB+ED		You PUT things away in an OPEN chest/box.
puts	OPEN	VERB+S		You PUT things away in an OPEN chest/box.
putting	OPEN	VERB+ING		You PUT things away in an OPEN chest/box.
puzzle	DICE	AR		BATH = Toys/Games-related
quarter	ADJ	NUMBERS		The ADJ is used for NUMBERS.
quarter	MONEY	AR		MONEY = Money-related
question	TV	NOUN		The TV icon shows a QUESTION mark.
questions	TV	NOUNPL		The TV icon shows a QUESTION mark.
quick	SHOE	SHOE	ADJ	You can be QUICK in running SHOES.
quicker	SHOE	SHOE	ADJ+ER	You can be QUICK in running SHOES.
quickest	SHOE	SHOE	ADJ+EST	You can be QUICK in running SHOES.
quickly	SHOE	SHOE	ADVERB	You can be QUICK in running SHOES.
quiet	EAR	UMBRELLA	ADJ	Turn down (Thumbs down - UMBRELLA) the volume to make it QUIET.
quieter	EAR	UMBRELLA	ADJ+ER	Turn down (Thumbs down - UMBRELLA) the volume to make it QUIET.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
quietest	EAR	UMBRELLA	ADJ+EST	Turn down (Thumbs down - UMBRELLA) the volume to make it QUIET.
quietly	EAR	UMBRELLA	ADVERB	Turn down (Thumbs down - UMBRELLA) the volume to make it QUIET.
quite	ADVERB	ELEPHANT		Those are QUITE big ELEPHANTS.
rabbi	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
rabbit	DOG	PETS		DOG = Animals-related
rabbit	DOG	WOODS		DOG = Animals-related
radio	MUSIC	AR		MUSIC = Music-related
radio	PHONE	AR		PHONE = Appliances-related
radio	PHONE	AR		PHONE = Appliances-related
rain	UMBRELLA	AR		UMBRELLA = Weather-related
rainbow	UMBRELLA	AR		UMBRELLA = Weather-related
raincoat	SUIT	AR		SUIT = Clothing-related
ramp	HOUSE	HMPARTS		HOUSE = House-related
ran	SHOE	SHOE	VERB+ED	RUN fast in your running SHOES.
rat	DOG	WOODS		DOG = Animals-related
ravioli	APPLE	ITALIAN		APPLE = Food-related
razor	BOY	BOY		BOY + BOY = Bathroom-related
read	BOOK	VERB		READ a BOOK.
read	BOOK	VERB+ED		READ a BOOK.
reading	BOOK	VERB+ING		READ a BOOK.
reading	KNOW	AR		KNOW = School/Knowledge-related
reads	BOOK	VERB+S		READ a BOOK.
ready	ADVERB	WATCH		READY, Set, Go!!
real	MONEY	ADJ		You need REAL MONEY to buy things.
really	MONEY	ADVERB		You need REAL MONEY to buy things.
receipt	MONEY	AR		MONEY = Money-related
recess	KNOW	AR		KNOW = School/Knowledge-related
rectangle	GOD	GOD		GOD + GOD = Shapes
red	RAINBOW	AR		RAINBOW = Colors
redhead	RAINBOW	AR		RAINBOW = Colors
refried beans	APPLE	MEXICAN		APPLE = Food-related
refrigerator	PHONE	AR		PHONE = Appliances-related
remember	REMEMBER	REMEMBER	VERB	REMEMBER = Hand-related words; Icon name.
remembered	REMEMBER	REMEMBER	VERB+ED	REMEMBER = Hand-related words; Icon name.
remembering	REMEMBER	REMEMBER	VERB+ING	REMEMBER = Hand-related words; Icon name.
remembers	REMEMBER	REMEMBER	VERB+S	REMEMBER = Hand-related words; Icon name.
remote control	TV	AR		TV = TV-related
restaurant	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
rice	APPLE	ITALIAN		APPLE = Food-related
rice	APPLE	MEXICAN		APPLE = Food-related
rigatoni	APPLE	ITALIAN		APPLE = Food-related
right	EXIT	ADJ		The EXIT points you in the RIGHT direction.
right	ISLAND	ISLAND		ISLAND+ISLAND = Directions
rightly	EXIT	ADVERB		The EXIT points you in the RIGHT direction.
ring	SUIT	ACCESSORY		SUIT = Clothing-related
river	MOUNTAIN	AR		MOUNTAIN = Nature-related
roach	DOG	INSECTS		DOG = Animals-related
road	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
robin	DOG	WOODS		DOG = Animals-related
rocket	TRUCK	AR		TRUCK = Transport-related
roof	HOUSE	HMPARTS		HOUSE = House-related
room	HOUSE	AR		HOUSE = House-related
rooster	DOG	FARM		DOG = Animals-related
root beer	JUICE	AR		JUICE = Drink-related
round	GOD	GOD	ADJ	GOD + GOD =Shape-related: Bake ROUND cakes
rounder	GOD	GOD	ADJ+ER	GOD + GOD =Shape-related: Bake ROUND cakes
roundest	GOD	GOD	ADJ+EST	GOD + GOD =Shape-related: Bake ROUND cakes
roundly	GOD	GOD	ADVERB	GOD + GOD =Shape-related: Bake ROUND cakes
rugby	SHOE	AR		SHOE = Sports-related
ruler	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
run	SHOE	SHOE	VERB	RUN fast in your running SHOES.
running	SHOE	SHOE	VERB+ING	RUN fast in your running SHOES.
runs	SHOE	SHOE	VERB+S	RUN fast in your running SHOES.
sad	MASKS	ADJ		One of the MASKS looks SAD.
sad	MASKS	AR		MASKS = Feelings-related
sadder	MASKS	ADJ+ER		One of the MASKS looks SAD.
saddest	MASKS	ADJ+EST		One of the MASKS looks SAD.
sadly	MASKS	ADVERB		One of the MASKS looks SAD.
safe	OPEN	MONEY	ADJ	OPEN = Chest-related words; Your MONEY is SAFE locked in a chest.
safely	OPEN	MONEY	ADVERB	OPEN = Chest-related words; Your MONEY is SAFE locked in a chest.
safer	OPEN	MONEY	ADJ+ER	OPEN = Chest-related words; Your MONEY is SAFE locked in a chest.
safest	OPEN	MONEY	ADJ+EST	OPEN = Chest-related words; Your MONEY is SAFE locked in a chest.
said	PHONE	VERB+ED		SAY is the most basic verb of communication (PHONE).
salad	APPLE	LUNCH		APPLE = Food-related
salad	APPLE	VEGETABLES		APPLE = Food-related
salad dressing	APPLE	CONDIMENT		APPLE = Food-related
salsa	APPLE	MEXICAN		APPLE = Food-related
salt	APPLE	CONDIMENT		APPLE = Food-related
same	EYE	ADJ		Your EYES are usually the SAME color.
sandbox	DICE	AR		BATH = Toys/Games-related
sandpaper	HAMMER	AR		HAMMER = Work-related
sandwich	APPLE	LUNCH		APPLE = Food-related
sang	MUSIC	VERB+ED		You read MUSICAL notes to SING.
sanitary napkin	BOY	BOY		BOY + BOY = Bathroom-related
sat	CHAIR	VERB+ED		A CHAIR is to SIT on.
Saturday	WATCH	DAYS		WATCH = Time-related
sauce	APPLE	ITALIAN		APPLE = Food-related
sausage	APPLE	BREAKFAST		APPLE = Food-related
sausage	APPLE	MEAT		APPLE = Food-related
saw	EYE	EYE	VERB+ED	You SEE with your EYES: Double hit.
saw	HAMMER	AR		HAMMER = Work-related
say	PHONE	VERB		SAY is the most basic verb of communication (PHONE).
saying	PHONE	VERB+ING		SAY is the most basic verb of communication (PHONE).
says	PHONE	VERB+S		SAY is the most basic verb of communication (PHONE).
scared	MASKS	AR		MASKS = Feelings-related
school	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
science	KNOW	AR		KNOW = School/Knowledge-related
scissors	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
screwdriver	HAMMER	AR		HAMMER = Work-related
screws	HAMMER	AR		HAMMER = Work-related
season	WATCH	SEASONS		WATCH = Time-related
seatbelt	CHAIR	PARTS		CHAIR = Disability/AT-related
second	WATCH	WATCH	AR	WATCH = Time-related
second grade	KNOW	GRADES		KNOW = School/Knowledge-related
secretary	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
see	EYE	EYE	VERB	You SEE with your EYES: Double hit.
seeing	EYE	EYE	VERB+ING	You SEE with your EYES: Double hit.
seem	THINK	MOUNTAIN	VERB	THINK = Thinking-related words; The MOUNTAIN SEEMS far away.
seemed	THINK	MOUNTAIN	VERB+ED	THINK = Thinking-related words; The MOUNTAIN SEEMS far away.
seeming	THINK	MOUNTAIN	VERB+ING	THINK = Thinking-related words; The MOUNTAIN SEEMS far away.
seems	THINK	MOUNTAIN	VERB+S	THINK = Thinking-related words; The MOUNTAIN SEEMS far away.
seen	EYE	EYE	VERB+EN	You SEE with your EYES: Double hit.
sees	EYE	EYE	VERB+S	You SEE with your EYES: Double hit.
send	EXIT	MONEY	VERB	EXIT = Destination-related: Please SEND some MONEY
sending	EXIT	MONEY	VERB+ING	EXIT = Destination-related: Please SEND some MONEY

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
sends	EXIT	MONEY	VERB+S	EXIT = Destination-related: Please SEND some MONEY
sent	EXIT	MONEY	VERB+ED	EXIT = Destination-related: Please SEND some MONEY
September	WATCH	MONTHS		WATCH = Time-related
seventh grade	KNOW	GRADES		KNOW = School/Knowledge-related
shall	PREVERB	SNAIL		Most SNAILS live in SHALLOW water; hence SHALL.
shall he	SNAIL	HE		Most SNAILS live in shallow waters; HE = He; hence SHALL HE.
shall I	SNAIL	I		Most SNAILS live in shallow waters; I = I; hence SHALL I.
shall it	SNAIL	IT		Most SNAILS live in shallow waters; IT = It; hence SHALL IT.
shall she	SNAIL	SHE		Most SNAILS live in shallow waters; SHE = She; hence SHALL SHE.
shall they	SNAIL	THEY		Most SNAILS live in shallow waters; THEY = They; hence SHALL THEY.
shall we	SNAIL	WE		Most SNAILS live in shallow waters; WE = We; hence SHALL WE.
shall you	SNAIL	YOU		Most SNAILS live in shallow waters; YOU = You; hence SHALL YOU.
shampoo	BOY	BOY		BOY + BOY = Bathroom-related
shan't	PREVERB	KNOT	SNAIL	KNOT = Negative: Most SNAILS live in shallow waters; hence SHAN'T.
shan't he	SNAIL	KNOT	HE	Most SNAILS live in shallow waters; KNOT = Negative: HE = He; hence SHAN'T HE..
shan't I	SNAIL	KNOT	I	Most SNAILS live in shallow waters; KNOT = Negative: I = I; hence SHAN'T I.
shan't it	SNAIL	KNOT	IT	Most SNAILS live in shallow waters; KNOT = Negative: IT = It; hence SHAN'T IT.
shan't she	SNAIL	KNOT	SHE	Most SNAILS live in shallow waters; KNOT = Negative: SHE = She; hence SHAN'T SHE.
shan't they	SNAIL	KNOT	THEY	Most SNAILS live in shallow waters; KNOT = Negative: THEY = They; hence SHAN'T THEY.
shan't we	SNAIL	KNOT	WE	Most SNAILS live in shallow waters; KNOT = Negative: WE = We; hence SHAN'T WE.
shan't you	SNAIL	KNOT	YOU	Most SNAILS live in shallow waters; KNOT = Negative: YOU = You; hence SHAN'T YOU.
shaving cream	BOY	BOY		BOY + BOY = Bathroom-related
she	SHE	SHE		Subject Pronoun (SHE) follows sequence: Pronoun (SHE) + Pronoun (SHE).
she can	SHE	JUICE		SHE = She; You drink a can of JUICE; hence SHE CAN.
she can't	SHE	KNOT	JUICE	SHE = She; KNOT = Negative: You drink a can of JUICE; hence SHE CAN'T.
she could	SHE	TRUCK		SHE = She; The TRUCK has a little engine that could; hence SHE COULD.
she couldn't	SHE	KNOT	TRUCK	SHE = She; KNOT = Negative: The TRUCK has a little engine that could; hence SHE COULDN'T.
she did	SHE	FAMILY		SHE = She; The FAMILY did dress up for their picture; hence SHE DID.
she didn't	SHE	KNOT	FAMILY	SHE = She; KNOT = Negative: The FAMILY did dress up for their picture; hence SHE DIDN'T.
she does	SHE	REMEMBER		SHE = She; You say "I do" (REMEMBER) when you are being married; hence SHE DOES.
she doesn't	SHE	KNOT	REMEMBER	SHE = She; KNOT = Negative: Say "I do" (REMEMBER) when you marry; hence SHE DOESN'T
she doesn't feel	SHE	KNOT	MASKS	SHE = She; KNOT = Negative: The MASKS show how you feel; hence SHE DOESN'T FEEL.
she doesn't know	SHE	KNOT	KNOW	SHE = She; KNOT = Negative: Icon name; hence SHE DOESN'T KNOW.
she doesn't like	SHE	KNOT	SUN	SHE = She; KNOT = Negative: The SUN is happy and lik(e)able; hence SHE DOESN'T LIKE.
she doesn't need	SHE	KNOT	UMBRELLA	SHE = She; KNOT = Negative: An UMBRELLA is needed when it rains; hence SHE DOESN'T NEED.
she doesn't think	SHE	KNOT	THINK	SHE = She; KNOT = Negative: Icon name; hence SHE DOESN'T THINK.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
she doesn't want	SHE	KNOT	WANTED	SHE = She; KNOT = Negative: The WANTED icon shows a wanted man; hence SHE DOESN'T WANT.
she feels	SHE	MASKS		SHE = She: The MASKS show how you FEEL; hence SHE FEELS.
she has	SHE	MONEY		SHE = She; The icon has MONEY on it; hence SHE HAS.
she hasn't	SHE	KNOT	MONEY	SHE = She; KNOT = Negative: The icon has MONEY on it; hence SHE HASN'T.
she is	SHE	QUEENBEE		SHE = She; the QUEENBEE is busy; hence SHE IS.
she isn't	SHE	KNOT	QUEENBEE	SHE = She; KNOT = Negative: The QUEENBEE is busy; hence SHE ISN'T.
she knows	SHE	KNOW		SHE = She; Icon name; hence SHE KNOWS.
she likes	SHE	SUN		SHE = She; The SUN is happy and lik(e)able; hence SHE LIKES.
she may	SHE	EXIT		SHE = She; You may leave by the EXIT; hence SHE MAY.
she may not	SHE	KNOT	EXIT	SHE = She; KNOT = Negative: You may leave by the EXIT; hence SHE MAY NOT.
she might	SHE	ELEPHANT		SHE = She; The ELEPHANTS are mighty; hence SHE MIGHT.
she might not	SHE	KNOT	ELEPHANT	SHE = She; KNOT = Negative: The ELEPHANTS are mighty; hence SHE MIGHT NOT.
she must	SHE	HAMMER		SHE = She; Many people must go to work (HAMMER); hence SHE MUST.
she mustn't	SHE	KNOT	HAMMER	SHE = She; KNOT = Negative: Many people must go to work (HAMMER); hence SHE MUSTN'T.
she needs	SHE	UMBRELLA		SHE = She; An UMBRELLA is needed when it rains; hence SHE NEEDS.
she shall	SHE	SNAIL		SHE = She; Most SNAILS live in shallow waters; hence SHE SHALL.
she shan't	SHE	KNOT	SNAIL	SHE = She; KNOT = Negative: Most SNAILS live in shallow waters; hence SHE SHAN'T.
she should	SHE	STOP		SHE = She: You should STOP at this sign; hence SHE SHOULD.
she shouldn't	SHE	KNOT	STOP	SHE = She; KNOT = Negative: You should STOP at this sign; hence SHE SHOULDN'T.
she thinks	SHE	THINK		SHE = She; Icon name; hence SHE THINKS.
she wants	SHE	WANTED		SHE = She; The WANTED icon shows a wanted man; hence SHE WANTS.
she was	SHE	WATCH		SHE = She; Was the WATCH correct?; hence SHE WAS.
she wasn't	SHE	KNOT	WATCH	SHE = She; KNOT = Negative: Was the WATCH correct?; hence SHE WASN'T.
she will	SHE	BOOK		SHE = She; Will you read me a book?; hence SHE WILL
she won't	SHE	KNOT	BOOK	SHE = She; KNOT = Negative: Will you read me a BOOK?; hence SHE WON'T.
she would	SHE	HOUSE		SHE = She; You build HOUSEs with wood (sounds like would); hence SHE WOULD.
she'd	SHE	VERB+ED		SHE = She; VERB+ED is used because of the "d" in "+ED"; hence SHE'D.
sheep	DOG	FARM		DOG = Animals-related
sheet	BED	LINENS		BED = Furniture
shelf	HOUSE	HMPARTS		HOUSE = House-related
she'll	SHE	VERB+ING		SHE = She; VERB+ING is progressing into the future; The "l" in "+ING" resembles the "ll"; hence SHE'LL.
shells	APPLE	ITALIAN		APPLE = Food-related
she's	SHE	VERB+S		SHE = She; VERB is present like the contracted "is" form; The VERB icon is the first in the row; hence SHE'S.
ship	TRUCK	AR		TRUCK = Transport-related
shirt	SUIT	AR		SUIT = Clothing-related
shoes	SUIT	AR		SUIT = Clothing-related
shopping cart	OPEN			OPEN = Containers
shorts	SUIT	AR		SUIT = Clothing-related
should	PREVERB	STOP		You SHOULD STOP at this sign.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
should he	STOP	HE		You SHOULD STOP at this sign. HE = He; hence SHOULD HE.
should I	STOP	I		You SHOULD STOP at this sign. I = I; hence SHOULD I.
should it	STOP	IT		You SHOULD STOP at this sign. IT = It; hence SHOULD IT.
should she	STOP	SHE		You SHOULD STOP at this sign. SHE = She; hence SHOULD SHE.
should they	STOP	THEY		You SHOULD STOP at this sign. THEY = They; hence SHOULD THEY.
should we	STOP	WE		You SHOULD STOP at this sign. WE = We; hence SHOULD WE.
should you	STOP	YOU		You SHOULD STOP at this sign. YOU = YOU; hence SHOULD YOU.
shoulder	BOY	TORSO		BOY = Body-related
shouldn't he	STOP	KNOT	HE	You SHOULD STOP at this sign. KNOT = Negative: HE = He; hence SHOULD HE.
shouldn't I	STOP	KNOT	I	You SHOULD STOP at this sign. KNOT = Negative: I = I; hence SHOULDN'T I.
shouldn't it	STOP	KNOT	IT	You SHOULD STOP at this sign. KNOT = Negative: IT = It; hence SHOULDN'T IT.
shouldn't she	STOP	KNOT	SHE	You SHOULD STOP at this sign. HE = He; hence SHOULD HE.
shouldn't they	STOP	KNOT	THEY	You SHOULD STOP at this sign. KNOT = Negative: THEY = They; hence SHOULDN'T THEY.
shouldn't we	STOP	KNOT	WE	You SHOULD STOP at this sign. KNOT = Negative: WE = We; hence SHOULDN'T WE.
shouldn't you	STOP	KNOT	YOU	You SHOULD STOP at this sign. KNOT = Negative: YOU = You; hence SHOULDN'T YOU.
shovel	HAMMER	AR		HAMMER = Work-related
show	EYE	TV	VERB	You may see (EYE) a TV SHOW.
showed	EYE	TV	VERB+ED	You may see (EYE) a TV SHOW.
shower	BOY	BOY		BOY + BOY = Bathroom-related
showing	EYE	TV	VERB+ING	You may see (EYE) a TV SHOW.
shows	EYE	TV	VERB+S	You may see (EYE) a TV SHOW.
shut	OPEN	HOUSE	VERB	OPEN = Chest-related: SHUT the front door (HOUSE).
shut	OPEN	HOUSE	VERB+ED	OPEN = Chest-related: SHUT the front door (HOUSE).
shuts	OPEN	HOUSE	VERB+S	OPEN = Chest-related: SHUT the front door (HOUSE).
shutting	OPEN	HOUSE	VERB+ING	OPEN = Chest-related: SHUT the front door (HOUSE).
shy	MASKS	AR		MASKS = Feelings-related
sick	MASKS	AR		MASKS = Feelings-related
sick	MEDICAL	ADJ		You need MEDICAL attention when you are SICK.
sicker	MEDICAL	ADJ+ER		You need MEDICAL attention when you are SICK.
sickest	MEDICAL	ADJ+EST		You need MEDICAL attention when you are SICK.
sickly	MEDICAL	ADVERB		You need MEDICAL attention when you are SICK.
Sidekick	CHAIR	AR		CHAIR = Disability/AT-related
sillier	SUN	SUN	ADJ+ER	SUN = Words related to facially expressed emotions; You laugh (SUN) at SILLY things.
silliest	SUN	SUN	ADJ+EST	SUN = Words related to facially expressed emotions; You laugh (SUN) at SILLY things.
silly	MASKS	AR		MASKS = Feelings-related
silly	SUN	SUN	ADJ	SUN = Words related to facially expressed emotions; You laugh (SUN) at SILLY things.
silver	RAINBOW	AR		RAINBOW = Colors
since	CONJ	WATCH		It's been a long TIME SINCE that happened.
sing	MUSIC	VERB		You read MUSICAL notes to SING.
singer	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
singing	MUSIC	VERB+ING		You read MUSICAL notes to SING.
sings	MUSIC	VERB+S		You read MUSICAL notes to SING.
sink	HOUSE	HMPARTS		HOUSE = House-related
sister	FAMILY	AR		FAMILY = Family-related
sit	CHAIR	VERB		A CHAIR is to SIT on.
sits	CHAIR	VERB+S		A CHAIR is to SIT on.
sitting	CHAIR	VERB+ING		A CHAIR is to SIT on.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
sixth grade	KNOW	GRADES		KNOW = School/Knowledge-related
skating	SHOE	AR		SHOE = Sports-related
skeleton	BOY	INTERNAL		BOY = Body-related
skiing	SHOE	AR		SHOE = Sports-related
skin	BOY	TORSO		BOY = Body-related
skirt	SUIT	AR		SUIT = Clothing-related
skunk	DOG	WOODS		DOG = Animals-related
sky	MOUNTAIN	AR		MOUNTAIN = Nature-related
sleep	BED	VERB		You SLEEP in a BED.
sleeping	BED	VERB+ING		You SLEEP in a BED.
sleeping bag	BED	LINENS		BED = Furniture
sleeps	BED	VERB+S		You SLEEP in a BED.
slept	BED	VERB+ED		You SLEEP in a BED.
slide	DICE	AR		BATH = Toys/Games-related
slow	SNAIL	ADJ		Some people move as SLOW as a SNAIL.
slower	SNAIL	ADJ+ER		Some people move as SLOW as a SNAIL.
slowest	SNAIL	ADJ+EST		Some people move as SLOW as a SNAIL.
slowly	SNAIL	ADVERB		Some people move as SLOW as a SNAIL.
small	DICE	DICE	ADJ	DICE: The DICE are SMALL.
smaller	DICE	DICE	ADJ+ER	DICE: The DICE are SMALL.
smallest	DICE	DICE	ADJ+EST	DICE: The DICE are SMALL.
snack	APPLE	MEALS		APPLE = Food-related
snack	APPLE	SNACKS		APPLE = Food-related
snail	DOG	WATER		DOG = Animals-related
snake	DOG	PETS		DOG = Animals-related
snake	DOG	ZOO		DOG = Animals-related
snow	UMBRELLA	AR		UMBRELLA = Weather-related
snowplow	TRUCK	AR		TRUCK = Transport-related
so	ADVERB	SUIT		You look SO good in a SUIT.
soap	BOY	BOY		BOY + BOY = Bathroom-related
soap opera	TV	AR		TV = TV-related
soccer	SHOE	AR		SHOE = Sports-related
social studies	KNOW	AR		KNOW = School/Knowledge-related
socks	SUIT	AR		SUIT = Clothing-related
soda	JUICE	AR		JUICE = Drink-related
soft	BED	BED	ADJ	When you are TIRED you go to BED.
softball	SHOE	AR		SHOE = Sports-related
softer	BED	BED	ADJ+ER	When you are TIRED you go to BED.
softest	BED	BED	ADJ+EST	When you are TIRED you go to BED.
softly	BED	BED	ADVERB	When you are TIRED you go to BED.
some	DET	SNAIL		SOME people are as slow as a SNAIL.: "Snail" begins with S
some more	SNAIL	MUSIC		S for SNAIL: S for SOME: The icon shows MORE MUSIC notes; hence SOME MORE.
somebody	SNAIL	BOY		S for SNAIL: S for SOME: The BOY represents BODY parts; hence SOMEBODY.
somehow	SNAIL	HAMMER		S for SNAIL: S for SOME: You say "Ow" (sounds like HOW) if you hit yourself with a HAMMER; hence SOMEHOW.
someone	SNAIL	SUN		S for SNAIL: S for SOME: There is ONE SUN; hence SOMEONE.
Someone broke something of mine.	SENT	TELL		SENTENCE = Prestored Sentences
Someone hit me.	SENT	TELL		SENTENCE = Prestored Sentences
Someone hurt me.	SENT	TELL		SENTENCE = Prestored Sentences
Someone took something of mine.	SENT	TELL		SENTENCE = Prestored Sentences
Someone's cheating.	SENT	TELL		SENTENCE = Prestored Sentences

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
something	SNAIL	TRUCK		S for SNAIL: S for SOME: You can carry THINGS in a TRUCK; hence SOMETHING..
sometime	SNAIL	WATCH		S for SNAIL: S for SOME: The WATCH tells the TIME; hence SOMETIME.
someway	SNAIL	EXIT		S for SNAIL: S for SOME: The EIXT sign shows the WAY out; hence SOMEWAY.
somewhat	SNAIL	TV		S for SNAIL: S for SOME: You may ask WHAT's on TV; hence SOMEWHAT.
somewhere	SNAIL	ISLAND		S for SNAIL: S for SOME: Use a map (ISLAND) to find WHERE to go; hence SOMEWHERE.
son	FAMILY	AR		FAMILY = Family-related
song	MUSIC	NOUN		Follow the notes (MUSIC) and sing a SONG.
songs	MUSIC	NOUNPL		Follow the notes (MUSIC) and sing a SONG.
soon	TRUCK	ADJ		The transport (TRUCK) will arrive SOON.
sooner	TRUCK	ADJ+ER		The transport (TRUCK) will arrive SOON.
soonest	TRUCK	ADJ+EST		The transport (TRUCK) will arrive SOON.
sorry	INTERJ	MASKS		Say SORRY if you made someone sad (MASKS).
sound	EAR	MUSIC	VERB	Listen (EAR) - the MUSIC SOUNDS good.
sounded	EAR	MUSIC	VERB+ED	Listen (EAR) - the MUSIC SOUNDS good.
sounding	EAR	MUSIC	VERB+ING	Listen (EAR) - the MUSIC SOUNDS good.
sounds	EAR	MUSIC	VERB+S	Listen (EAR) - the MUSIC SOUNDS good.
soup	APPLE	LUNCH		APPLE = Food-related
sour	APPLE	SALAD		APPLE = Food-related
south	ISLAND	ISLAND		ISLAND+ISLAND = Directions
spaghetti	APPLE	ITALIAN		APPLE = Food-related
spatula	KITCHEN	AR		KITCHEN = Cooking-related
speech therapist	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
spider	DOG	INSECTS		DOG = Animals-related
spinach	APPLE	VEGETABLES		APPLE = Food-related
spoon	APPLE	SALAD		APPLE = Food-related
spoon	KITCHEN	AR		KITCHEN = Cooking-related
sport	SHOE	NOUN		Special SHOEs are worn to play SPORTS.
sports	SHOE	NOUNPL		Special SHOEs are worn to play SPORTS.
spring	WATCH	SEASONS		WATCH = Time-related
square	GOD	GOD		GOD + GOD = Shapes
squirrel	DOG	WOODS		DOG = Animals-related
St. Patrick's Day	GOD	AR		GOD = Holiday-related
stadium	ISLAND	AR		ISLAND = Places
stairs	HOUSE	HMPARTS		HOUSE = House-related
stamp	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
stamper	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
stapler	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
star	GOD	GOD		GOD + GOD = Shapes
start	WATCH	VERB		A stopWATCH is activated at the START of a race: The WATCH can tell you when to START.
started	WATCH	VERB+ED		A stopWATCH is activated at the START of a race: The WATCH can tell you when to START.
starting	WATCH	VERB+ING		A stopWATCH is activated at the START of a race: The WATCH can tell you when to START.
starts	WATCH	VERB+S		A stopWATCH is activated at the START of a race: The WATCH can tell you when to START.
state	PHONE	ISLAND	VERB	PHONE = Communication-related: There are many STATES (ISLAND) in Europe and in the USA.
stated	PHONE	ISLAND	VERB+ED	PHONE = Communication-related: There are many STATES (ISLAND) in Europe and in the USA.
states	PHONE	ISLAND	VERB+S	PHONE = Communication-related: There are many STATES (ISLAND) in Europe and in the USA.
stating	PHONE	ISLAND	VERB+ING	PHONE = Communication-related: There are many STATES (ISLAND) in Europe and in the USA.
station	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
stay	EXIT	DOG	VERB	EXIT = Destination-related: Ask a DOG to STAY.
stayed	EXIT	DOG	VERB+ED	EXIT = Destination-related: Ask a DOG to STAY.
staying	EXIT	DOG	VERB+ING	EXIT = Destination-related: Ask a DOG to STAY.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
stays	EXIT	DOG	VERB+S	EXIT = Destination-related: Ask a DOG to STAY.
steak	APPLE	MEAT		APPLE = Food-related
sticker	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
still	ADVERB	THINK		The girl (THINK) is sitting STILL while her photo is taken.
stir	APPLE	SALAD		APPLE = Food-related
stomach	BOY	INTERNAL		BOY = Body-related
stone	MOUNTAIN	AR		MOUNTAIN = Nature-related
stop	STOP	VERB		Icon name.
stopped	STOP	VERB+ED		Icon name.
stopping	STOP	VERB+ING		Icon name.
stops	STOP	VERB+S		Icon name.
store	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
storm	UMBRELLA	AR		UMBRELLA = Weather-related
story	BOOK	AR		BOOK = Book-related
stove	PHONE	AR		PHONE = Appliances-related
strap	CHAIR	PARTS		CHAIR = Disability/AT-related
straw	KITCHEN	AR		KITCHEN = Cooking-related
strawberry	APPLE	FLAVORS		APPLE = Food-related
strawberry	APPLE	FRUIT		APPLE = Food-related
stream	MOUNTAIN	AR		MOUNTAIN = Nature-related
street	TRUCK	TRUCK		TRUCK+TRUCK=Roadway-related
student	PEOPLE	AR		PEOPLE = People-related
study	HOUSE	AR		HOUSE = House-related
such	ADVERB	RAINBOW		SUCH a pretty RAINBOW.
sudden	HOUSE	HOUSE	ADJ	The frog (HOUSE) made a SUDDEN move.
suddenly	HOUSE	HOUSE	ADVERB	The frog (HOUSE) moved SUDDENLY.
sugar	APPLE	CONDIMENT		APPLE = Food-related
summer	WATCH	SEASONS		WATCH = Time-related
sun	UMBRELLA	AR		UMBRELLA = Weather-related
Sunday	WATCH	DAYS		WATCH = Time-related
sung	MUSIC	VERB+EN		You read MUSICAL notes to SING.
sunglasses	SUIT	ACCESSORY		SUIT = Clothing-related
sunrise	MOUNTAIN	AR		MOUNTAIN = Nature-related
sunscreen	BOY	BOY		BOY + BOY = Bathroom-related
sunset	MOUNTAIN	AR		MOUNTAIN = Nature-related
supper	APPLE	MEALS		APPLE = Food-related
suppose	THINK	OPEN	VERB	THINK = Thinking-related words; SUPPOSE you had all the treasure in the chest (OPEN).
supposed	THINK	OPEN	VERB+ED	THINK = Thinking-related words; SUPPOSE you had all the treasure in the chest (OPEN).
supposes	THINK	OPEN	VERB+S	THINK = Thinking-related words; SUPPOSE you had all the treasure in the chest (OPEN).
supposing	THINK	OPEN	VERB+ING	THINK = Thinking-related words; SUPPOSE you had all the treasure in the chest (OPEN).
sure	KNOW	ADJ		To KNOW is to be SURE.
surely	KNOW	ADVERB		To KNOW is to be SURE.
surer	KNOW	ADJ+ER		To KNOW is to be SURE.
surest	KNOW	ADJ+EST		To KNOW is to be SURE.
surprise	INTERJ	RAINBOW		Seeing a RAINBOW can be a wonderful SURPRISE!
swam	BOY	VERB+ED		The BOY loves to SWIM in the water.
sweater	SUIT	AR		SUIT = Clothing-related
sweet	APPLE	SALAD		APPLE = Food-related
swim	BOY	VERB		The BOY loves to SWIM in the water.
swim trunks	SUIT	AR		SUIT = Clothing-related
swimming	BOY	VERB+ING		The BOY loves to SWIM in the water.
swimming	SHOE	AR		SHOE = Sports-related
swims	BOY	VERB+S		The BOY loves to SWIM in the water.
swimsuit	SUIT	AR		SUIT = Clothing-related
swing	DICE	AR		BATH = Toys/Games-related
switch	CHAIR	AR		CHAIR = Disability/AT-related
table	BED	AR		BED = Furniture-related
taco	APPLE	MEXICAN		APPLE = Food-related
Taco Bell	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
tadpole	DOG	BABYANIM		DOG = Animals-related
tadpole	DOG	WATER		DOG = Animals-related
tail	DOG	PARTS		DOG = Animals-related
take	SNAIL	VERB		Slow down (SNAIL) and TAKE your time.
taken	SNAIL	VERB+EN		Slow down (SNAIL) and TAKE your time.
takes	SNAIL	VERB+S		Slow down (SNAIL) and TAKE your time.
taking	SNAIL	VERB+ING		Slow down (SNAIL) and TAKE your time.
talk	PHONE	PEOPLE	VERB	PHONE = Communication-related: PEOPLE are TALKing.
talked	PHONE	PEOPLE	VERB+ED	PHONE = Communication-related: PEOPLE are TALKing.
talking	PHONE	PEOPLE	VERB+ING	PHONE = Communication-related: PEOPLE are TALKing.
talks	PHONE	PEOPLE	VERB+S	PHONE = Communication-related: PEOPLE are TALKing.
tambourine	MUSIC	AR		MUSIC = Music-related
tape	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
tape deck	MUSIC	AR		MUSIC = Music-related
tape recorder	MUSIC	AR		MUSIC = Music-related
tape recorder	PHONE	AR		PHONE = Appliances-related
taste	APPLE	SALAD		APPLE = Food-related
taxi	TRUCK	AR		TRUCK = Transport-related
tea	JUICE	AR		JUICE = Drink-related
teacher	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
teapot	KITCHEN	AR		KITCHEN = Cooking-related
teeth	BOY	HEADPART		BOY = Body-related
telephone	PHONE	AR		PHONE = Appliances-related
tell	PHONE	LOVE	VERB	PHONE = Communication-related: Kids say "I'm gonna TELL mommy (LOVE) on you."
telling	PHONE	LOVE	VERB+ING	PHONE = Communication-related: Kids say "I'm gonna TELL mommy (LOVE) on you."
tells	PHONE	LOVE	VERB+S	PHONE = Communication-related: Kids say "I'm gonna TELL mommy (LOVE) on you."
temple	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
tennis	SHOE	AR		SHOE = Sports-related
tenth grade	KNOW	GRADES		KNOW = School/Knowledge-related
test	BOOK	AR		BOOK = Book-related
than	CONJ	AR		This weighs more THAN that on the scales.
thank you	INTERJ	AR		INTERJ = INTERJECTION
Thanksgiving	GOD	AR		GOD = Holiday-related
that	DET	DET		Double-hit shortcut to frequent word.
that'd	DET	VERB+ED		That would (THAT'D) be yours.
that'll	DET	VERB+ING		That will (THAT'LL) be yours.
that's	DET	VERB+S		That is (THAT'S) yours.
the	ADJ+EST			Single-hit shortcut to frequent word.
their	THEY	POSS		POSSessive Adjective (THEIR) follows sequence: Pronoun (THEY) + POSS.
theirs	POSS	THEY		Possessive Pronoun (THEIRS) follows sequence: POSS + Pronoun (THEY).
them	THEY	OBJ		Objective Pronoun (THEM) follows sequence: Pronoun (THEY) + OBJ.
themselves	OBJ	THEY		Reflexive Pronoun (THEMSELVES) follows sequence: OBJect + Pronoun (THEY).
then	ADVERB	PEOPLE		There is one person (PEOPLE) THEN another THEN another...
therapies	MEDICAL	NOUNPL		THERAPY is part of the MEDICAL field.
therapy	KNOW	AR		KNOW = School/Knowledge-related
therapy	MEDICAL	NOUN		THERAPY is part of the MEDICAL field.
there	ADVERB	EXIT		The EXIT points over THERE.
therefore	CONJ	AR		The answer is wrong, THEREFORE try again.
these	DET	DICE		THESE DICE are made for rolling.
they	THEY	THEY		Subject Pronoun (THEY) follows sequence: Pronoun (THEY) + Pronoun (THEY).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
they are	THEY	QUEENBEE		THEY = They; QUEENBEEs are busy; hence THEY ARE.
they aren't	THEY	KNOT	QUEENBEE	THEY = They; KNOT = Negative: QUEENBEEs are busy; hence THEY AREN'T.
they can	THEY	JUICE		THEY = They; You drink a can of JUICE; hence THEY CAN.
they can't	THEY	KNOT	JUICE	THEY = They; KNOT = Negative: You drink a can of JUICE; hence THEY CAN'T.
they could	THEY	TRUCK		THEY = They; The TRUCK has a little engine that could; hence THEY COULD.
they couldn't	THEY	KNOT	TRUCK	THEY = They; KNOT = Negative: The TRUCK has a little engine that could; hence THEY COULDN'T.
they did	THEY	FAMILY		THEY = They; The FAMILY did dress up for their picture; hence THEY DID.
they didn't	THEY	KNOT	FAMILY	THEY = They; KNOT = Negative: The FAMILY did dress up for their picture; hence THEY DIDN'T.
they do	THEY	REMEMBER		THEY = They; You say "I do" (REMEMBER) when you are being married; hence THEY DO.
they don't	THEY	KNOT	REMEMBER	THEY = They; KNOT = Negative: You say "I do" (REMEMBER) when you are being married; hence THEY DON'T.
they don't feel	THEY	KNOT	MASKS	THEY = They; KNOT = Negative: The MASKS show how you FEEL; hence THEY DON'T FEEL.
they don't know	THEY	KNOT	KNOW	THEY = They; KNOT = Negative: Icon name; hence THEY DON'T KNOW.
they don't like	THEY	KNOT	SUN	THEY = They; KNOT = Negative: The SUN is happy and lik(e)able; hence THEY DON'T LIKE.
they don't need	THEY	KNOT	UMBRELLA	THEY = They; KNOT = Negative: An UMBRELLA is needed when it rains; hence THEY DON'T NEED.
they don't think	THEY	KNOT	THINK	THEY = They; KNOT = Negative: Icon name; hence THEY DON'T THINK.
they don't want	THEY	KNOT	WANTED	THEY = They; KNOT = Negative: The WANTED icon shows a wanted man; hence THEY DON'T WANT.
they feel	THEY	MASKS		THEY = They: The MASKS show how you feel; hence THEY FEEL.
they have	THEY	MONEY		THEY = They; It's always good to have MONEY; hence THEY HAVE.
they haven't	THEY	KNOT	MONEY	THEY = They; KNOT = Negative: It's always good to have MONEY; hence THEY HAVEN'T.
they know	THEY	KNOW		THEY = They; Icon name; hence THEY KNOW.
they like	THEY	SUN		THEY = They; The SUN is happy and lik(e)able; hence THEY LIKE.
they may	THEY	EXIT		THEY = They: You MAY leave by the EXIT sign.
they may not	THEY	KNOT	EXIT	THEY = They; KNOT = Negative: You MAY leave by the EXIT sign; hence THEY MAY NOT.
they might	THEY	ELEPHANT		THEY = They; The ELEPHANTs are mighty; hence THEY MIGHT.
they might not	THEY	KNOT	ELEPHANT	THEY = They; KNOT = Negative: The ELEPHANTs are mighty; hence THEY MIGHT NOT.
they must	THEY	HAMMER		THEY = They; Many people must go to work (HAMMER); hence THEY MUST.
they mustn't	THEY	KNOT	HAMMER	THEY = They; KNOT = Negative: Many people must go to work (HAMMER); hence THEY MUSTN'T.
they need	THEY	UMBRELLA		THEY = THEY; An UMBRELLA is needed when it rains.
they shall	THEY	SNAIL		THEY = They; Most SNAILs live in shallow waters; hence THEY SHALL.
they shan't	THEY	KNOT	SNAIL	THEY = They; KNOT = Negative: Most SNAILs live in shallow waters; hence THEY SHAN'T.
they should	THEY	STOP		THEY = They: You should STOP at this sign; hence THEY SHOULD.
they shouldn't	THEY	KNOT	STOP	THEY = They; KNOT = Negative: You should STOP at this sign; hence THEY SHOULDN'T.
they think	THEY	THINK		THEY = They; Icon name; hence THEY THINK.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
they want	THEY	WANTED		THEY = They; The WANTED icon shows a wanted man; hence THEY WANT.
they were	THEY	WATCH		THEY = They; The WATCHes were telling the correct time; hence THEY WERE.
they weren't	THEY	KNOT	WATCH	THEY = They; KNOT = Negative: The WATCHes were telling the correct time; hence THEY WEREN'T.
they will	THEY	BOOK		THEY = They; Will you read me a BOOK?; hence THEY WILL.
they won't	THEY	KNOT	BOOK	THEY = They; KNOT = Negative: Will you read me a BOOK?; hence THEY WON'T.
they would	THEY	HOUSE		THEY = They; You build HOUSEs with wood (sounds like would); hence THEY WOULD
they wouldn't	SHE	KNOT	HOUSE	SHE = She; KNOT = Negative: You build HOUSEs with wood (sounds like would); hence SHE WOULDN'T.
they wouldn't	THEY	KNOT	HOUSE	THEY = They; KNOT = Negative: You build HOUSEs with wood (sounds like would); hence THEY WOULDN'T.
they'd	THEY	VERB+ED		THEY = They; VERB+ED is used because of the "d" in "+ED"; hence THEY'D.
they'll	THEY	VERB+ING		THEY = They; VERB+ING is progressing into the future; The "l" in "+ING" resembles the "ll"; hence THEY'LL.
they're	THEY	VERB		THEY = They; VERB is present like the contracted "is" form; The VERB icon is the first in the row; hence THEY'RE.
they've	THEY	VERB+S		THEY = They; VERB+S is used for the contracted "has" form because of the "+S"; hence THEY'VE.
thing	TRUCK	NOUN		Many THINGS can be loaded into a TRUCK.
things	TRUCK	NOUNPL		Many THINGS can be loaded into a TRUCK.
think	PREVERB	THINK		Icon name.
think	THINK	VERB		Icon name.
thinking	THINK	VERB+ING		Icon name.
thinks	PREVERB	PREVERB	THINK	Double-hit PREVERB = PREVERB+S: Icon name.
thinks	THINK	VERB+S		Icon name.
third	ADJ	NUMBERS		The ADJ is used for NUMBERS.
third grade	KNOW	GRADES		KNOW = School/Knowledge-related
thirstier	JUICE	ADJ+ER		You need a drink (JUICE) when you are THIRSTY.
thirstiest	JUICE	ADJ+EST		You need a drink (JUICE) when you are THIRSTY.
thirstily	JUICE	ADVERB		You need a drink (JUICE) when you are THIRSTY.
thirsty	JUICE	ADJ		You need a drink (JUICE) when you are THIRSTY.
this	DET	REMEMBER		The finger (REMEMBER) point to THIS.
those	DET	MOUNTAIN		THOSE MOUNTAINS are far away.
though	ADVERB	UMBRELLA		It looks as THOUGH it might rain (UMBRELLA).
thought	THINK	VERB+ED		Icon name.
threw	REMEMBER	GOD	VERB+ED	???
throat	BOY	INTERNAL		BOY = Body-related
throat lozenge	BOY	BOY		BOY + BOY = Bathroom-related
through	PREPS	AR		PREPOSITION
throw	REMEMBER	DICE	VERB	REMEMBER = Hand-related words; You THROW DICE.
throwing	REMEMBER	DICE	VERB+ING	REMEMBER = Hand-related words; You THROW DICE.
thrown	REMEMBER	DICE	VERB+EN	REMEMBER = Hand-related words; You THROW DICE.
throws	REMEMBER	DICE	VERB+S	REMEMBER = Hand-related words; You THROW DICE.
thumb	BOY	ARMPRT		BOY = Body-related
thunder	UMBRELLA	AR		UMBRELLA = Weather-related
Thursday	WATCH	DAYS		WATCH = Time-related
tic tac toe	DICE	AR		BATH = Toys/Games-related
tiger	DOG	ZOO		DOG = Animals-related
tight	SUIT	PHONE	ADJ	SUIT = Clothing-related; You slide a tie's knot up (PHONE) to TIGHTen it.
tighter	SUIT	PHONE	ADJ+ER	SUIT = Clothing-related; You slide a tie's knot up (PHONE) to TIGHTen it.
tightest	SUIT	PHONE	ADJ+EST	SUIT = Clothing-related; You slide a tie's knot up (PHONE) to TIGHTen it.
tightly	SUIT	PHONE	ADVERB	SUIT = Clothing-related; You slide a tie's knot up (PHONE) to TIGHTen it.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
time	WATCH	NOUN		A WATCH tells you the time.
times	WATCH	NOUNPL		A WATCH tells you the time.
tire	TRUCK	AR		TRUCK = Transport-related
tired	BED	ADJ		When you are TIRED you go to BED.
tiredly	BED	ADVERB		When you are TIRED you go to BED.
to	PREP	DOG		The DOG should come TO you when you call.
to	TO+VERB			Single-hit shortcut to frequent word.
to ask	TV	TO+VERB		ASK what's on the TV.
to back	TRUCK	SNAIL	TO+VERB	TRUCK = Transportation-related words; The SNAIL has a shell on its BACK.
to begin	WATCH	WATCH	TO+VERB	WATCH = Time-related: Set the WATCH at the BEGINning of the race.
to bite	APPLE	DOG	TO+VERB	APPLE = Food-related: The DOG BITES the newspaper.
to bore	MASKS	TV	TO+VERB	MASKS = Feeling-related: Sometimes you can be BORED with TV.
to break	HAMMER	TV	TO+VERB	HAMMER = Work-related: A HAMMER will BREAK a TV screen.
to bring	DOG	DOG	TO+VERB	The DOG could BRING something to you.
to buy	MONEY	MONEY	TO+VERB	MONEY = Money-related: We use MONEY to BUY.
to call	PHONE	PHONE	TO+VERB	PHONE = Communication-related: CALL someone on the PHONE.
to care	LOVE	PEOPLE	TO+VERB	LOVE = Loving-related; You should CARE for PEOPLE.
to carry	DOG	BOOK	TO+VERB	The DOG could carry a BOOK.
to catch	REMEMBER	DOG	TO+VERB	REMEMBER = Hand-related words; The DOG CATCHes the newspaper.
to change	MONEY	KITCHEN	TO+VERB	MONEY = Money-related: CHANGE your money in return (KITCHEN) for coins.
to close	OPEN	UMBRELLA	TO+VERB	OPEN = Chest-related: Bring the chest lid down or UMBRELLA to CLOSE it.
to color	RAINBOW	TO+VERB		RAINBOW = Color-related: You can COLOR things.
to come	DOG	TO+VERB		The DOG will COME of you call.
to cut	RAINBOW	APPLE	TO+VERB	RAINBOW = Art-related: You CUT an APPLE.
to dig	REMEMBER	ISLAND	TO+VERB	REMEMBER: Hand-related words; DIG for treasure on an ISLAND.
to do	REMEMBER	TO+VERB		You say "I DO" (REMEMBER) when you are being married. DO things using your hand.
to draw	RAINBOW	REMEMBER	TO+VERB	RAINBOW = Color-related: You can DRAW with your finger (REMEMBER).
to dress	SUIT	TO+VERB		You DRESS in clothing (SUIT).
to drink	JUICE	TO+VERB		You DRINK JUICE.
to drive	TRUCK	TO+VERB		Some people DRIVE a TRUCK.
to drop	ELEPHANT	UMBRELLA	TO+VERB	An ELEPHANT can DROP something from its trunk.
to eat	APPLE	TO+VERB		You can eat an APPLE when you're HUNGRY.
to end	ISLAND	TO+VERB		We have reached the END of our trip (ISLAND).
to fall	PREVERB	TO+VERB		Use a life preserver (PREVERB) if you FALL overboard on a ship.
to feel	MASKS	TO+VERB		The MASKS express emotion or how you FEEL.
to find	OPEN	ISLAND	TO+VERB	OPEN = Chest-related words; Use the map (ISLAND) to FIND the treasure.
to finish	HAMMER	STOP	TO+VERB	HAMMER = Work-related: STOP working when you are FINISHED,
to fly	TRUCK	GOD	TO+VERB	TRUCK = Transport-related: FLY into the sky and into space (GOD).
to follow	PEOPLE	TO+VERB		The PEOPLE on the icon are FOLLOWing in a straight line.
To forget	THINK	ELEPHANT	TO+VERB	THINK = Thinking-related words; an ELEPHANT never forgets.
to get	MOUNTAIN	TO+VERB		You GET up in the MORNING (MOUNTAIN).
to give	OBJ	TO+VERB		The icon shows someone GIVING a gift.
to glue	RAINBOW	WANTED	TO+VERB	RAINBOW = Color-related: You GLUE a picture (WANTED) on paper.
to grow	APPLE	APPLE	TO+VERB	APPLE = Food-related: You can GROW an APPLE.
to guess	THINK	TV	TO+VERB	THINK = Thinking-related words; GUESS what's on TV?

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
to happen	TV	TV	TO+VERB	What's HAPPENing on the TV?
to have	MONEY	TO+VERB		It's always good to HAVE MONEY.
to hear	EAR	TO+VERB		You HEAR with your EAR.
to help	MEDICAL	TO+VERB		Medicine (MEDICAL) HELPs you get well.
to hold	REMEMBER	JUICE	TO+VERB	REMEMBER = Hand-related words; You HOLD the cup of JUICE.
to hope	WANTED	WANTED	TO+VERB	To WANT a lot is to HOPE.
to hug	LOVE	LOVE	TO+VERB	LOVE = Loving-related; The mother (LOVE) is HUGging her child.
to hurry	HOUSE	SHOE	TO+VERB	The frog (HOUSE) is in a HURRY.
to hurt	MEDICAL	HAMMER	TO+VERB	MEDICAL = Health-related: You may need medical help if you get HURT with a HAMMER.
to join	FAMILY	TO+VERB		The FAMILY are JOINed together.
to jump	SHOE	HOUSE	TO+VERB	SHOE = Whole body movement-related words; The frog (HOUSE) JUMPs.
to keep	OPEN	OPEN	TO+VERB	OPEN = Chest-related words; You KEEP some of your favorite treasures in a chest (OPEN).
to know	KNOW	TO+VERB		Icon name.
to laugh	SUN	SUN	TO+VERB	SUN = Words related to facially expressed emotions; The SUN icon shows a LAUGHing face.
to leave	EXIT	TO+VERB		EXIT = Destination-related: You LEAVE by the EXIT.
to let	DICE	DICE	TO+VERB	DICE: LET the DICE roll.
to lift	ELEPHANT	PHONE	TO+VERB	You LIFT a phone receiver: ELEPHANTs can lift with their trunks.
to like	SUN	TO+VERB		The SUN is happy and LIK(E)able.
to listen	EAR	EAR	TO+VERB	You LISTEN with both EARS (double hit)
to live	HOUSE	HOUSE	TO+VERB	You LIVE in a HOUSE.
to look	EYE	TO+VERB		You LOOK with an EYE.
to love	LOVE	TO+VERB		Icon name: The mother LOVEs her baby.
to make	GOD	TO+VERB		You can MAKE shapes (GOD) with cookie cutters.
to mean	THINK	WANTED	TO+VERB	THINK = Thinking-related words; The criminal (WANTED) didn't MEAN to do it.
to meet	ELEPHANT	TO+VERB		The ELEPHANTs are MEETING.
to mind	THINK	QUEENBEE	TO+VERB	THINK = Thinking-related words; I don't MIND the QUEENBEE.
to move	TRUCK	TRUCK	TO+VERB	TRUCK = Transportation-related words; You may MOVE using a moving van (TRUCK).
to name	POSS	TO+VERB		The POSS icon shows a NAME tag.
to need	UMBRELLA	TO+VERB		An UMBRELLA is NEEDED when it rains.
to open	OPEN	PHONE	TO+VERB	OPEN = Chest-related words; The chest is OPEN (thumbs up on the UMBRELLA).
to own	MONEY	HOUSE	TO+VERB	MONEY = Money-related: With money, a HOUSE may someday be your OWN.
to paint	RAINBOW	HOUSE	TO+VERB	RAINBOW = Color-related: You PAINT a HOUSE.
to pay	MONEY	WANTED	TO+VERB	MONEY = Money-related words; For no matter how much money, crime (WANTED) doesn't PAY.
to pick	REMEMBER	OPEN	TO+VERB	REMEMBER = Hand-related words; PICK up your things and put them away in the chest (OPEN).
to play	DICE	TO+VERB		You may PLAY a game with DICE.
to point	REMEMBER	EXIT	TO+VERB	REMEMBER = Hand-related words; The arrow (EXIT) POINTs somewhere.
to pull	ELEPHANT	ELEPHANT	TO+VERB	One ELEPHANT is PULLing another by its trunk.
to push	ELEPHANT	HAMMER	TO+VERB	PUSH a nail in with a HAMMER - an ELEPHANT can PUSH hard with its trunk.
to put	OPEN	TO+VERB		You PUT things away in an OPEN chest/box.
to read	BOOK	TO+VERB		READ a BOOK.
to remember	REMEMBER	REMEMBER	TO+VERB	REMEMBER = Hand-related words; Icon name.
to run	SHOE	SHOE	TO+VERB	RUN fast in your running SHOES.
to say	PHONE	TO+VERB		SAY is the most basic verb of communication (PHONE).
to see	EYE	EYE	TO+VERB	You SEE with your EYEs: Double hit.
to seem	THINK	MOUNTAIN	TO+VERB	THINK = Thinking-related words; The MOUNTAIN SEEMs far away.
to send	EXIT	MONEY	TO+VERB	EXIT = Destination-related: Please SEND some MONEY

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
to show	EYE	TV	TO+VERB	You may see (EYE) a TV SHOW.
to shut	OPEN	HOUSE	TO+VERB	OPEN = Chest-related: SHUT the front door (HOUSE).
to sing	MUSIC	TO+VERB		You read MUSICAL notes to SING.
to sit	CHAIR	TO+VERB		A CHAIR is to SIT on.
to sleep	BED	TO+VERB		You SLEEP in a BED.
to sound	EAR	MUSIC	TO+VERB	Listen (EAR) - the MUSIC SOUNDS good.
to start	WATCH	TO+VERB		A stopWATCH is activated at the START of a race: The WATCH can tell you when to START.
to state	PHONE	ISLAND	TO+VERB	PHONE = Communication-related: There are many STATES (ISLAND) in Europe and in the USA.
to stay	EXIT	DOG	TO+VERB	EXIT = Destination-related: Ask a DOG to STAY.
to stop	STOP	TO+VERB		Icon name.
to suppose	THINK	OPEN	TO+VERB	THINK = Thinking-related words; SUPPOSE you had all the treasure in the chest (OPEN).
to swim	BOY	TO+VERB		The BOY loves to SWIM in the water.
to take	SNAIL	TO+VERB		Slow down (SNAIL) and TAKE your time.
to talk	PHONE	PEOPLE	TO+VERB	PHONE = Communication-related: PEOPLE are TALKing.
to tell	PHONE	LOVE	TO+VERB	PHONE = Communication-related: Kids say "I'm gonna TELL mommy (LOVE) on you."
to think	THINK	TO+VERB		Icon name.
to throw	REMEMBER	GOD	TO+VERB	???
to try	KNOW	KNOW	TO+VERB	You TRY hard to KNOW things.
to turn	KITCHEN	TO+VERB		TURN the cooker (KITCHEN) on: TURN the food around and around.
to understand	THINK	KNOW	TO+VERB	THINK = Thinking-related words; an ELEPHANT never forgets.
to use	HAMMER	TO+VERB		HAMMER = Work-related: USE a HAMMER.
to use	HAMMER	TO+VERB		HAMMER = Work-related: USE a HAMMER.
to wake	BED	MOUNTAIN	TO+VERB	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
to walk	SHOE	TO+VERB		You wear SHOES to WALK.
to want	WANTED	TO+VERB		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.
to wash	BOY	BOY	To+VERB	BOY + BOY = Bathroom-related: WASH in the bathroom
to watch	EYE	WATCH	TO+VERB	You WATCH with your EYES.
to wear	SUIT	SUIT	TO+VERB	SUIT = Clothing-related words; You WEAR clothing (SUIT).
to win	DICE	PHONE	TO+VERB	You may signal thumbs up (PHONE) when you WIN a game (DICE).
to wish	WANTED	SUN	TO+VERB	You WISH upon a star - the SUN is a star.
to work	HAMMER	HAMMER	TO+VERB	HAMMER = Work-related: You can WORK with a HAMMER. Double hit.
to write	POSS	POSS	TO+VERB	You WRITE your name on a label (POSS).
toast	APPLE	BREAKFAST		APPLE = Food-related
today	ADVERB	SUN		The SUN may be shining TODAY.
today	WATCH	AR		WATCH = Time-related
toe	BOY	LEGPART		BOY = Body-related
together	ADVERB	FAMILY		The FAMILY are TOGETHER.
toilet	HOUSE	HMPARTS		HOUSE = House-related
toilet paper	BOY	BOY		BOY + BOY = Bathroom-related
toiletries	BOY	BOY	NOUNPL	BOY: The BOY uses TOILETRIES in the bathroom.
toiletry	BOY	BOY	NOUN	BOY: The BOY uses TOILETRIES in the bathroom.
told	PHONE	LOVE	VERB+ED	PHONE = Communication-related: Kids say "I'm gonna TELL mommy (LOVE) on you."
tomato	APPLE	FRUIT		APPLE = Food-related
tomato	APPLE	VEGETABLES		APPLE = Food-related
tomorrow	WATCH	AR		WATCH = Time-related
tongue	BOY	HEADPART		BOY = Body-related
tonight	WATCH	AR		WATCH = Time-related
too	ADVERB	QUEENBEE		The QUEENBEE looks TOO real!!
took	SNAIL	VERB+ED		Slow down (SNAIL) and TAKE your time.
tool	HAMMER	AR		HAMMER = Work-related

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
tooth	BOY	HEADPART		BOY = Body-related
toothbrush	BOY	BOY		BOY + BOY = Bathroom-related
toothpaste	BOY	BOY		BOY + BOY = Bathroom-related
top	PREPS	AR		PREPOSITION
tornado	UMBRELLA	AR		UMBRELLA = Weather-related
tortellini	APPLE	ITALIAN		APPLE = Food-related
touch	REMEMBER	PHONE	VERB	REMEMBER = Hand-related: TOUCH the button on the PHONE.
touched	REMEMBER	PHONE	VERB+ED	REMEMBER = Hand-related: TOUCH the button on the PHONE
touches	REMEMBER	PHONE	VERB+S	REMEMBER = Hand-related: TOUCH the button on the PHONE
touching	REMEMBER	PHONE	VERB+ING	REMEMBER = Hand-related: TOUCH the button on the PHONE
to touch	REMEMBER	PHONE	TO+VERB	REMEMBER = Hand-related: TOUCH the button on the PHONE
TouchTalker	CHAIR	AR		CHAIR = Disability/AT-related
toward	PREPS	AR		PREPOSITION
towel	BED	LINENS		BED = Furniture
toy	DICE	AR		BATH = Toys/Games-related
toy	DICE	DICE	NOUN	DICE are types of TOYS.
toy store	HOUSE	HOUSE		HOUSE+HOUSE = Buildings-related
toybox	BED	AR		BED = Furniture-related
toybox	DICE	AR		BATH = Toys/Games-related
toys	DICE	DICE	NOUNPL	DICE are types of TOYS.
track	SHOE	AR		SHOE = Sports-related
tractor	TRUCK	AR		TRUCK = Transport-related
train	TRUCK	AR		TRUCK = Transport-related
transportation	TRUCK	AR		TRUCK = Transport-related
tree	MOUNTAIN	AR		MOUNTAIN = Nature-related
triangle	GOD	GOD		GOD + GOD = Shapes
triangle	MUSIC	AR		MUSIC = Music-related
tried	KNOW	KNOW	VERB+ED	You TRY hard to KNOW things.
tries	KNOW	KNOW	VERB+S	You TRY hard to KNOW things.
truck	TRUCK	AR		TRUCK = Transport-related
trunk	DOG	PARTS		DOG = Animals-related
try	KNOW	KNOW	VERB	You TRY hard to KNOW things.
trying	KNOW	KNOW	VERB+ING	You TRY hard to KNOW things.
Tuesday	WATCH	DAYS		WATCH = Time-related
turkey	APPLE	MEAT		APPLE = Food-related
turkey	DOG	FARM		DOG = Animals-related
turn	KITCHEN	VERB		TURN the cooker (KITCHEN) on: TURN the food around and around.
turned	KITCHEN	VERB+ED		TURN the cooker (KITCHEN) on: TURN the food around and around.
turning	KITCHEN	VERB+ING		TURN the cooker (KITCHEN) on: TURN the food around and around.
turns	KITCHEN	VERB+S		TURN the cooker (KITCHEN) on: TURN the food around and around.
turtle	DOG	PETS		DOG = Animals-related
turtle	DOG	WATER		DOG = Animals-related
TV	BED	AR		BED = Furniture-related
TV	PHONE	AR		PHONE = Appliances-related
TV guide	BOOK	AR		BOOK = Book-related
twelfth grade	KNOW	GRADES		KNOW = School/Knowledge-related
umbrella	SUIT	ACCESSORY		SUIT = Clothing-related
under	PREPS	AR		PREPOSITION
underneath	PREP	BED		You can put your slippers UNDERNEATH the BED.
understand	THINK	KNOW	VERB	THINK = Thinking-related; an ELEPHANT never forgets.
understandable	THINK	KNOW	ADJ	THINK = Thinking-related; an ELEPHANT never forgets.
understandably	THINK	KNOW	ADVERB	THINK = Thinking-related; an ELEPHANT never forgets.
understanding	THINK	KNOW	VERB+ING	THINK = Thinking-related; an ELEPHANT never forgets.
understands	THINK	KNOW	VERB+S	THINK = Thinking-related; an ELEPHANT never forgets.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
understood	THINK	KNOW	VERB+ED	THINK = Thinking-related; an ELEPHANT never forgets.
underwear	SUIT	AR		SUIT = Clothing-related
Unity	CHAIR	AR		CHAIR = Disability/AT-related
university	KNOW	GRADES		KNOW = School/Knowledge-related
unless	CONJ	BOY		The BOY can't get on the train UNLESS he has a ticket.
Uno	DICE	AR		BATH = Toys/Games-related
until	CONJ	AR		Don't cross the street UNTIL the policeman tells you to.
unusual	KITCHEN	UMBRELLA	ADJ	KITCHEN = Cooking-related: UNUSUAL is the opposite of usual - see the thumbs down on the UMBRELLA.
unusually	KITCHEN	UMBRELLA	ADVERB	KITCHEN = Cooking-related: UNUSUAL is the opposite of usual - see the thumbs down on the UMBRELLA.
up	PREP	PHONE		The thumb holding the PHONE points UP.
upside down	PREP	KITCHEN		Cook (KITCHEN) a pancake and flip it UPSIDE DOWN.
upstairs	HOUSE	HMPARTS		HOUSE = House-related
us	WE	OBJ		Objective Pronoun (US) follows sequence: Pronoun (WE) + OBJ.
use	HAMMER	VERB		HAMMER = Work-related: USE a HAMMER.
used	HAMMER	VERB+ED		HAMMER = Work-related: USE a HAMMER.
uses	HAMMER	VERB+S		HAMMER = Work-related: USE a HAMMER.
using	HAMMER	VERB+ING		HAMMER = Work-related: USE a HAMMER.
usual	KITCHEN	KITCHEN	ADJ	You cook (KITCHEN) your favorite meals as USUAL.
usually	KITCHEN	KITCHEN	ADVERB	You cook (KITCHEN) your favorite meals as USUAL.
vacation	GOD	AR		GOD = Holiday-related
vacuum	PHONE	AR		PHONE = Appliances-related
vagina	BOY	TORSO		BOY = Body-related
Valentine's Day	GOD	AR		GOD = Holiday-related
van	TRUCK	AR		TRUCK = Transport-related
Vanguard	CHAIR	AR		CHAIR = Disability/AT-related
vanilla	APPLE	FLAVORS		APPLE = Food-related
Vantage	CHAIR	AR		CHAIR = Disability/AT-related
VCR	PHONE	AR		PHONE = Appliances-related
vegetable	APPLE	VEGETABLES		APPLE = Food-related
very	ADVERB	MUSIC		The MUSIC is VERY loud.
vest	SUIT	AR		SUIT = Clothing-related
vet	PEOPLE	PEOPLE		PEOPLE+PEOPLE = Jobs-related
video	PHONE	AR		PHONE = Appliances-related
vinegar	APPLE	CONDIMENT		APPLE = Food-related
visitor	PEOPLE	AR		PEOPLE = People-related
volume	TV	AR		TV = TV-related
waffle	APPLE	BREAKFAST		APPLE = Food-related
wake	BED	MOUNTAIN	VERB	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
wakes	BED	MOUNTAIN	VERB+S	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
waking	BED	MOUNTAIN	VERB+ING	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
walk	SHOE	VERB		You wear SHOES to WALK.
walked	SHOE	VERB+ED		You wear SHOES to WALK.
walker	CHAIR	AR		CHAIR = Disability/AT-related
walking	SHOE	VERB+ING		You wear SHOES to WALK.
walks	SHOE	VERB+S		You wear SHOES to WALK.
wall	HOUSE	HMPARTS		HOUSE = House-related
wallet	MONEY	AR		MONEY = Money-related
wallet	SUIT	ACCESSORY		SUIT = Clothing-related
Wanna hear a secret?	SENT	QUES		SENTENCE = Prestored Sentences
want	WANTED	VERB		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.
wanted	WANTED	VERB+ED		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.
wanting	WANTED	VERB+ING		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
wants	WANTED	VERB+S		The WANTED icon shows a wanted criminal; SHE = She; hence DOES SHE WANT.
warm	KITCHEN	PHONE	ADJ	KITCHEN = Cooking-related: Things get WARM as the temperature goes up (see the thumbs up on the PHONE).
warmer	KITCHEN	PHONE	ADJ+ER	KITCHEN = Cooking-related: Things get WARM as the temperature rises (see the thumbs up on the PHONE).
warmest	KITCHEN	PHONE	ADJ+EST	KITCHEN = Cooking-related: Things get WARM as the temperature rises (see the thumbs up on the PHONE).
warmly	KITCHEN	PHONE	ADVERB	KITCHEN = Cooking-related: Things get WARM as the temperature rises (see the thumbs up on the PHONE).
was	PREVERB	PREVERB	WATCH	Double-hit PREVERB = PREVERB+S: WAS the WATCH correct?
was	QUEENBEE	VERB+ED		BE sounds like BEE.
was	VERB+ED	AR		Single-hit shortcut to frequent word.
was he	WATCH	HE		Was that WATCH correct?; HE = He; hence WAS HE.
was I	WATCH	I		Was that WATCH correct?; HE = He; hence WAS HE.
was it	WATCH	IT		Was that WATCH correct?; IT = It; hence WAS IT.
was she	WATCH	SHE		Was that WATCH correct?; SHE = She; hence WAS SHE.
wash	BOY	BOY	VERB	BOY + BOY = Bathroom-related: WASH in the bathroom
washed	BOY	BOY	VERB+ED	BOY + BOY = Bathroom-related: WASH in the bathroom
washes	BOY	BOY	VERB+S	BOY + BOY = Bathroom-related: WASH in the bathroom
washing	BOY	BOY	VERB+ING	BOY + BOY = Bathroom-related: WASH in the bathroom
washcloth	BED	LINENS		BED = Furniture
washer	PHONE	AR		PHONE = Appliances-related
wasn't he	WATCH	KNOT	HE	Was that WATCH correct?; KNOT = Negative: HE = He; hence WASN'T HE.
wasn't I	WATCH	KNOT	I	Was that WATCH correct?; KNOT = Negative: HE = He; hence WASN'T HE.
wasn't it	WATCH	KNOT	IT	Was that WATCH correct?; KNOT = Negative: IT = It; hence WASN'T IT.
wasn't she	WATCH	KNOT	SHE	Was that WATCH correct?; KNOT = Negative: SHE = She; hence WASN'T SHE.
watch	EYE	WATCH	VERB	You WATCH with your EYES.
watch	SUIT	ACCESSORY		SUIT = Clothing-related
watched	EYE	WATCH	VERB+ED	You WATCH with your EYES.
watches	EYE	WATCH	VERB+S	You WATCH with your EYES.
watching	EYE	WATCH	VERB+ING	You WATCH with your EYES.
water	JUICE	AR		JUICE = Drink-related
water animal	DOG	WATER		DOG = Animals-related
water fountain	HOUSE	HMPARTS		HOUSE = House-related
way	EXIT	NOUN		The EXIT shows the WAY.
way	ISLAND	ISLAND		ISLAND+ISLAND = Directions
ways	EXIT	NOUNPL		The EXIT shows the WAY.
we	WE	WE		Subject Pronoun (WE) follows sequence: Pronoun (WE) + Pronoun (WE).
we are	WE	QUEENBEE		WE = We; QUEENBEEs are busy; hence WE ARE.
we aren't	WE	KNOT	QUEENBEE	WE = We; KNOT = Negative: QUEENBEEs are busy; hence WE AREN'T.
we can	WE	JUICE		WE = We; You drink a can of JUICE; hence WE CAN.
we can't	WE	KNOT	JUICE	WE = We; KNOT = Negative: You drink a can of JUICE; hence WE CAN'T.
we could	WE	TRUCK		WE = We; The TRUCK has a little engine that could; hence WE COULD.
we couldn't	WE	KNOT	TRUCK	WE = We; KNOT = Negative: The TRUCK has a little engine that could; hence WE COULDN'T.
we did	WE	FAMILY		WE = We; The ELEPHANTs are mighty; hence WE MIGHT.
we didn't	WE	KNOT	FAMILY	WE = We; KNOT = Negative: The FAMILY did dress up for their picture; hence WE DIDN'T.
we do	WE	REMEMBER		WE = We; You say "I do" (REMEMBER) when you are being married; hence WE DO.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
we don't	WE	KNOT	REMEMBER	WE = We; KNOT = Negative: You say "I do" (REMEMBER) when you are being married; hence, WE DON'T.
we don't feel	WE	KNOT	MASKS	WE = We; KNOT = Negative: The MASKS show how you FEEL; hence WE DON'T FEEL.
we don't know	WE	KNOT	KNOW	WE = We; KNOT = Negative: Icon name; hence WE DON'T KNOW.
we don't like	WE	KNOT	SUN	WE = We; KNOT = Negative: The SUN is happy and lik(e)able; hence WE DON'T LIKE.
we don't need	WE	KNOT	UMBRELLA	WE = We; KNOT = Negative: An UMBRELLA is needed when it rains; hence WE DON'T NEED.
we don't think	WE	KNOT	THINK	WE = We; KNOT = Negative: Icon name; hence WE DON'T THINK.
we don't want	WE	KNOT	WANTED	WE = We; KNOT = Negative: The WANTED icon shows a wanted man; hence WE DON'T WANT.
we feel	WE	MASKS		WE = We; The MASKS show how you feel; hence WE FEEL.
we have	WE	MONEY		WE = We; It's always good to have MONEY; hence WE HAVE.
we haven't	WE	KNOT	MONEY	WE = We; KNOT = Negative: It's always good to have MONEY; hence WE HAVEN'T.
we know	WE	KNOW		WE = We; Icon name; hence WE KNOW.
we like	WE	SUN		WE = We; The SUN is happy and lik(e)able; hence WE LIKE.
we may	WE	EXIT		WE = We: You may leave via the EXIT; hence WE MAY.
we may not	WE	KNOT	EXIT	WE = We; KNOT = Negative: You may leave via the EXIT; hence WE MAY NOT.
we might	WE	ELEPHANT		WE = We; The ELEPHANTS are mighty; hence WE MIGHT.
we might not	WE	KNOT	ELEPHANT	WE = We; KNOT = Negative: The ELEPHANTS are mighty; hence WE MIGHT NOT.
we must	WE	HAMMER		WE = We; We must go to work (HAMMER); hence WE MUST.
we mustn't	WE	KNOT	HAMMER	WE = We; KNOT = Negative: We must go to work (HAMMER); hence WE MUSTN'T.
we need	WE	UMBRELLA		WE = We; An UMBRELLA is needed when it rains; hence WE NEED.
we shall	WE	SNAIL		WE = We; Most SNAILS live in shallow waters; hence WE SHALL.
we shan't	WE	KNOT	SNAIL	WE = We; KNOT = Negative: Most SNAILS live in shallow waters; hence WE SHAN'T.
we should	WE	STOP		WE = We: You should STOP at this sign; hence, WE SHOULD.
we shouldn't	WE	KNOT	STOP	WE = We; KNOT = Negative: You should STOP at this sign; hence WE SHOULDN'T.
we think	WE	THINK		WE = We; Icon name; hence WE THINK.
we want	WE	WANTED		WE = We; VERB+S is used for the contracted "has" form because of the "+S"; hence WE'VE.
we were	WE	WATCH		WE = We; The WATCHes were telling the correct time; hence WE WERE.
we weren't	WE	KNOT	WATCH	WE = We; KNOT = Negative: The WATCHes were telling the correct time; hence WE WEREN'T.
we will	WE	BOOK		WE = We; Will you read me a book?; hence WE WILL.
we won't	WE	KNOT	BOOK	WE = We; KNOT = Negative: Will you read me a BOOK?; hence WE WON'T.
we would	WE	HOUSE		WE = We; You build HOUSEs with wood (sounds like would); hence WE WOULD.
we wouldn't	WE	KNOT	HOUSE	WE = We; KNOT = Negative: You build HOUSEs with wood (sounds like would); hence WE WOULDN'T.
wear	SUIT	SUIT	VERB	SUIT = Clothing-related words; You WEAR clothing (SUIT).
wearing	SUIT	SUIT	VERB+ING	SUIT = Clothing-related words; You WEAR clothing (SUIT).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
wears	SUIT	SUIT	VERB+S	SUIT = Clothing-related words; You WEAR clothing (SUIT).
weather	UMBRELLA	NOUN		You may need an UMBRELLA for bad WEATHER.
weather report	TV	AR		TV = TV-related
weathers	UMBRELLA	NOUNPL		You may need an UMBRELLA for bad WEATHER.
we'd	WE	VERB+ED		WE = We; VERB+ED is used because of the "d" in "+ED"; hence WE'D.
Wednesday	WATCH	DAYS		WATCH = Time-related
week	WATCH	WATCH	AR	WATCH = Time-related
weekend	WATCH	DAYS		WATCH = Time-related
well	INTERJ	AR		INTERJ = INTERJECTION
well	INTERJ	INTERJ		Double hit quick access to frequently used word WELL.
we'll	WE	VERB+ING		WE = We; VERB+ING is progressing into the future; The "l" in "+ING" resembles the "ll"; hence WE'LL.
went	HOUSE	VERB+ED		You GO from the HOUSE.
were	PREVERB	WATCH		The WATCHes WERE telling the correct time.
were	VERB+ING	AR		Single-hit shortcut to frequent word.
we're	WE	VERB		WE = We; VERB is present like the contracted "is" form; The VERB icon is the first in the row; hence WE'RE.
were they	WATCH	THEY		The WATCHes were telling the correct time; THEY = They; hence WERE THEY.
were we	WATCH	WE		The WATCHes were telling the correct time; WE = We; hence WERE WE.
were you	WATCH	YOU		The WATCHes were telling the correct time; YOU = You; hence WERE YOU.
weren't	PREVERB	KNOT	WATCH	KNOT = Negative: The WATCHes were telling the correct time; hence WEREN'T.
weren't they	WATCH	KNOT	THEY	The WATCHes were telling the correct time; KNOT = Negative: THEY = They; hence WEREN'T THEY.
weren't we	WATCH	KNOT	WE	The WATCHes were telling the correct time; KNOT = Negative: WE = We; hence WEREN'T WE.
weren't you	WATCH	KNOT	YOU	The WATCHes were telling the correct time; KNOT = Negative: YOU = You; hence WEREN'T YOU.
west	ISLAND	ISLAND		ISLAND+ISLAND = Directions
wet	BOY	ADJ		The BOY is WET.
wetly	BOY	ADVERB		The BOY is WET.
wetter	BOY	ADJ+ER		The BOY is WET.
wettest	BOY	ADJ+EST		The BOY is WET.
we've	WE	VERB+S		WE = We; VERB+S is used for the contracted "has" form because of the "+S"; hence WE'VE.
whale	DOG	WATER		DOG = Animals-related
what	?WORD	TV		We often relate the question mark (QWORD) to WHAT.
What are we going to do?	SENT	QUES		SENTENCE = Prestored Sentences
What are you doing?	SENT	QUES		SENTENCE = Prestored Sentences
What did you say?	SENT	QUES		SENTENCE = Prestored Sentences
What do you want to do now?	SENT	QUES		SENTENCE = Prestored Sentences
whatever	TV	?WORD		EVER words = Opposite of ?WORD: WHAT's on TV?
what's	?WORD	?WORD	TV	?WORD: WHAT'S on the TV?
wheel	TRUCK	AR		TRUCK = Transport-related
wheelchair	BED	AR		BED = Furniture-related
wheelchair	CHAIR	AR		CHAIR = Disability/AT-related
when	?WORD	WATCH		WHEN (WATCH) do you plan to come?
whenever	WATCH	?WORD		EVER words = Opposite of ?WORD: The WATCH tells you WHEN; hence WHENEVER.
where	?WORD	ISLAND		You use a map (ISLAND) to find WHERE you are.
where's	?WORD	?WORD	ISLAND	?WORD: You use a map (ISLAND) to find WHERE you are.
wherever	ISLAND	?WORD		EVER words = Opposite of ?WORD: WHEREVER you go, it's a good idea to check a map (ISLAND).

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
whether	CONJ	UMBRELLA		The UMBRELLA represents weather (sounds like WEATHER).
which	?WORD	REMEMBER		WHICH one (REMEMBER) do you want?
whichever	REMEMBER	?WORD		EVER words = Opposite of ?WORD: Point (REMEMBER) to WHICHEVER one you like.
while	CONJ	PHONE		WHILE you were out, someone PHONEd.
whisker	DOG	PARTS		DOG = Animals-related
white	RAINBOW	AR		RAINBOW = Colors
who	?WORD	WANTED		WHO is the man on the WANTED list?
whoever	WANTED	?WORD		EVER words = Opposite of ?WORD: WHOEVER is that on the WANTED poster?
whole	GOD	GOD	AR	GOD + GOD = Shape-related
whom	?WORD	PHONE		To WHOM am I speaking (PHONE)?
who's	?WORD	?WORD	WANTED	?WORD: WHO'S on the WANTED list.
whose	?WORD	OPEN		WHOSE toys are in the box (OPEN).
why	?WORD	THINK		?WORD: WHO'S on the WANTED list.
wife	FAMILY	AR		FAMILY = Family-related
will	PREVERB	BOOK		WILL you read me a BOOK?
will he	BOOK	HE		Will you read me a BOOK?; hence, WILL HE.
will I	BOOK	I		Will you read me a BOOK?; hence, WILL I.
will it	BOOK	IT		Will you read me a BOOK?; hence, WILL IT.
will she	BOOK	SHE		Will you read me a BOOK?; hence, WILL SHE.
will they	BOOK	THEY		Will you read me a BOOK?; hence, WILL THEY.
will we	BOOK	WE		Will you read me a BOOK?; hence, WILL WE.
will you	BOOK	YOU		Will you read me a BOOK?; hence, WILL YOU.
win	DICE	PHONE	VERB	You may signal thumbs up (PHONE) when you WIN a game (DICE).
wind	UMBRELLA	AR		UMBRELLA = Weather-related
window	HOUSE	HMPARTS		HOUSE = House-related
wine	JUICE	AR		JUICE = Drink-related
wing	DOG	PARTS		DOG = Animals-related
winning	DICE	PHONE	VERB+ING	You may signal thumbs up (PHONE) when you WIN a game (DICE).
wins	DICE	PHONE	VERB+S	You may signal thumbs up (PHONE) when you WIN a game (DICE).
winter	WATCH	SEASONS		WATCH = Time-related
wiper	TRUCK	AR		TRUCK = Transport-related
wish	WANTED	SUN	VERB	You WISH upon a star - the SUN is a star.
wished	WANTED	SUN	VERB+ED	You WISH upon a star - the SUN is a star.
wishes	WANTED	SUN	VERB+S	You WISH upon a star - the SUN is a star.
wishing	WANTED	SUN	VERB+ING	You WISH upon a star - the SUN is a star.
with	PREP	LOVE		The LOVE icon shows the mother WITH the baby.
within	PREPS	AR		PREPOSITION
without	PREP	APPLE		You can't live WITHOUT food (APPLE).
woke	BED	MOUNTAIN	VERB+ED	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
woken	BED	MOUNTAIN	VERB+EN	When the sun comes over the MOUNTAIN, it WAKES you up. WAKE up in the morning.
woman	PEOPLE	AR		PEOPLE = People-related
won	DICE	PHONE	VERB+ED	You may signal thumbs up (PHONE) when you WIN a game (DICE).
won't	PREVERB	KNOT	BOOK	KNOT = Negative: Will you read me a BOOK?; hence WON'T.
won't he	BOOK	KNOT	HE	Will you read me a BOOK?: KNOT (Negative); hence, WON'T HE.
won't I	BOOK	KNOT	I	Will you read me a BOOK?: KNOT (Negative); hence, WON'T I.
won't it	BOOK	KNOT	IT	Will you read me a BOOK?: KNOT (Negative); hence, WON'T IT.
won't she	BOOK	KNOT	SHE	Will you read me a BOOK?: KNOT (Negative); hence, WON'T SHE.
won't they	BOOK	KNOT	THEY	Will you read me a BOOK?: KNOT (Negative); hence, WON'T THEY.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
won't we	BOOK	KNOT	WE	Will you read me a BOOK?: KNOT (Negative); hence, WON'T WE.
won't you	BOOK	KNOT	YOU	Will you read me a BOOK?: KNOT (Negative); hence, WON'T YOU.
wood	HAMMER	AR		HAMMER = Work-related
woods	MOUNTAIN	AR		MOUNTAIN = Nature-related
woods animal	DOG	WOODS		DOG = Animals-related
word	BOOK	PARTS		BOOK = Book-related
wore	SUIT	SUIT	VERB+ED	SUIT = Clothing-related words; You WEAR clothing (SUIT).
work	HAMMER	HAMMER	VERB	HAMMER = Work-related: You can WORK with a HAMMER. Double hit.
worked	HAMMER	HAMMER	VERB+ED	HAMMER = Work-related: You can WORK with a HAMMER. Double hit.
working	HAMMER	HAMMER	VERB+ING	HAMMER = Work-related: You can WORK with a HAMMER. Double hit.
works	HAMMER	HAMMER	VERB+S	HAMMER = Work-related: You can WORK with a HAMMER. Double hit.
world	ISLAND	AR		ISLAND = Places
World Wide Web TV		TV		TV+TV = Computer-related: The TV looks like a computer screen.
worn	SUIT	SUIT	VERB+EN	SUIT = Clothing-related words; You WEAR clothing (SUIT).
worried	MASKS	AR		MASKS = Feelings-related
worse	UMBRELLA	ADJ+ER		The weather (UMBRELLA) is BAD. The hand holding it shows thumbs down, which means BAD.
worst	UMBRELLA	ADJ+EST		The weather (UMBRELLA) is BAD. The hand holding it shows thumbs down, which means BAD.
would	PREVERB	HOUSE		You build HOUSEs with wood (sounds like WOULD).
would he	HOUSE	HE		You build HOUSEs with wood (sounds like would); he = He; hence, WOULD HE.
would I	HOUSE	I		You build HOUSEs with wood (sounds like would); hence, WOULD I
would it	HOUSE	IT		You build HOUSEs with wood (sounds like would); hence, WOULD HE
would she	HOUSE	SHE		You build HOUSEs with wood (sounds like would); hence, WOULD SHE
would they	HOUSE	THEY		You build HOUSEs with wood (sounds like would); hence, WOULD THEY
would we	HOUSE	WE		You build HOUSEs with wood (sounds like would); hence, WOULD WE
would you	HOUSE	YOU		You build HOUSEs with wood (sounds like would); hence, WOULD YOU
wouldn't	PREVERB	KNOT	HOUSE	KNOT = Negative: You build HOUSEs with wood (sounds like WOULD); hence WOULDN'T.
wouldn't he	HOUSE	KNOT	HE	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T HE
wouldn't I	HOUSE	KNOT	I	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T I
wouldn't it	HOUSE	KNOT	IT	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T IT
wouldn't she	HOUSE	KNOT	SHE	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T SHE
wouldn't they	HOUSE	KNOT	THEY	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T THEY
wouldn't we	HOUSE	KNOT	WE	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T WE
wouldn't you	HOUSE	KNOT	YOU	You build HOUSEs with wood (sounds like would): KNOT (Negative); hence, WOULDN'T YOU
wrench	HAMMER	AR		HAMMER = Work-related
wrestling	SHOE	AR		SHOE = Sports-related
write	POSS	POSS	VERB	You WRITE your NAME on a label.
writes	POSS	POSS	VERB+S	You WRITE your NAME on a label.
writing	POSS	POSS	VERB+ING	You WRITE your NAME on a label.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
written	POSS	POSS	VERB+EN	You WRITE your NAME on a label.
wrist	BOY	ARMPRT		BOY = Body-related
wrong	WANTED	ADJ		The WANTED man has done something WRONG.
wrongly	WANTED	ADVERB		The WANTED man has done something WRONG.
wrote	POSS	POSS	VERB+ED	You WRITE your NAME on a label.
yard	HOUSE	HMPARTS		HOUSE = House-related
yard	MOUNTAIN	AR		MOUNTAIN = Nature-related
yardstick	RAINBOW	RAINBOW		RAINBOW+RAINBOW = Art-related
year	WATCH	WATCH	AR	WATCH = Time-related
yellow	RAINBOW	AR		RAINBOW = Colors
yellow	RAINBOW	SUN	ADJ	RAINBOW = Colors: The SUN is YELLOW.
yellower	RAINBOW	SUN	ADJ+ER	RAINBOW = Colors: The SUN is YELLOW.
yellowest	RAINBOW	SUN	ADJ+EST	RAINBOW = Colors: The SUN is YELLOW.
yesterday	WATCH	AR		WATCH = Time-related
yet	ADVERB	BED		Many kids say "I don't want to go to BED YET!"
yogurt	APPLE	BREAKFAST		APPLE = Food-related
yogurt	APPLE	LUNCH		APPLE = Food-related
yogurt	APPLE	SNACKS		APPLE = Food-related
you	YOU	OBJ		Objective Pronoun (YOU) follows sequence: Pronoun (YOU) + OBJ.
you	YOU	YOU		Subject Pronoun (YOU) follows sequence: Pronoun (YOU) + Pronoun (YOU).
you are	YOU	QUEENBEE		YOU = You; QUEENBEEs are busy; hence YOU ARE.
you aren't	YOU	KNOT	QUEENBEE	YOU = You; KNOT = Negative: QUEENBEEs are busy; hence YOU AREN'T.
you can	YOU	JUICE		YOU = You; You drink a can of JUICE; hence YOU CAN.
you can't	YOU	KNOT	JUICE	YOU = You; KNOT = Negative: You drink a can of JUICE; hence YOU CAN'T.
you could	YOU	TRUCK		YOU = You; The TRUCK has a little engine that could; hence YOU COULD.
you couldn't	YOU	KNOT	TRUCK	YOU = You; KNOT = Negative: The TRUCK has a little engine that could; hence YOU COULDN'T.
you did	YOU	FAMILY		YOU = You; The FAMILY did dress up for their picture; hence YOU DID.
you didn't	YOU	KNOT	FAMILY	YOU = You; KNOT = Negative: The FAMILY did dress up for their picture; hence YOU DIDN'T.
you do	YOU	REMEMBER		YOU = You; You say "I do" (REMEMBER) when you are being married; hence YOU DO.
you don't	YOU	KNOT	REMEMBER	YOU = You; KNOT = Negative: You say "I do" (REMEMBER) when you are being married; hence YOU DON'T.
you don't feel	YOU	KNOT	MASKS	YOU = You; KNOT = Negative: The MASKS show how you feel; hence YOU DON'T FEEL.
you don't know	YOU	KNOT	KNOW	YOU = You; KNOT = Negative: Icon name; hence YOU DON'T KNOW.
you don't like	YOU	KNOT	SUN	YOU = You; KNOT = Negative: The SUN is happy and lik(e)able; hence YOU DON'T LIKE.
you don't need	YOU	KNOT	UMBRELLA	YOU = You; KNOT = Negative: An UMBRELLA is needed when it rains; hence YOU DON'T NEED.
you don't think	YOU	KNOT	THINK	YOU = You; KNOT = Negative: Icon name; hence YOU DON'T THINK.
you don't want	YOU	KNOT	WANTED	YOU = You; KNOT = Negative: Icon name; hence YOU DON'T WANT.
you feel	YOU	MASKS		YOU = You: The MASKS show how you feel; hence, YOU FEEL.
you have	YOU	MONEY		YOU = You; Icon name; hence YOU KNOW.
you haven't	YOU	KNOT	MONEY	YOU = You; KNOT = Negative: It's always good to have MONEY; hence YOU HAVEN'T.
you know	YOU	KNOW		YOU = You; Icon name; hence YOU KNOW.
you like	YOU	SUN		YOU = You; The SUN is happy and lik(e)able; hence YOU LIKE.
you may	YOU	EXIT		YOU = You: You may leave by the EXIT; hence YOU MAY.

WORD	ICON 1	ICON 2	ICON 3	RATIONALE
you may not	YOU	KNOT	EXIT	YOU = You; KNOT = Negative: You may leave by the EXIT; hence YOU MAY.
you might	YOU	ELEPHANT		YOU = You; The ELEPHANTs are mighty; hence YOU MIGHT.
you might not	YOU	KNOT	ELEPHANT	YOU = You; KNOT = Negative: The ELEPHANTs are mighty; hence YOU MIGHT NOT.
you must	YOU	HAMMER		YOU = You; We must go to work (HAMMER); hence YOU MUST.
you mustn't	YOU	KNOT	HAMMER	YOU = You; KNOT = Negative: We must go to work (HAMMER); hence YOU MUSTN'T.
you need	YOU	UMBRELLA		YOU = You; An UMBRELLA is needed when it rains; hence YOU NEED.
you shall	YOU	SNAIL		YOU = You; Most SNAILs live in shallow waters; hence YOU SHALL.
you shan't	YOU	KNOT	SNAIL	YOU = You; KNOT = Negative: Most SNAILs live in shallow waters; hence YOU SHALL NOT.
you should	YOU	STOP		YOU = You: You should STOP at this sign; hence YOU SHOULD.
you shouldn't	YOU	KNOT	STOP	YOU = You: KNOT = Negative: You should STOP at this sign; hence YOU SHOULDN'T.
you think	YOU	THINK		YOU = You; Icon name; hence YOU THINK.
you want	YOU	WANTED		YOU = You; The WANTED icon shows a wanted man; hence YOU WANT.
you were	YOU	WATCH		YOU = You; The WATCHes were telling the correct time; hence YOU WERE.
you weren't	YOU	KNOT	WATCH	YOU = You; KNOT = Negative: The WATCHes were telling the correct time; hence YOU WEREN'T.
you will	YOU	BOOK		YOU = You; Will you read me a book?; hence YOU WILL.
you won't	YOU	KNOT	BOOK	YOU = You: KNOT = Negative)
you would	YOU	HOUSE		YOU = You; You build HOUSEs with wood (sounds like would); hence YOU WOULD.
you wouldn't	YOU	KNOT	HOUSE	YOU = You; KNOT = Negative: You build HOUSEs with wood (sounds like would); hence YOU WOULDN'T.
you'd	YOU	VERB+ED		YOU = You; VERB+ED is used because of the "d" in "+ED"; hence YOU'D.
you'll	YOU	VERB+ING		YOU = You; VERB+ING is progressing into the future; The "l" resembles the "ll"; hence YOU'LL.
young	LOVE	LOVE	ADJ	LOVE = Loving-related: A YOUNG baby is seen on the LOVE icon.
younger	LOVE	LOVE	ADJ+ER	LOVE = Loving-related: A YOUNG baby is seen on the LOVE icon.
youngest	LOVE	LOVE	ADJ+EST	LOVE = Loving-related: A YOUNG baby is seen on the LOVE icon.
your	YOU	POSS		Possessive Adjective (YOUR) follows sequence: Pronoun (YOU) + POSS.
you're	YOU	VERB		YOU = You; VERB is present like the contracted "is" form; The VERB icon is the in the row; hence YOU'RE.
you're welcome	INTERJ	AR		INTERJ = INTERJECTION
yours	POSS	YOU		Possessive Pronoun (YOURS) follows sequence: POSS + Pronoun (YOU).
yourself	OBJ	YOU		Reflexive Pronoun (YOURSELF) follows sequence: OBJect + Pronoun (YOU).
you've	YOU	VERB+S		YOU = You; VERB+S is used for the contracted "has" form because of the "+S"; hence YOU'VE.
yuck	INTERJ	UMBRELLA		Give the thumbs down (UMBRELLA) to things you don't like and say YUCK: The weather may be YUCKy.
yum	INTERJ	APPLE		Some foods (APPLE) are YUMmy.
zebra	DOG	ZOO		DOG = Animals-related
zipper	SUIT	AR		SUIT = Clothing-related
zoo	ISLAND	AR		ISLAND = Places
zoo animal	DOG	ZOO		DOG = Animals-related

Unity for Vantage  
And Vanguard  
Appendices





## **Appendix B: Documentation of Page Vocabulary**

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### ***4-Location:***

Name of Page: \_\_\_\_\_

Activity: \_\_\_\_\_

name of icon used: vocabulary entry:	name of icon used: vocabulary entry:
name of icon used: vocabulary entry:	name of icon used: vocabulary entry:

**8-Location**

Name of Page: \_\_\_\_\_

Activity: \_\_\_\_\_

name of icon used: vocabulary entry:			
name of icon used: vocabulary entry:			

**15-Location**

Name of Page: \_\_\_\_\_

Activity: \_\_\_\_\_

name of icon used: vocabulary entry:				
name of icon used: vocabulary entry:				
name of icon used: vocabulary entry:				

**45-Location**

Name of Page: \_\_\_\_\_

Activity: \_\_\_\_\_

*Write the name of the icon used and the vocabulary entry for each key.*


**84 -Location**

Name of Page: \_\_\_\_\_

Activity: \_\_\_\_\_

*Write the name of the icon used and the vocabulary entry for each key.*


## Appendix C: Minspeak and Activity Row Documentation – 45 Keys

Minspeak Icon(s) Used: \_\_\_\_\_

Activity Row Name: \_\_\_\_\_

*Write down the icon or icons that are used to retrieve the activity row. Then write down the name of the activity row. In each key of the activity row, record the vocabulary. There are four rows provided to record up to four rows of vocabulary for the activity. In each Minspeak key, record the Minspeak vocabulary.*


## Appendix C: Minspeak and Activity Row Documentation – 84 Keys

Minspeak Icon(s) Used: \_\_\_\_\_

Activity Row Name: \_\_\_\_\_

*Write down the icon or icons that are used to retrieve the activity row. Then write down the name of the activity row. In each key of the activity row, record the vocabulary. There are three rows provided to record up to three rows of vocabulary for the activity. In each Minspeak key, record the Minspeak vocabulary.*


## **Appendix D: Default Settings for Unity 45 Enhanced version**

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All User Areas have the default settings saved under **Settings #3** found in the Settings Menu. The Default Settings are as follows:

### **CHOOSE OVERLAY MENU:**

Spelling Keyboard                      **QWERTY**

### **FEEDBACK MENU:**

Speaker Volume                      **5**  
Earphone Volume                      **3**  
Backlight Intensity                      **4**  
Activation Beep                      **ON**  
Text                      **Large for User Areas 1 & 4**  
   **Small for User Areas 2, 3, 5, 6**

### **OUTPUT MENU:**

Output                      **OFF**  
Baud Rate                      **1200**

### **SELECTION TECHNIQUE MENU:**

Selection Technique                      **Keyboard (with default settings)**

Settings for Alternate Access Techniques:

8 LOCATION  
    Scan Direction                      **Circular**  
1 SWITCH:  
    Scanning Speed                      **1.3**  
2 SWITCH:  
    Scanning Speed                      **1.3**  
HEADPOINTING:  
    Acceptance Time                      **1.4**  
    Horizontal Adjust1  
    Vertical Adjust                      **1**  
    Averaging                      **3**  
    Pointer Color                      **Red**  
    Highlight Keys                      **ON**  
JOYSTICK  
    Scanning Speed                      **1.3**

### **SPEECH MENU:**

Voice                      **Ursula in User Area 1 (1-Hit Unity)**  
   **Betty in all other User Areas**

**WORD PREDICTION MENU:**

Word Prediction	<b>ON in User Area 3 (Level 3)</b> <b>OFF in User Areas 1, 2, 4, 5, 6</b>
Recency	<b>3</b>
Highlight Color	
Background	<b>Color 2 (yellow)</b>
Text Color	<b>Color 133 (blue)</b>

**To re-set the default settings:** When you have changed any of the settings and want to return to default settings, go into the **Settings Menu** and select Use #3 Settings.

## **Appendix E: Vocabulary Count in Unity 45 Enhanced**

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The following chart show the root words that are available in Level 1, Level 2 and Level 1 Unity Enhanced Full Core. In addition, it shows the number of words available in the Level 3 when all forms of the words are counted. The second chart reflects the number of sentences, phrases, pages, tools and songs.

### ***Available Root Words***

<b>Parts of Speech</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3 (Root Words)</b>	<b>Level 3 (All Forms)</b>
Nouns	68	1149	1149	1149
Adjectives	27	136	137	139
Verbs	24	118	126	358
Verb page	0	95	95	95
Adverbs	4	17	18	18
Conjunctions	1	6	8	8
States & Provinces	0	62	62	62
Question Words	1	10	10	10
Prepositions	4	21	32	32
Determiners	1	12	13	13
Interjections	3	34	34	34
Pronouns	4	13	34	34
Indefinite Pronouns	0	32	32	32
Names of People	11	11	11	11
<b>Total Words</b>	<b>148</b>	<b>1716</b>	<b>1761</b>	<b>1995</b>

### ***Sentences, Phrases and More***

<b>Entry</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>
Sentences	0	49	49
Pronoun Phrases	0	110	230
Carrier Phrases	0	2	2
Pages	30	30	30
Songs	15	15	15
Tools	4	17	17

## Appendix F: Unity 45 Enhanced Pages

Page Name	Connected To	Contains
00	Unity	Tic Tac Toe
01	Unity	Connect 4
15ABC	15 TALK / 15 ADULT	Spelling Grid
15ACOMMNT	15 ADULT	
15ADULT	15 ADULT	Master Page
15ATIME	15 ADULT	
15AWANT	15 ADULT	
15COMMENT	15 TALK	
15DAYS	15 TALK / 15 ADULT	
15DEF	15 TALK / 15 ADULT	Spelling Grid
15DONT	15 TALK / 15 ADULT	
15EATING	15 TALK	
15ECU	15TALK	Environmental Control
15ECUS	15TALK	Environmental Control
15FAMILY	15 ADULT	
15FEEL	15 TALK / 15 ADULT	
15FOOD	15 ADULT	
15GHI	15 TALK / 15 ADULT	Spelling Grid
15GO	15 TALK / 15 ADULT	
15HELPME	15 ADULT	
15INTEREST	15 TALK	
15JKL	15 TALK / 15 ADULT	Spelling Grid
15KEYPAD	15 ADULT	Spelling Grid
15KEYPAD2	15 TALK	Spelling Grid
15KPUNCT	15 TALK / 15 ADULT	Spelling Grid
15LEISURE	15 ADULT	
15LIKE	15 TALK	
15ME	15 TALK	
15MEDICAL	15 ADULT	
15MNO	15 TALK / 15 ADULT	Spelling Grid
15MONTHS	15 TALK / 15 ADULT	
15NEED	15 TALK	
15OPTIONS	User Area 4	Master Page
15PEOPLE	15 TALK	
15PERSONA	15 ADULT	
15PQRS	15 TALK / 15 ADULT	Spelling Grid
15QUESTIO	15 TALK / 15 ADULT	
15TALK	15 TALK	Master Page
15TIME	15 TALK	
15TUV	15 TALK / 15 ADULT	Spelling Grid
15WANT	15 TALK	

15WXYZ	15 TALK / 15 ADULT	Spelling Grid
15YEAR	15 TALK / 15 ADULT	
45QWERTY	Unity	Spelling Grid
4BUBBLES	4 CHILD	
4CHILD	4 CHILD	Master Page
4PLAY	4 CHILD	
4SELF	4 CHILD	
4SINGING	4 CHILD	Songs
4SNACKS	4 CHILD	
8ABCDEF	8 ADULT	Spelling Grid
8ADONT	8 ADULT	
8ADULT	8 ADULT	Master Page
8ADULT2	8 ADULT	2nd Master Page
8AEAT	8 ADULT	
8AFEEL	8 ADULT	
8AGO	8 ADULT	
8AHELP	8 ADULT	
8ALEISURE	8 ADULT	
8AMEDICA	8 ADULT	
8APEOPLE	8 ADULT	
8APERSON	8 ADULT	
8AQUESTI	8 ADULT	
8ASOCIAL	8 ADULT	
8AUDCOM	8 AUD SCAN	
8AUDDONT	8 AUD SCAN	
8AUDFEEL	8 AUD SCAN	
8AUDFOOD	8 AUD SCAN	
8AUDGO	8 AUD SCAN	
8AUDHELP	8 AUD SCAN	
8AUDQUEST	8 AUD SCAN	
8AUDSCAN	8 AUD SCAN	Master Page
8AUDWANT	8 AUD SCAN	
8AWANT	8 ADULT	
8BBEAR2	8 CHILD	
8BEAR	8 CHILD	
8CARS	8 CHILD	
8CHILD	8 CHILD	Master Page
8CHILDGO	8 CHILD	
8CIRCLE	8 TALK / CIRCLE	
8COMMENT	8 TALK	
8COOKIE	8 CHILD	
8CWANT	8 CHILD	
8DAYS	8 TALK / CIRCLE	
8DONT	8 TALK	
8ECU	8ADULT	Environmental Control

8ECUS	8TALK	Environmental Control
8FEELING	8 TALK	
8FOOD	8 CHILD	
8FOODS	8 TALK	
8FUN	8 CHILD	
8GAME	8 TALK	
8GHIJKL	8 ADULT	Spelling Grid
8HELP	8 TALK	
8JOKE	8 TALK	
8LETTERS	8 TALK	Spelling Grid
8LOCCOMP	8 TALK	Computer Access
8MATCH	8 CHILD	
8ME	8 CHILD	
8MNOPQRS	8 ADULT	Spelling Grid
8MONTH	8 TALK / CIRCLE	
8MONTH2	8 TALK / CIRCLE	
8NAME	8 CHILD	Cookie Jar Names
8NEWS	8 TALK / CIRCLE	
8PAGES	8 TALK	2nd Master Page
8QUEST	8 TALK	
8READ	8 CHILD	
8SELF	8 TALK	
8SIMON	8 CHILD	Simon Says
8SING	8 TALK / CIRCLE	Songs
8SONGS	8 CHILD	Songs
8SPELL	8 ADULT	Spelling Grid
8TALK	8 TALK	Master Page
8TOYS	8 CHILD	
8TUVWXYZ	8 ADULT	Spelling Grid
8VCR	8ADULT	Environmental Control
8VCR2	8ADULT	Environmental Control
8WANTGO	8 TALK	
8WANTS	8 TALK	
8WEATHER	8 TALK / CIRCLE	
8X10	8ADULT	Environmental Control
8X10S	8TALK	Environmental Control
ABC	Unity	Spelling Grid
ACADEMIC	MinTalk	
AEIOU	Unity	Spelling Grid
BBEAR	BUILLD Activity	
BODY	Unity	
BOOKS	Unity	
CANADA	Unity	
CLOCK	Unity	
COLORS	MinTalk	

COMPUTER	Unity	Computer Access
COOKING	Unity / MinTalk	
COSMETICS	Unity / MinTalk	
DATE	Unity	
DRAWING	Unity	
DRINKS	Unity / MinTalk	
FAMILY	Unity	
FASTFOOD	Unity	
FOODS	Unity / MinTalk	
FREQUENCY	Unity	Spelling Grid
HEALTH	Unity / MinTalk	
HIDEESEEK	BUILLD Activity	
HOLIDAY	Unity	
ISPY	BUILLD Activity	
JOKES	Unity / MinTalk	
KEYPAD	Unity	Spelling Grid
MATH	Unity	
MONEY	Unity	
MONTHS	Circle Time Activity	
NAME	Unity	
NUMBERS	Unity	
NUMBERS2	Unity	
ORDINALS	Circle Time Activity	
PAGES	Unity	
PHONE	Unity / MinTalk	
PLAYING	MinTalk	
QUESTION	Unity / MinTalk	
RELATION	Unity	
RELIGION	Unity / MinTalk	

## Appendix G: Unity 84 Pages

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Page Name	Connected To	Contains
00	Have Fun activity	Tic Tac Toe game
01	Have Fun activity	Connect Four game
CD	Remotes activity	Infrared command buttons
COMPUTER	Computer key in spell mode	Spelling characters
CORE	Hidden	Page with Core overlay – for making teaching pages
HIDE AND SEEK	Have Fun activity	Hide and Seek vocabulary
I SPY	Have Fun activity	I Spy vocabulary
IBMMOUSE	Computer key in spell mode	Mouse movements
ICON INFO	Deskmate activity	Core icon information
NUMORDS	NUMS key in Core	Ordinal numbers
NUMWORD	NUMS key in Core	Cardinal numbers
SHIFTPAGE	COMPUTER page	Spelling characters
SPELL	SPELL key in Core	Spelling characters
SPELLSHFT	Default SPELL page	Spelling characters
TAPEDECK	Remotes activity	Infrared command buttons
TOOLBOX2	Toolbox key	Default Toolbox
TUNER	Remotes activity	Infrared command buttons
TV	Remotes activity	Infrared command buttons
VCR	Remotes activity	Infrared command buttons
X10	Remotes activity	Infrared command buttons
XPVERBS1 to 9	Tools: TUTORIAL	Teaching example

## Appendix H: Picture Prediction

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Picture Prediction is a feature of the Vanguard/Vantage software that can help some people to communicate using less effort. The default setting on the device is OFF because although it can be a very powerful way of decreasing keystrokes, it may be confusing at first for an individual who has never seen it in operation.

With **Picture Prediction** turned *ON* in the **FEEDBACK MENU**, items within an Activity will move toward the front of the Activity according to how frequently you select those keys. If Picture Prediction is ON, it will apply to all Activities. If it is OFF, it applies to no Activities.

### ***If You Do Not Want a Particular Activity to be Predicted:***

If you do not want any keys within a certain Activity to move, open the **MODIFY ACTIVITY MENU** in the Toolbox and select the Activity you want. Turn the **Picture Prediction** option to *OFF*. Now, even with Picture Prediction turned ON in the **FEEDBACK MENU**, it will not apply to the Activity you just selected.

For example, the **CIRCLE TIME** activity in Unity 84 has been set to be OFF. This means that if you have turned Picture Prediction ON in the **FEEDBACK MENU**, this particular activity is immune – the keys within it will NOT change position.

### ***If you want only some keys in an Activity to Move:***

Perhaps you would like to have some keys predicted in an Activity, but not others. For example, the **MORE ITEMS** key should always remain in its place. In this case, open the **MODIFY ACTIVITY MENU**, select the Activity you want and turn the **Picture Prediction** option *ON*. Now select **Modify Item Within Activity**. You see the screen that contains the keys in the activity. Select a key. If you do not want this key to move from its place in the row, turn the **Key Position** option to *Locked*. Select each key that you don't want to have predicted and set it to *Locked*.

➡ If **Picture Prediction** is turned *OFF* in the **FEEDBACK MENU**, it will no longer apply to any Activity, no matter how you have set the Picture Prediction options in an Activity.

➡ Picture Prediction is very helpful with *Dynamic Activities*. You might often select the sequence for the **FOOD** Activity but then have to go through 2 or 3 rows of food keys before you see the food you mention a lot. With Picture Prediction, those keys you use frequently will eventually move to the front (first row) of the Activity.

### ***So why would someone use Picture Prediction***

The purpose of Picture Prediction is to improve an individual's access to low frequency vocabulary items. These words are typically nouns. Although we know that everyone needs to have quick access to words such as "that," "want," "he," "something," and "tired," it is much more difficult to decide how to rank order words such as "motorcycle," "car," "bus," and "tractor." So much depends on the individual when it comes to nouns.

Picture Prediction is designed to take an individual's choices of Activity Row-based vocabulary and *change the ordering* to make it easier to choose the same word the next time.

Here's an example with TRANSPORT.

In Unity 84, to select "tractor" is three hits:  +  + . However, with Picture Prediction turned ON, the next time the TRUCK key is hit, the picture of the tractor will have moved to be on the *first* Activity row, and there is no need to hit the  key. So for the client who lives in a farming community where tractors are common, this word is now a two-keystroke word rather than a three.

### ***Won't the shifting pictures be confusing?***

Initially, yes. What the system is doing early on is learning the client's most frequently used words. Each time one is used, the device keeps a running score. Eventually, the highest frequency items seem to stop moving because their scores are so high that it would take many selections of a new word to overtake them.

In the example of the tractor, if the client has used the word 200 times, it will (a) be the first in the row, and (b) need another word to be selected over 200 times to be moved out of place. So over time, the most frequent words will settle.

Of course, the other option is to turn Picture Prediction OFF after a period of time, thereby fixing the vocabulary.