

Vantage Lite™ Unity®

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October, 2008

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Vantage Lite Unity Table of Contents

Introduction to Unity	5
Unity Progression – or “Where do I start?”	5
Unity Definitions/ Organization	6
Navigation and Tools	7
Unity Basic Patterns.....	8
Unity Pattern 1 – Category Icon + Grammar Ending	9
Unity Pattern 2 – Pronouns	10
Unity Pattern 3 – Pronoun/ Verb Phrases	10
Unity Pattern 3 – Pronoun/ Verb Phrases	11
Unity Pattern 4 – Nouns.....	12
Unity Pattern 5 – Grammar Icon + Icon = <i>Interjections, Determiners, Conjunctions, Preposition, Question Words, and Adverbs not ending in -ly</i>	13
Unity Pattern 5 (continued).....	14
Unity Pattern 5 (continued).....	15
Single Hit Words.....	16
Indefinite Pronouns	16
Whole sentences.....	16
Sentences in the Activity Row	17
Jokes and Songs	17
Numbers	17
Unity Tools for Getting Started	18
Exploration Wizard.....	18
Teaching Pages	19
Context Scenes	19
Icon Tutor.....	20
Vocabulary Builder	20
Unity Programs in Vantage Lite	21
45 Locations	21
60 Locations	22
84 Locations	23
Implementing the Unity Language System	24
Hide and Show Keys.....	25
Customize with the Setup Key.....	25
Practice Talking	26
Activity Rows	27
Pages in Unity 60 1-Hit.....	28
Pages in Unity 60 1-Hit (continued)	29
Icon Rationales.....	30
Directory of Features in Unity 60 1-Hit.....	35
Special Instructions	36
Vocabulary Builder in Vantage Lite	36
Computer Access Activity Rows and Pages	44
Set up computer access in the Output Menu.....	44

Education software pages: Set-up instructions	50
Outlook Express	50
Microsoft Word.....	51
TestTalker	51
WYNN	52
Kurzweil 3000.....	52
Education Software Tech Notes by Brian Simms.....	53
Outlook Express	53
TestTalker	53
WYNN	53
Kurzweil.....	53
Vantage Lite Smart Chart	54
Unity Icon Rationales for 60 and 84.....	57

Introduction to Unity

Unity is a language representation system created to both follow and enable the typical language development process. From single words and short phrases to longer, grammatically correct sentences, people can progress through the stages of language development using Unity to achieve their full communication potential.

- The **Unity** system uses a small set of easy-to-recognize icons combined in short sequences to produce words, phrases, and sentences.



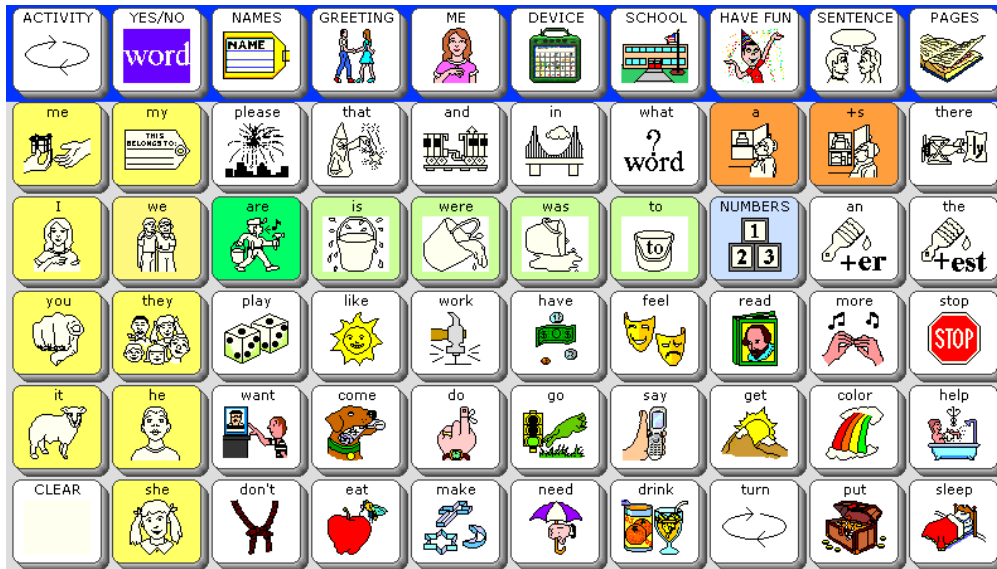
- With a **Unity** system, children can begin to communicate before they can read.
- In a **Unity** system, the locations of the icons remain fixed, allowing **motor patterns** to develop for frequently used words and phrases.
- **Unity** is the only language system in AAC that takes advantage of **motor learning** to increase rate of communication and reduce cognitive effort.
- **Unity** systems focus on **frequently used words**. Research has shown that about 400 frequently used words make up more than 75% of our speech (regardless of age, gender, or background).
- **Unity** programs take advantage of this set of **core words**, providing short sequences of two or three icons to produce them.
- With the **Unity** language system, people can choose to say their own thoughts in their own words, and do not have to depend on the messages that other people store for them.
- The **Unity** programs in Vantage Lite combine all three language access methods: **single-meaning pictures, spelling with word prediction, and semantic compaction (Unity icon sequences)**.

Unity Progression – or “Where do I start?”

The Unity language system was designed to be progressive from one and two word utterances to full grammatically correct sentences. The starting and ending points of this progression will vary. Some people need to start with a Unity 1-hit program and build up. Others may be able to begin with sequenced Unity at the highest language skill level. Getting to know the individual’s language ability and learning style is very important when deciding where to start. For the clinician, learning the Unity language program is also very important when deciding where to start teaching a client.

Unity Definitions/ Organization

To start understanding Unity, we will begin by looking at Unity 60 1-hit. The same principles can be applied to 45 1-hit or 84 1-hit.



Row 1 is the **main activity row**.

- Activity rows contain vocabulary specific to certain situations.
- Some keys in the main activity row do not open other activities. These keys are tools. There are two tools in row 1—the choose **ACTIVITY** key at the beginning, and the **PAGES** key at the end. The rest of the top row keys open activities.

Rows 2 through 5 contain **core words**.

- **Core words** are words that people of all ages use frequently across situations and environments.
- Each core word in the 1-hit Unity versions requires only one keystroke.

Tools in core:

- The second Mother Hubbard key is a plural tool and adds “s” to any word on the display.
- The **NUMBERS** key opens a page of numbers
- The **CLEAR** key at the bottom left is for clearing your display.


Color coding

- Yellow = pronouns
- Green = verbs
- Light Green outline = verb endings
- Orange = category nouns
- Blue = adjectives
- Light Blue outline = a link to a page or activity row

Navigation and Tools


Keys in core are linked to a dynamic activity row. Each dynamic activity has a blue “GO BACK” arrow at the left. This key closes the row so you go back to the activity that was open before.

➡ Note: The blue GO BACK arrow works with Dynamic Activities set on Temporary (This is done via the Dynamic Activities Menu in the Toolbox). If you set your Dynamic Activities on permanent, you will use CHOOSE ACTIVITY (#1 user defined key or OBJ + OBJ to return to the main Activity Row).


If you select the apple , you see:

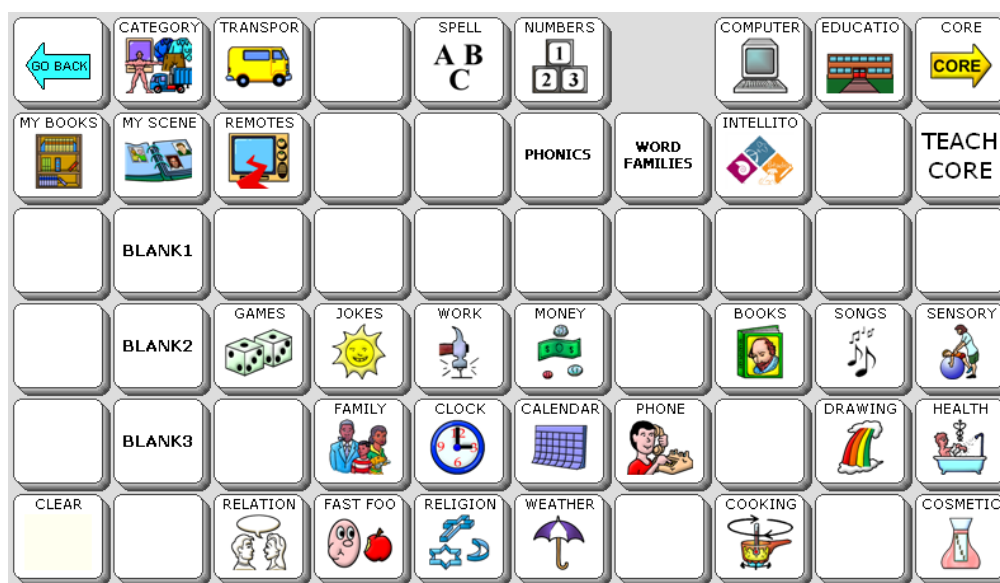


Select the Go Back arrow to return to the main Activity Row.

When you open the YES/NO row , you see tools for spelling, punctuation, and delete word.



When you select the Pages key , you open the Pages page. This page contains links to selected pages in Unity 60 1-hit.




The key that is hidden is a link to the notebooks page. To show the notebook key, follow the instructions for hiding/ showing keys later in this manual.

Unity Basic Patterns

















While 1-hit Unity can be simple for caregivers, many device users find that the vocabulary in these areas is too limiting. In 1-hit versions, you can say “eat” but not “food.” You can say “sleep” but not “tired.” Additionally, the dynamic activity rows are purposefully set up with a limited amount of vocabulary, as it is geared towards early communicators. If you find that you are adding a great deal of vocabulary to the 1-hit versions, you probably need to use a sequenced version.

The following section will describe some of the basic patterns in sequenced versions of Unity. Although the examples are taken from Unity 60 Sequenced, after you learn the patterns, they are easily applied to the other versions of Unity. Memorizing a pattern helps you learn new words without memorizing individual sequences.

 Note: For suggestions on *decreasing* the amount of vocabulary in 1-hit versions, and for adding specialized vocabulary, please see the section titled “Implementing the Unity Language System.”

If you are using Unity 45 Sequenced, you will notice some alterations from previous Unity versions (e.g., Unity 45 Full in Vantage Plus). This was done to conserve space, save keystrokes, and to simplify the word choices.

Unity Pattern 1 – Category Icon + Grammar Ending

Embellished icons OFF**			Embellished icons ON**		
		eat			eat
		food			food
		hungrily			hungrily
		hungry			hungry



Verbs are action words. They end with Mr. Action Man. He is working, whistling, carrying a bucket, and walking. He shows many actions.



Category **nouns** end with Mother Hubbard. She is a person, her cupboard is a place, and there is a thing in the cupboard.



Adverbs that end in -ly use the Adverb icon as an ending. The airplane is carrying a banner with the -ly ending.



Adjectives end with the paintbrush because a painting describes something.

** If you have Embellished Icons turned on in the Feedback Menu, you will see a concrete picture of the word at the ending icon instead of the grammar icons described.

Unity Pattern 2 – Pronouns

Pronouns are color coded yellow. They are always on the left two columns.



Subject Pronouns = Two hits on the same pronoun key

I, you, it, she, he, we, they

Object Pronouns = Pronoun + Object icon

me, you, it, her, him, us, them

Possessive Adjectives = Pronoun + Possessive icon

my, your, its, her, his, our, them

Possessive Pronouns = Possessive icon + Pronoun

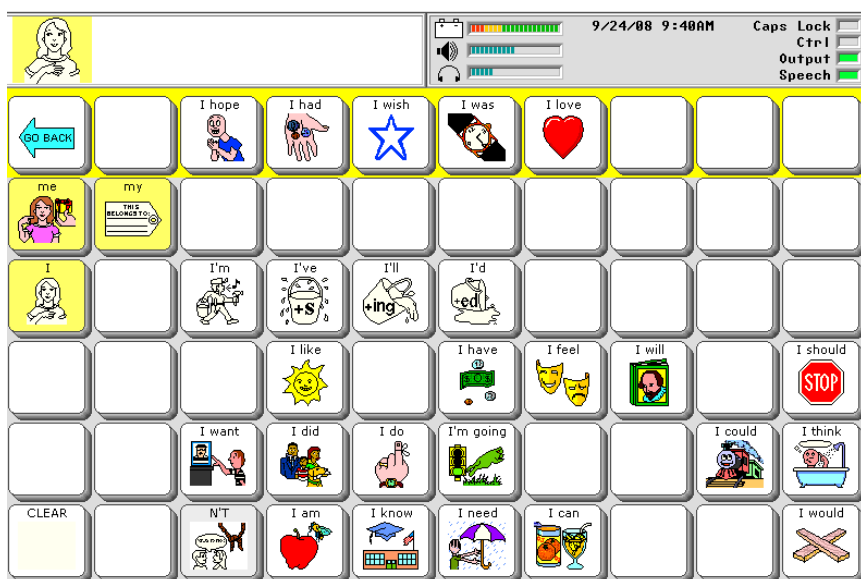
mine, your, its, hers, his, ours, theirs

Reflexive Pronouns = Object icon + Pronoun

myself, yourself, itself, herself, himself, ourselves, themselves

Unity Pattern 3 – Pronoun/ Verb Phrases

(a) A pronoun + category icon = Declarative Phrase



I hope I did
I had I do
I wish I'm going
I was I could
I love I think
I like I am
I have I know
I feel I need
I will I can
I would
I want

Unity Pattern 3 – Pronoun/ Verb Phrases

(b) A Pronoun + Knot + category icon = Negative Phrase

I don't hope
I didn't have
I don't wish
I wasn't
I don't love
I haven't
I don't feel
I won't
I shouldn't
I don't want
I didn't
I don't
I'm not going
I couldn't
I don't think
I'm not
I don't know
I don't need
I can't
I wouldn't

I didn't, I don't, I'm not going, I couldn't, I don't think, I'm not, I don't know, I don't need, I can't, I wouldn't

(c) A category icon + a pronoun = Question Phrase

Example: SUN + I = *Do I like*

(d) A category icon + KNOT + pronoun = Negative Question Phrase

Example: SUN + KNOT + I = *Don't I like*

Unity Pattern 4 – Nouns

(a) Category nouns = Category Icon + Noun ending - as in Unity pattern 1.

(b) Other nouns = Category icon + Activity Row



The POSSESSIVE icon shows a name tag and a suit. The name tag represents names of people, and the suit represents items of clothing. The first hit on this key brings up names in the activity row. The second hit on POSSESSIVE shows clothing.



Each of these icons is related to a set of words in activity rows



When you select the APPLE icon, the activity row changes to sub-categories of different kinds of food. Specific foods are located within each of these activities.

Unity Pattern 5 – Grammar Icon + Icon = *Interjections, Determiners, Conjunctions, Preposition, Question Words, and Adverbs not ending in -ly*



Interjections (Interjections pop into conversation just like fireworks)

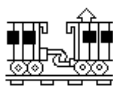
*let's, thank you,
oops, you're
welcome, well,
okay, excuse me,
sure, fine, awesome,
congratulations, ha
ha ha, ouch, maybe,
sorry, very good, all
done, please,
Bingo!, hi, all gone,
hello, good
morning, surprise,
Yuk!, yum, goodbye,
cool, yikes, good
night.*



Determiners (The wizard is pointing to that/ those/ these, etc.)

*the, that, a, an,
that's, these, each,
all, this, these, none,
enough*

Unity Pattern 5 (continued)



Conjunctions (Conjunctions join sentences, like the trains are joined together.)

The screenshot shows the software interface for the Conjunctions pattern. At the top, there is a status bar with a clock showing 9/24/08 11:24AM and indicators for Caps Lock, Ctrl, Output, and Speech. Below the status bar is a grid of buttons. The first row contains a 'GO BACK' button, buttons for '1st', 'next', 'last', and 'one', and buttons for the numbers '1', '2', '3', '4', '5', and a 'MORE' button. The second row contains 'ADD' (+), 'EQUALS' (=), 'and', 'if', 'number', and 'numbers'. The third row contains 'SUBTRACT' (-), 'count', 'counts', 'counting', 'counted', and 'to count'. The fourth row contains 'MULTIPLY' (x), 'both', 'than', and 'or'. The fifth row contains 'DIVIDE' (÷), 'because', and 'until'. The sixth row contains 'CLEAR' and 'but'. Each button has a small icon representing the concept.

and, if, both, than, or, because, until, but

Prepositions



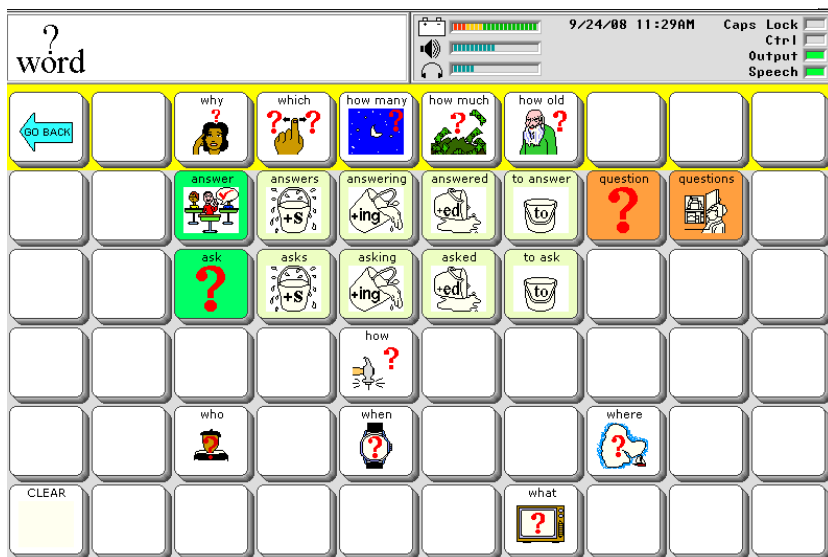
(The cloud can go over/ under/ through the bridge.)

The screenshot shows the software interface for the Prepositions pattern. At the top, there is a status bar with a clock showing 9/24/08 11:26AM and indicators for Caps Lock, Ctrl, Output, and Speech. Below the status bar is a grid of buttons. The first row contains a 'GO BACK' button and buttons for 'top', 'middle', 'bottom', 'before', 'after', 'behind', 'from', 'beside', and 'under'. The second row contains 'for', '4', 'at', 'inside', and several empty buttons. The third row contains several empty buttons, 'into', 'by', 'about', and several empty buttons. The fourth row contains 'on', 'between', 'around', 'in front of', 'up', 'outside', 'over', and 'out'. The fifth row contains 'CLEAR', 'off', 'with', 'without', 'through', 'down', 'of', 'upside down', 'in', and 'underneath'. Each button has a small icon representing the preposition.

top, middle, bottom, before, after, behind, from, beside, under, for, at, inside, into, by, about, on, between, around, in front of, up, outside, over, out, off, with, without, through, down, of, upside down, in, underneath

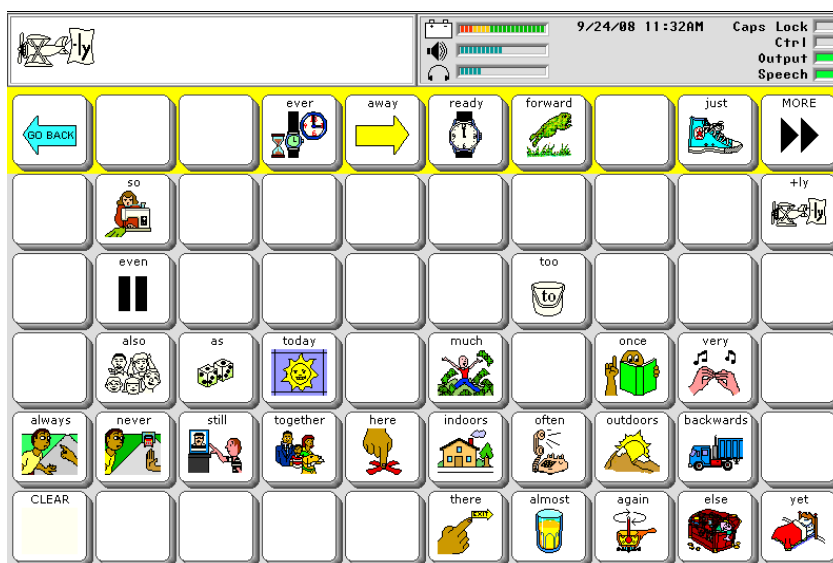
Unity Pattern 5 (continued)

Question Words **word**



why, which, how many, how much, how old, how, who, when, where, what

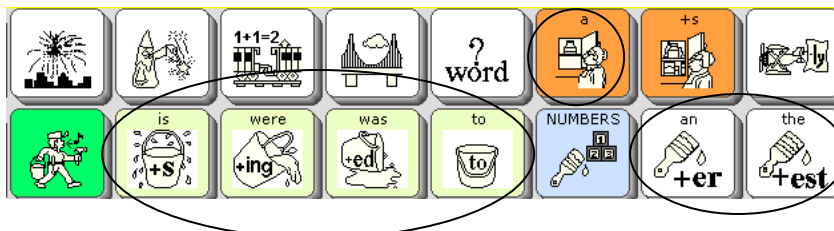
Adverbs **(Many adverbs end in -ly.)**



ever, away, ready, forward, just, so, even, too, also, as, today, much, once, very, always, never, still, together, here, indoors, when, outdoors, backwards, there, almost, again, else, yet


Single Hit Words

These are frequently used words that can be accessed quickly with just one icon.




*a, is, were, was, to,
an, the*


Indefinite Pronouns

In Unity 45 and Unity 60 indefinite pronouns (e.g., anywhere, anytime, somewhere, sometime) begin with the Determiner icon.  Select any/ every/ some/ no on the activity row and then complete the word with the options shown.


In Unity 84

Start with

A – any 

E – every 

S—some 

N—no 

End with

time 


body 

how 

more 

one 

thing 



way 

what 

where 

Whole sentences

There are many whole sentences stored in each Unity program. They begin with the

Sentence icon.  in Unity 45 and 60 and  in Unity 84.

Sentences in the Activity Row



The top row of each Unity program is called the activity row. There are whole sentences stored in the GREETING, ME, and HAVE FUN rows.

Jokes and Songs

Jokes begin with the Sun icon.

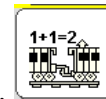


Songs are found in the HAVE FUN activity row. There is also a song page linked to the PAGES page.

Numbers



A numbers page is linked to the Number/Adjective icon.



There is a number dynamic activity row linked to the Conjunction icon.



Unity Basic Patterns Summary

- 1) **Category icon + Grammar icon = verbs, category nouns, adjectives and adverbs**
- 2) **Pronouns**
- 3) **Pronoun/Verb Phrases**
- 4) **Nouns in dynamic activity rows**
- 5) **Grammar icon + category icon = interjections, determiners, conjunctions, prepositions, question words, and adverbs that do not end in -ly**

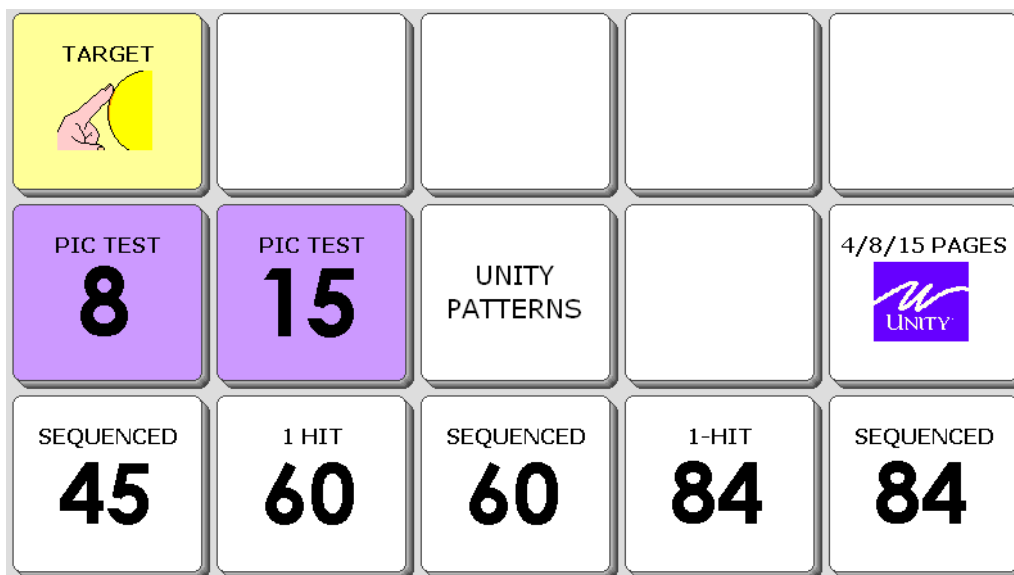
Unity Tools for Getting Started

In the device there are built-in tools to help you get started teaching and learning Unity.

1. The **Exploration Wizard**: helps you assess language and access abilities
2. **Teaching Pages**: teach nouns, verbs, adjectives, colors, and much more.
3. **Context Scenes**: visual scenes combined with Unity programs help teach icon sequences for common words
4. **Icon Tutor**: spell a word and the tutor shows you the possible sequences
5. **Vocabulary Builder**: simplifies the Unity program so that you see only the sequences for your selected list of words, leaving all other keys blank.

Exploration Wizard

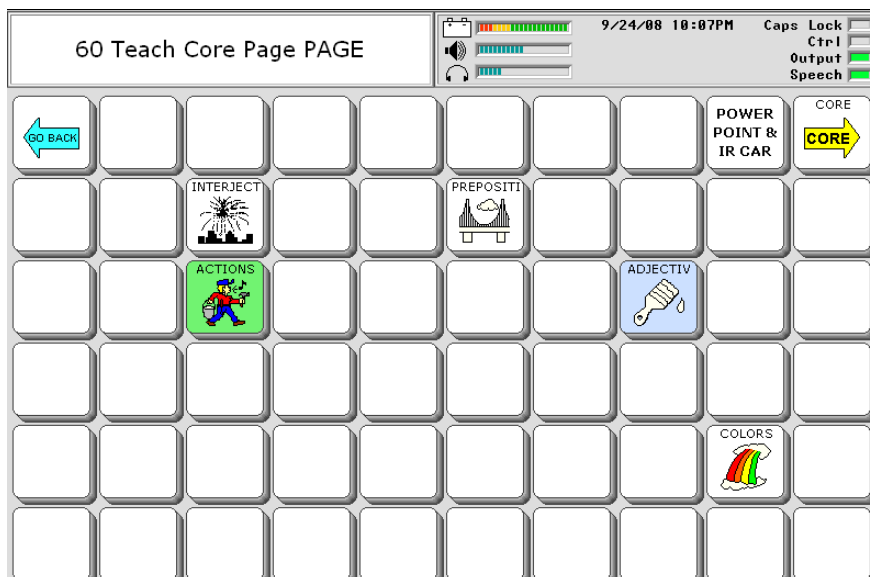
This is the first user area that opens up when you turn on your device for the first time. By default it is located in User Area 4.



- The TARGET key opens up a group of pages for checking access. This would help determine what size key a person could touch, or how well they could use a switch/ head tracker.
- The 8 PIC TEST and 15 PIC TEST help to assess a person's language understanding.
- The key marked UNITY PATTERNS leads to a short demonstration of the location of noun, verb, adjective, and pronoun patterns in Unity.
- The 4/8/15 PAGES button links to sample page-based programs that use the Unity icons.
- The last row contains links to five Unity user areas.

Teaching Pages

Find these pages by going to the PAGES page, and then the key marked TEACH CORE.



Context Scenes

These pages are designed to teach the frequently used words associated with core icons.

Find these pages by going to the PAGES page, and then to MY SCENES. One example of these context scenes is the COLORS scene. “Hot spots” in the scene say color words in this scene. When you select TRY IT, you can use icons to say the related words. GO BACK takes you back to the Scenes page. CORE takes you back to the core vocabulary.



Icon Tutor

This tool helps you find the sequence for words that you can spell. Find the Icon Tutor in

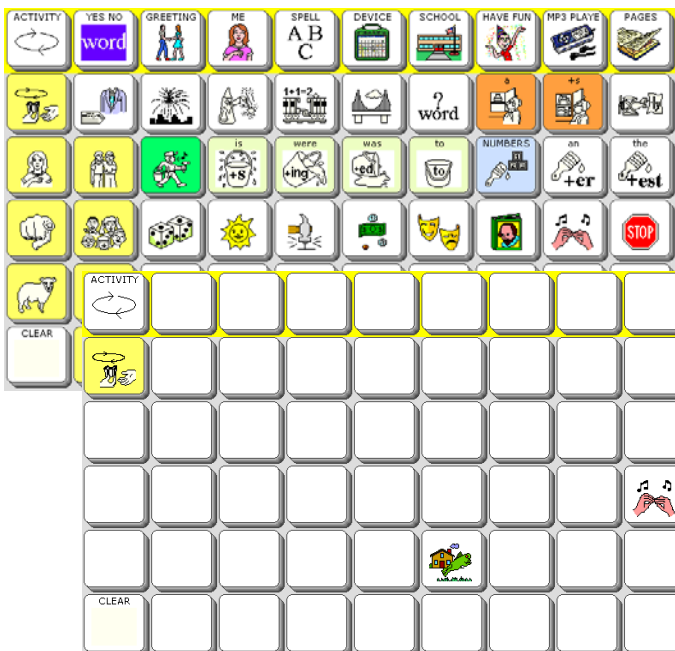


the Device Tools activity row.



Vocabulary Builder

The Vocabulary Builder will simplify the look of the Unity program for those who want to focus on just a few words at a time.



Unity 60 Sequenced with all vocabulary showing.

Unity 60 Sequenced with Vocabulary Builder on to show just three words:

Find the Vocabulary Builder page by going to the PAGES page. Vocabulary Builder special pages are only in Unity sequenced areas. You will see two keys that are hidden. Use the Set-up key to find Hide/Show keys. Show the Vocab Builder key, and then exit Hide/Show mode by selecting the text area. When you go to the Vocabulary Builder Page, you will see many pre-made sets of Vocabulary to load. For more information, see the Vocabulary Builder section in this manual.

Unity Programs in Vantage Lite

45 Locations



Unity Program	Purpose	Core words *	Total words	Word endings	Language skill	Where to find
45 1-Hit	To provide quick access to frequently used words	35 +	2,000+	no	emergent	User Area Menu, Replace User Area, Unity Programs
45 Sequenced	To provide fast access to language that allows full communication	1,160 +	5,000+	yes	intermediate to full communication	Default User Area number one or, User Area Menu, Replace User Area, Unity Programs

*not including words on pages or in activity rows

60 Locations



Unity Program	Purpose	Core Words	Total words	Word Endings	Language skill	Where to find
60 1-Hit	To provide quick access to a small number of frequently used words	40 +	2,000 +	no	emergent communicator	Default User Area Two, or User Area Menu, Replace User Area, Unity Programs
60 Sequenced	To provide fast access to language that allows full communication	2,000 +	5,000 +	yes	intermediate to full communication	Default User Area Three Or User Area Menu, Replace User Area, Unity Programs

84 Locations



Unity Program	Purpose	Core words	Total words	Word endings	Language skill	Where to find
84 1-Hit	To provide quick access to a small number of frequently used words	60 +	1,600 +	no	emergent	Default User Area Five Or User Area Menu, Replace User Area, Unity Programs
84 Sequenced	To provide fast access to language that allows full communication	3,000 +	6,000 +	yes	intermediate to full communication	Default User Area Six Or User Area Menu, Replace User Area, Unity Programs

Implementing the Unity Language System

This section of the manual will include more details about the Unity MAPs (Minspeak Application Programs) **Unity 60 1-Hit will be the example program for instructions.** You may apply the step by step instructions to any other Unity program. We have already discussed the organization of Unity 1-hit and Navigation/ Tools (see Introduction to Unity).

Here are the main points that will be covered:

- Simplify with Hide and Show Keys
- Customize with the Setup Key
- Practice talking
- Activity Rows
- Pages
- Icon Rationales
- Directory of Features

Hide and Show Keys

Some people who begin with Unity 1-Hit versions need a simpler appearance with fewer choices. By using the hide/ show key features, you are able to establish and maintain motor patterns, as well as greatly reduce the programming demands, even as the user's vocabulary increases.

To hide all activities:

1. Select the Toolbox key (hammer/ screwdriver) on the device frame.
2. Select MODIFY ACTIVITY
3. Select Hide All Activities
4. Select OK at the bottom right, and then OK again.

To hide all links on the Pages Page

1. Select the PAGES page.
2. Select the Setup Key - #2 on the device frame.
3. Select the key that says Hide/Show Keys.
4. Select Hide All
5. Select the CORE key so that it shows as brightly lit.
6. Select the text area to exit hiding and showing.
7. Select CORE to go to core.

To hide core keys

1. Select the Setup Key
2. Select Hide/Show Keys
3. Select Hide All
4. Select "more" "stop" "go" and "eat"
5. Select the CLEAR key.
6. Select the text area to exit hiding and showing.

Use the same steps to show keys again, except select show instead of hide.

Customize with the Setup Key

You will want to add names to the names row, or maybe put some different foods in the food row. Use the Setup Key (#2 on the device frame) to begin modifying an activity row. For our example, we will modify a food choice.

1. Select the Apple icon.
2. Select the Setup Key, and then select "jello".
3. Select Clear Key Contents
4. Select Change Icon
5. Select FOOD
6. Navigate to the food you want and select it.
7. Select OK at the bottom right.

Practice Talking

Open the YES/NO row. Your display looks like this:



Try these practice sentences and phrases:

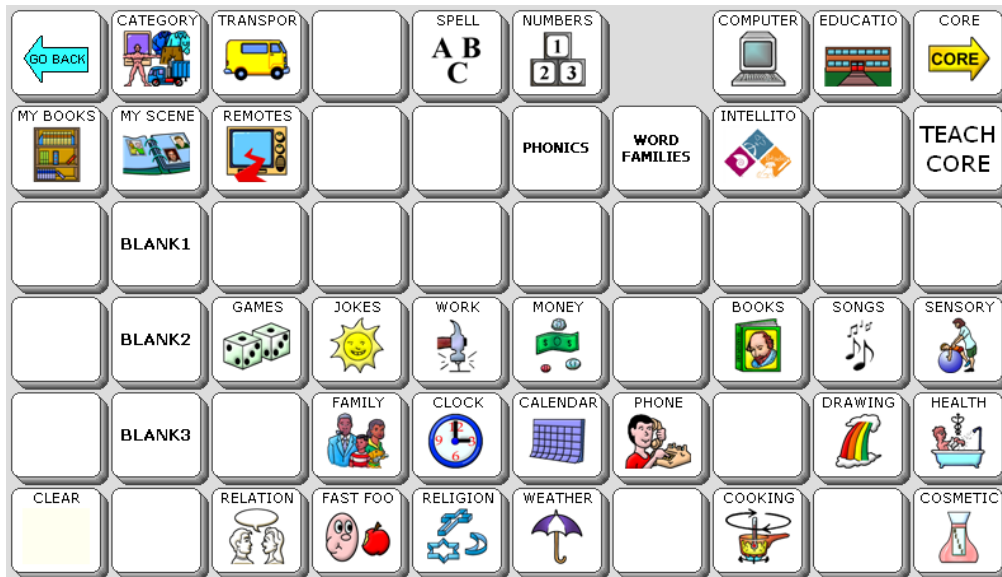
I need that.	I need a drink.
I need help.	I don't need that.
What do you need?	You need to work.
I need to work and play.	You need sleep.
Get me a drink.	I get a turn.
You don't get a turn.	Get more to eat.
Get it.	Go get help.
I all done. <i>(Choose GO BACK to go back to the YES/NO row.)</i>	Turn off.
I want more.	You get more.
Eat more.	Get more to drink.
Help me get more.	I don't want more.

Activity Rows



ACTIVITY	CONTAINS
	<p>Link to the PAGES page</p>

Pages in Unity 60 1-Hit





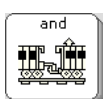

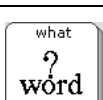

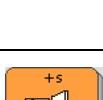
















PAGE	CONTAINS
CATEGORY	Links to pages of mostly nouns grouped by category
TRANSPORATION	Sentences and phrases for requesting transportation
SPELL ABC	Spell page
NUMBERS	Numbers
Blank	Hidden Notebooks page – to show, use the Setup Key and go to Hide/Show keys
COMPUTER	Links to computer access pages
EDUCATION	Links to pages of keyboard shortcuts for Kurzweil, WYNN, and TestTalker
MY SCENES	Links to context scene pages
REMOTES	Links to remote control pages (IR commands)
PHONICS AND WORD FAMILIES	Recorded speech for phonics sounds and word building
INTELLITOOLS	Computer commands to control IntelliTools Classroom Suite (v.3) activities





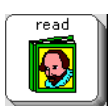







Pages in Unity 60 1-Hit (continued)













PAGE	CONTAINS
TEACH CORE	Special pages for teaching Unity
BLANK 1, 2, 3	Blank pages to customize
GAMES	Names of games
JOKES	Jokes page
WORK	Messages about work
MONEY	Messages and single words about money
BOOKS	Book titles
SONGS	Song titles and computer voice songs
SENSORY	Sensory items: <i>swing, ball, trampoline, etc.</i>
FAMILY	Family members
CLOCK	Clock page
CALENDAR	Calendar page (date/ days/ months/ years)
PHONE	Messages for talking on the phone
DRAWING	Messages for interactive art work
HEALTH	Messages about health and medical issues
REALTION	Messages and single words about relationships
FAST FOOD	Messages and single words for fast food
RELIGION	Messages, single words, and prayers
WEATHER	Single words describing weather
COOKING	Single words about cooking
COSMETICS	Messages and single words about cosmetics

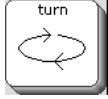


Icon Rationales

ICON	ICON NAME	RATIONALE
	OBJECT	Give the present to ME. "Me" is an objective case pronoun.
	POSSESSIVE	I put my name on the name tag so people will know it's mine.
	INTERJECTION	The INTERJECTION icon looks like fireworks. Interjections pop up in conversations like fireworks. "Please" is a common interjection.
	DETERMINER	Mr. DETERMINER is pointing to that. "That" is a common determiner.
	CONJUNCTION	The two train cars are joined. CONJUNCTIONs join words together. "And" is a common conjunction.
	PREPOSITION	The PREPOSITION icon stands for positional words. The cloud is above the bridge, cars go over the bridge, water goes under the bridge. "In" is a common preposition.
	QUESTION WORD	The QUESTION WORD icon stands for question words. "What" is a common question word.
	NOUN	The NOUN icon is a picture of Mother Hubbard. She is a person, her cupboard is a place, and there is a thing in the cupboard. This key in Unity is the article "a" because it comes before a noun.
	NOUN PLURAL	The NOUN PLURAL icon is a picture of Mother Hubbard. She is a person, her cupboard is a place, and there are things in her cupboard. This key in Unity adds an "s" ending to words.
	ADVERB	The ADVERB icon shows a plane with an "-ly" banner flying behind it. Many adverbs end in -ly. "There" is a common adverb.
	I	The I pronoun is a picture of a person pointing to herself.

ICON	ICON NAME	RATIONALE
	WE	The pronoun WE shows two friends.
	VERB	Mr. Action Man represents action VERBs. This key is a link the a dynamic activity row of verbs.
	VERB + S	Quick access to the word "is."
	VERB + ING	Quick access to the word "were."
	VERB + ED	Quick access to the word "was."
	TO + VERB	Quick access to the word "to."
	NUMBER	NUMBERS represents a link to the numbers page.
	ADJ + ER	ADJ + er represents quick access to the word "an".
	ADJ + EST	The ADJ + EST icon represent quick access to the word "the."
	YOU	The finger is pointing to YOU.
	THEY	THEY are a group.
	DICE	You can play games with DICE.

ICON	ICON NAME	RATIONALE
	SUN	Everybody likes a sunny day. The SUN icon is happy and smiling.
	HAMMER	A carpenter works with a HAMMER.
	MONEY	It is good to have MONEY.
	MASKS	The MASKS icon shows feelings. One is happy and one is sad.
	BOOK	You can read a BOOK.
	MORE MUSIC	The hands are signing "more." The music notes stand for music. Most people want to hear MORE MUSIC.
	STOP	Always stop at the STOP sign.
	IT	Mary had a little lamb; ITs fleece was white as snow.
	HE	HE is the icon for the he pronoun.
	WANT	He is a WANTED man. His picture is on a WANTED poster.
	DOG	You call your DOG to come.
	REMEMBER	Tie a string around your finger so you will REMEMBER to do something.

ICON	ICON NAME	RATIONALE
	FROG	The green light means go. The FROG is going.
	PHONE	You say things to people on the PHONE.
	MORNING	We get up in the MORNING.
	RAINBOW	A RAINBOW is made up of many colors.
	BATH	Sometimes we need help in the BATHroom.
	BLANK	The BLANK icon stands for clear display.
	SHE	SHE is the she pronoun.
	KNOT	The KNOT icon stands for negatives like not and don't.
	APPLE	You can eat an APPLE.
	GOD	People make cookies at holiday times. Most holidays have a religious (GOD) meaning.
	UMBRELLA	You need an UMBRELLA when it rains.
	JUICE	You drink JUICE.

ICON	ICON NAME	RATIONALE
	RETURN	The turning arrows of the RETURN icon represent "turn."
	OPEN	You can put things in the OPEN chest.
	BED	You sleep in a BED.

Directory of Features in Unity 60 1-Hit

FEATURE	LOCATION
Back up the memory	Toolbox, Transfer Memory Menu
Calculator	Activity Row, Device Tools, MORE
Change how a word is pronounced	Toolbox, Dictionary Menu
Change the voice	Toolbox, Speech Menu
Context Scenes	Pages Page, My Scenes
Create Visual Scenes	Toolbox, Create Page
Hide Activities	Toolbox, Modify Activity Menu
Hide Core Keys	Setup Key (#2 on the frame)
Hide Page Keys	Setup Key, then select the key you want to hide. Select Hide/Show. Follow the on-screen prompts
Icon Tutor	Activity Row, Device
Infrared phone pages	Pages page, or Activity Row, Device, MORE, Remotes
Kurzweil, WYNN and TestTalker pages	Pages page, Education Software
Kurzweil, WYNN, and TestTalker rows	Activity Row, School, Education Software
Link a page	Open the page you want to modify. Use the Setup Key. Select the key where you want the link. Select Spell Message or Define Key Function. Select Page Link. Follow the prompts on the screen.
Lock the Toolbox	Toolbox, Maintenance Menu
MP3 player	Activity Row, second row (Choose Activity)
Phone tools	Activity Row, Device, MORE, PHONE
Setup Key	Key number 2 on the top frame of the device.
Teaching Unity help	Pages page, Teach Core Page
Turn the activation beeps on or off	Toolbox, Feedback Menu

Special Instructions

Vocabulary Builder in Vantage Lite

The new and improved Vocabulary Builder can be found in software versions 5.06 (Vantage Plus, Vantage Lite, Vanguard) and in ECO 2.07. Vocabulary Builder is a powerful tool that allows you to teach a small set of vocabulary within the context of a robust Unity vocabulary system. It makes teaching and learning sequenced Unity more manageable. Vocabulary Builder works by reducing the number of visible words so that only those needed for a specific activity, conversation, or category of language can be targeted at a time. This strategy of masking vocabulary allows you to focus on a small number of words while supporting the development of motor planning for those words. When the child masters the set of words, you will add or unmask more words to continue building language skills. This process of exposing children to language in “chunks” is similar to how typically-developing children learn language.

Find the Vocabulary Builder Page (only in sequenced Unity)

1. Go to the Pages Page. You will see two hidden keys. One is the Notebooks Page, the other is Vocab Builder.
2. Use the Set-up Key to see Hide/Show.
3. Select Hide/Show Keys.
4. Show the Vocab Builder key, and then exit Hide/Show mode by selecting the text area.
5. When you select the Vocab Builder key, you will see the Vocabulary Builder Page, which looks like this;

Vocabulary Builder is a powerful tool that can be used to teach a small set of vocabulary within the context of a sequenced Unity vocabulary system.

VOCAB BUILDER ON

Use

You can create your own sequence sets to control the vocabulary that is visible. There are also sequence sets pre-stored in the device. To access these, and for more information, activate the corresponding button on the right:

- LAMP: Based on the Language Acquisition through Motor Planning method
- CORE: To teach Unity and parts of speech
- READING: To teach commonly-used groups of reading words

Support

- For written support, go to <http://support.prentrom.com>
- Find your regional consultant online at www.prentrom.com

VOCAB BUILDER OFF

CLEAR

CORE

LAMP

CORE

READING

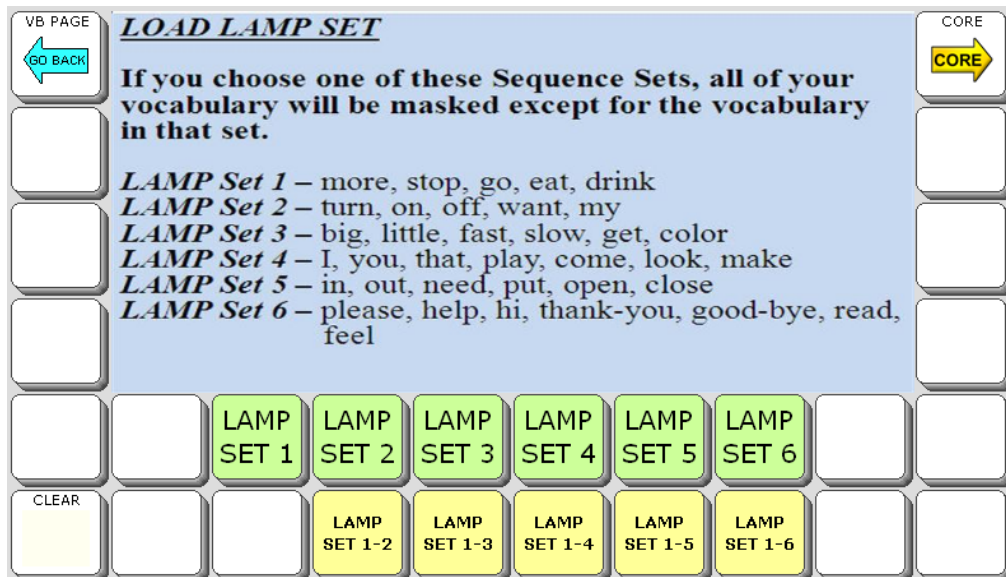
CUSTOM SETS

Load Pre-made Sets of Vocabulary

1. Choose LAMP, CORE, or READING. You will see pages that are programmed to automatically load sets of vocabulary while masking all other words in Unity.
2. Choose LAMP and you will see this page:

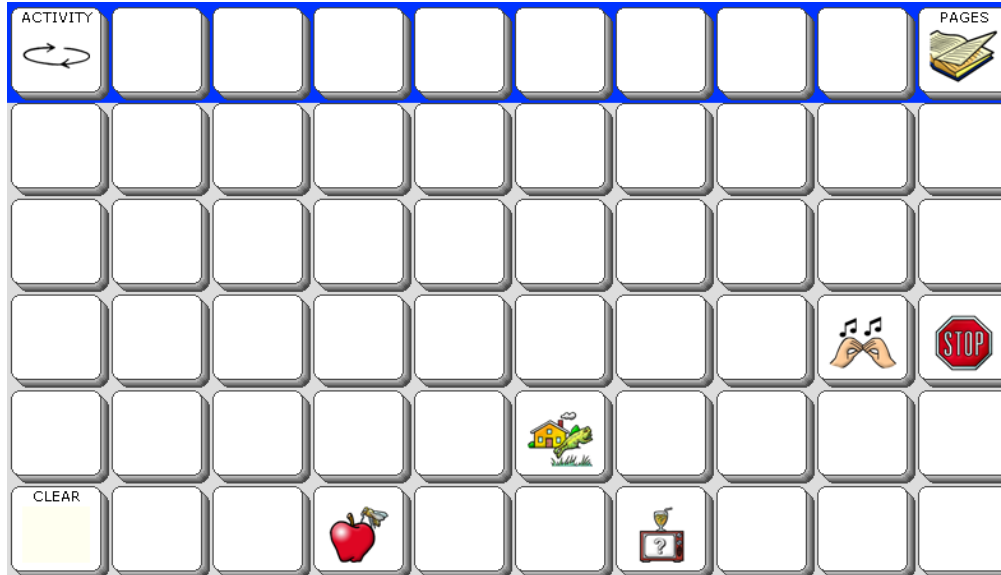


3. Choose LOAD LAMP SET and you will see this page:

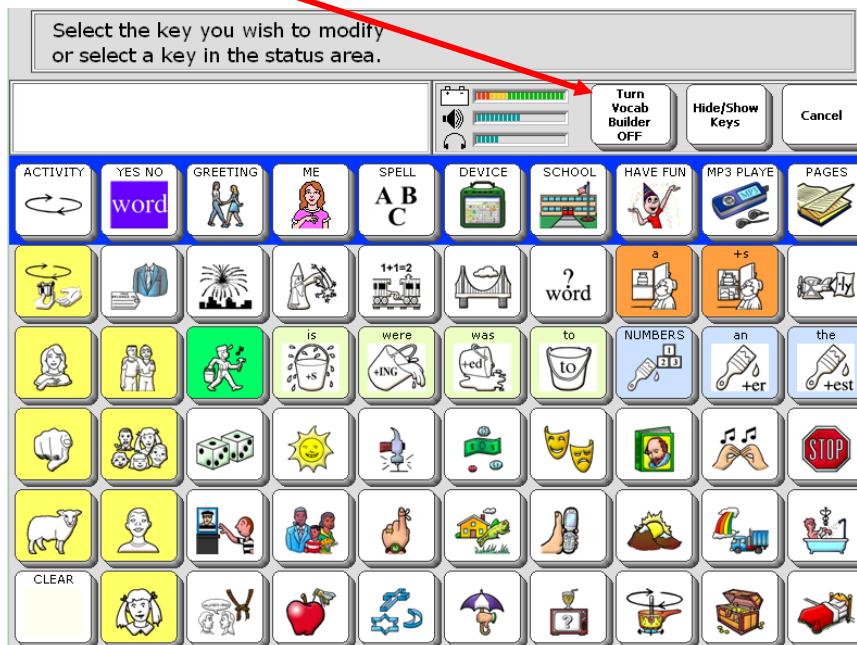


4. If you load LAMP set 1, you will see only the keys for the words “more, stop, go, eat, drink.” Loading these sets take about 20 or 30 seconds on your Vantage Lite, so you may want to plan ahead for this.

5. After LAMP set 1 loads, your display will look like this:



6. To turn Vocabulary Builder off, and return to the complete Unity program, select the Set-up Key, the number 2 key on the frame, and then Turn Vocabulary Builder Off.



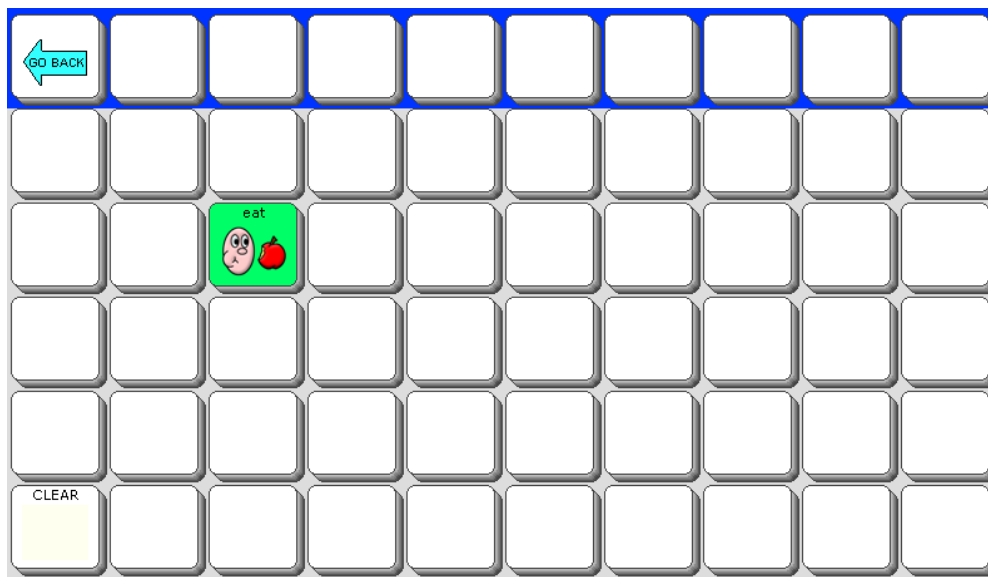
- Go to the Vocabulary Builder Page and look at the Core sets. Notice that the core sets are categorized by parts of speech. You can go to the Nouns Page and load a set of nouns. Nouns are also categorized.



- After you have loaded a set, you may merge in another set by going to a merge page. If you try to merge a page without loading a set first, nothing happens.

Use Masking-on-the-Fly to customize a set

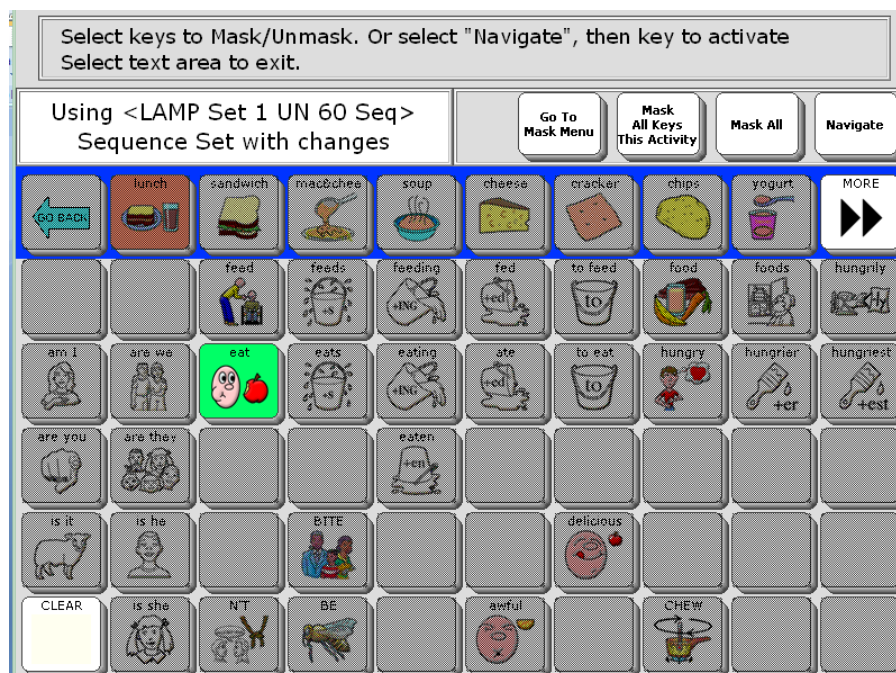
- Go to the Vocabulary Builder Page, then to the LAMP Load Page.
- Load LAMP set 1. Select the Apple
- Your display will look like this:



4. Select the number 3 key on the frame of the device. This key has a tool programmed on it for masking on the fly. Your display will look like this:



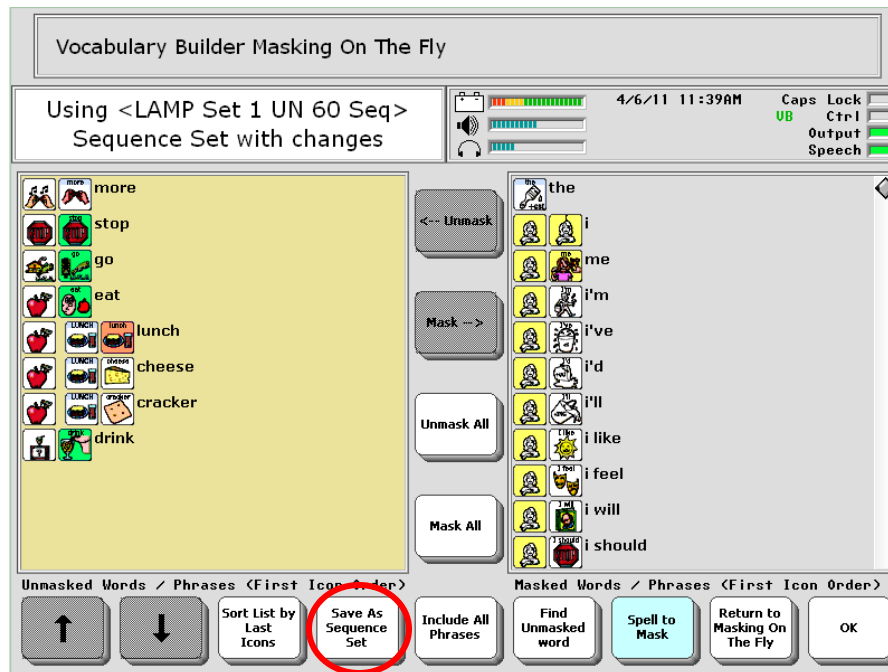
5. Read the prompt at the top. If you want to add the word "hungry" you can just touch the key where "hungry" appears. The key will be lit. If you want to select a specific food, you first touch a key in the food activity row, such as LUNCH. Next, to open the row, you must select Navigate at the top, and then touch LUNCH again. Your screen will look like this:



- Next, touch the food items that you want to show, such as “lunch, cheese, cracker”. Be sure to select the blue Go Back arrow. When you are finished selecting words to unmask, select the text area to exit. Your set now includes all the LAMP set 1 words plus “hungry, lunch, cheese, cracker.”

Save your custom set

- Select the number 3 key on the frame.
- Select Go to Mask Menu.
- Your screen will look like this:



On the left side you can see all the word choices that are unmasked. On the right side are all the masked words in Unity 60 sequenced.

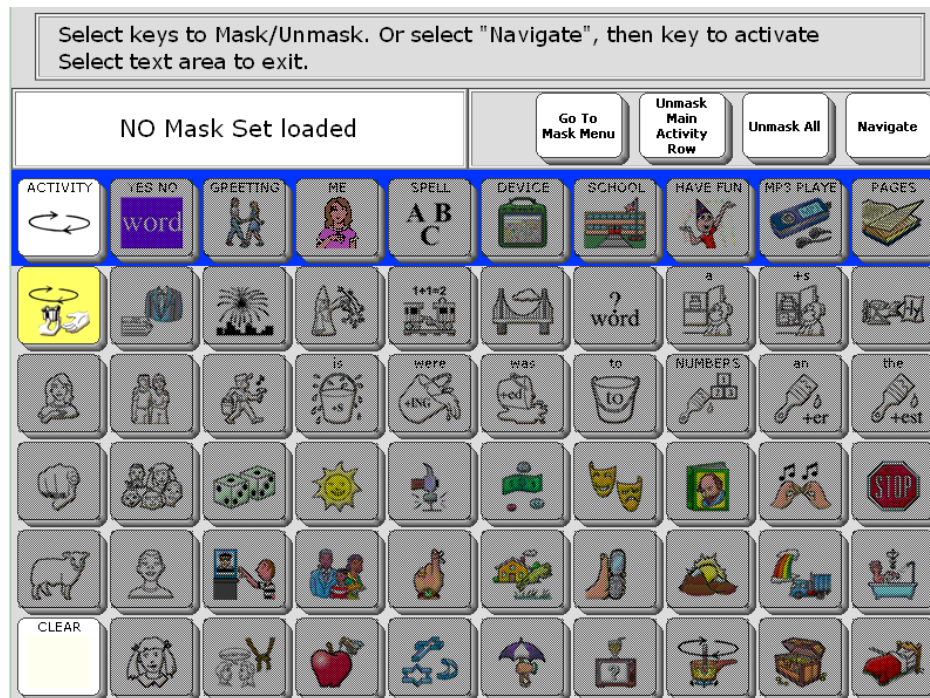
- Select Save As Sequence Set. You will see the name of the LAMP set at the top of your screen. Use the keyboard to add the word lunch at the end of the name. Then select OK. Your custom set is saved.

Store a key for loading your custom set

- Go to the Vocabulary Builder page and then to Custom Sets.
- Select Load Custom Set.
- Select the Set-up Key, and then select any blank key on the page.
- Select Spell Message or Define Key Function.
- Select Insert Tool.
- Select Load Sequence Set. (You have to select More items to turn the page)
- Select the sequence set you just customized.
- Select Insert Tool, and then the More Items key. Then select Go to Home.
- Finish the key by adding a label. Load LAMP Set 1 + Lunch.
- Select OK.

Use Masking-on-the-Fly to create a new set

1. Select the number 3 key on the device frame.
2. Select Mask All. Your screen will look like this:



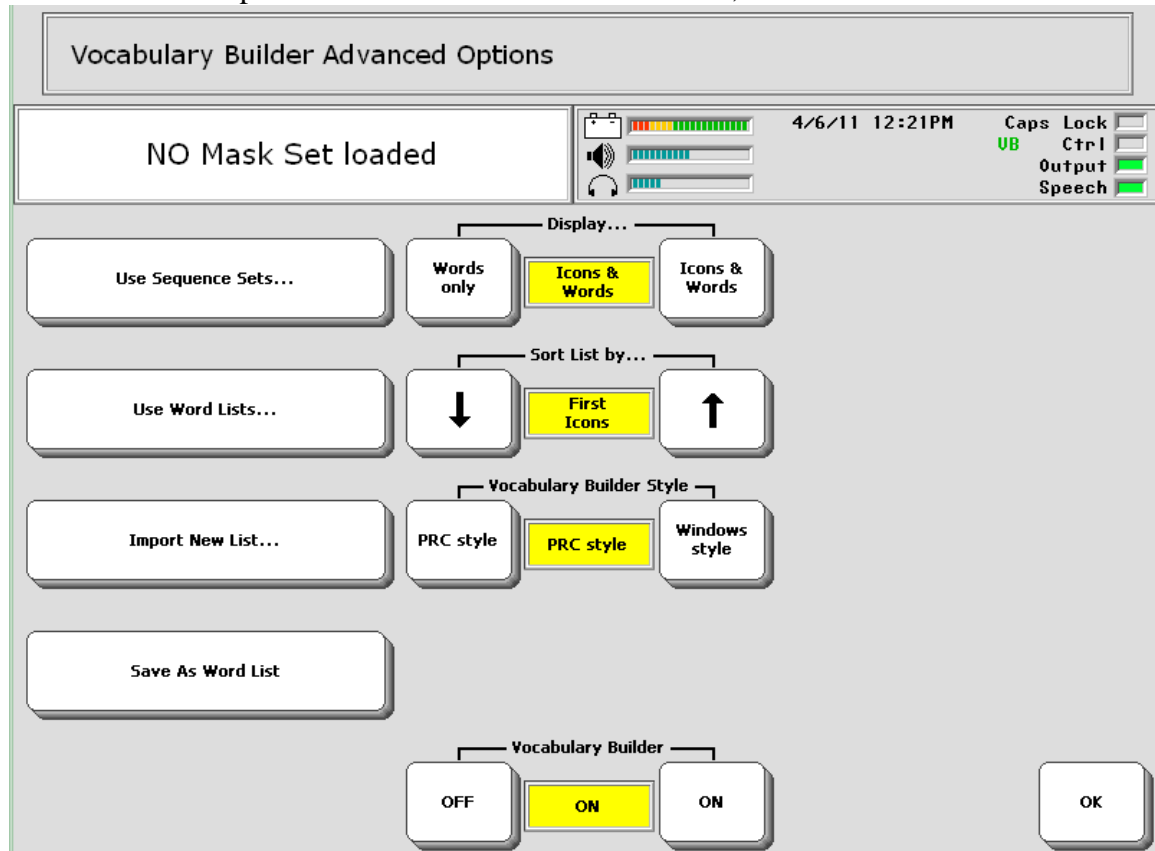
3. Now you can begin to select Unity sequences for the words you want to unmask.
4. If the word you want is in an activity row or on a page, you must use the Navigate key at the top right to open the row or page.
5. When you have finished unmasking words, select the text area to exit Masking-on-the-Fly. Remember that your new set still has not been saved.
6. To save your new set, select the number 3 key on the frame of the device.
7. Select Go to Mask Menu.
8. Select Save Set As Sequence Set.
9. Follow the previous directions for saving and storing a key to load your new set.

Spell words to make a new set

1. If you don't know the Unity sequences for words you want to unmask, you can spell the words to find in the Mask Menu.
2. Select the number 3 key on the frame to begin.
3. Select Mask All.
4. Select Go to Mask Menu. In the Mask Menu you will see a key at the bottom right that says Spell to Unmask. You can spell up to 256 characters here. Separate the words with a comma.
5. Select OK and you will see the words you spelled go into the left side of the menu for unmasked words. If you don't see a word you spelled, this means that the word is not in this version of Unity.
6. Select OK to go back to core. You will see the words that you selected.

Use Vocabulary Builder to manage word lists and sequence lists.

1. If you are familiar with the first version of Vocabulary Builder, you may still use the same process importing word lists and changing them to sequence lists.
2. Go to the Toolbox and Select Vocabulary Builder Menu.
3. Select Advance Options. Your screen will look like this;



4. The key labeled Use Sequence Sets gives you access to sets that have already been stored in your area. Sequence Sets are unique to each user area and may not be copied or transferred to another user area.
5. The key labeled Use Word Lists gives you access to Word Lists that are store in the device for all areas. The same words lists are available to all user areas in the device. Word lists are not unique to any user area.
6. The key labeled Import New List allows you to transfer in a word list from a USB drive. The word list on your USB drive must be in simple text format.
7. The key labeled Save As Word List allows you to save an open sequence set as a word list. This makes the word list available to all user areas in the device.
8. The option to change Vocabulary Builder Style to Windows Style is only available in the PASS software, and in the ECO device. In the Vantage and Vanguard, you only see device style.

Computer Access Activity Rows and Pages

Vantage Lite can be used as an alternative keyboard to do output to an external computer. Use Unity core sequences, activity rows, messages on pages, or spelling to send text and commands to a computer. Connect to an external computer via a USB cable, or through BlueTooth connectivity.


Set up computer access in the Output Menu

1. Select output method
2. Turn output ON
3. If you select BlueTooth you must have a BlueTooth module (sold separately) plugged in to your computer and do the pairing of your Vantage Lite and computer
4. If you select USB, you must plug in your USB cable (provided).
5. Select your host computer type.

➡ **If you will be using your Vantage Lite to activate the mouse, then you must calibrate your mouse.**

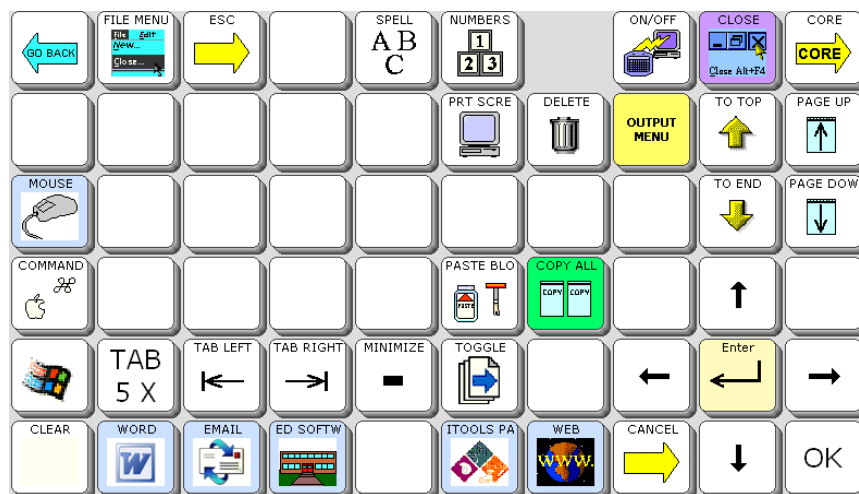
6. Select OK and Go to Core.

For more information on these steps, consult your Vantage Lite Operator's Manual or the PRC product support website (<http://support.prentrom.com>).

In the main Activity Row, you can find computer access rows and pages beginning with the DEVICE Activity.  In the DEVICE Activity, select COMPUTER.

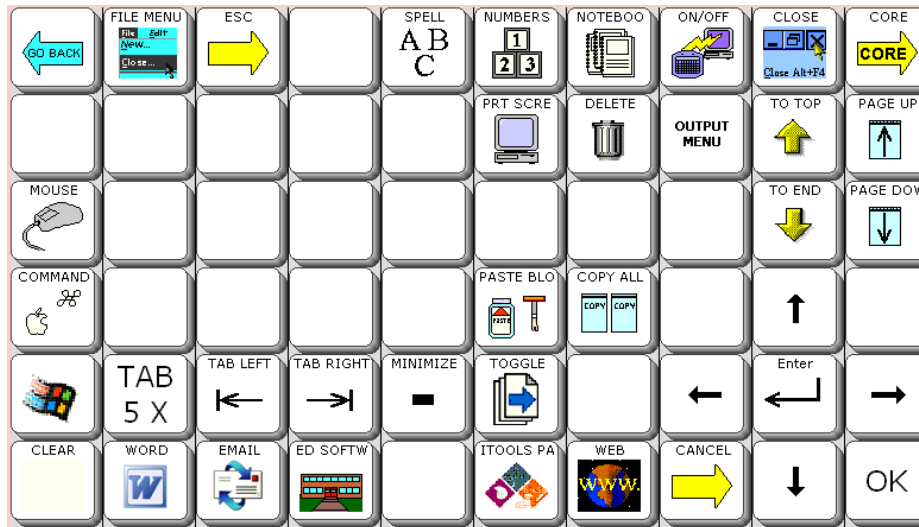








The first key in this row goes to a page of computer access keys.























The blank key on the top row is a hidden key to the Notebooks page. Use the Setup Key to show this key if you desire.



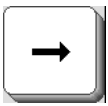






Unity 60 1-Hit - Page COMPUTER ACCESS PAGE Definitions

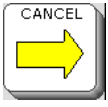




KEY	LABEL	FUNCTION	PROGRAMMED AS
	<SPACE>	returns to previous page	<OK>
	FILE MENU	open file menu	<OUTPUT MARKER>←,hold,alt._f.<PROMPT-MARKER>file menu
	ESC	escape or cancel	<OUTPUT-MARKER>←-esc.<PROMPT-MARKER>escape
	SPELL	go to spell page	<SET-PAGE(60 SPELL)><PROMPT-MARKER>spell page
	NUMBERS	go to number page	<SET-PAGE(NUMBERS)><PROMPT-MARKER>numbers
	NOTEBOOKS	go to notebooks page	<SET-PAGE(60 NOTEBOOKS)><PROMPT-MARKER>notebooks page (Note; this key is hidden. Use the Setup Key to hide and show keys.)

KEY	LABEL	FUNCTION	PROGRAMMED AS
	ON/OFF	turns computer output on or off	<OUTPUT-ON-OFF><PROMPT MARKER>computer link on, off
	CLOSE	closes open program or window	<OUTPUTMARKER><←,hold,alt._f4.<PROMPT-MARKER>close<SET-PAGE-TEMPORARY(COMPUTER ACCESS YN CANCEL)>
	CORE	go back to core words	<GOTO-CORE>
	PRT SCREEN	computer screen capture	<OUTPUT-MARKER><←print.<PROMPT-MARKER>print screen
	DELETE	delete	<OUTPUT-MARKER><←delete.<PROMPT-MARKER>delete
	OUTPUT MENU	goes to Toolbox Output Menu	<OUTPUT-MENU> PROMPT-MARKER output menu
	TO TOP	goes to top of line or document	<CTRL><HOME><OUTPUT-MARKER><←,hold,ctrl.←home.<PROMPT-MARKER>home
	PAGE UP	moves the page up	<OUTPUT-MARKER><←pageup.<PROMPT-MARKER>page up
	MOUSE	go to mouse page	<SET-PAGE(COMPUTER ACCESS MOUSE)><PROMPT-MARKER>mouse page
	TO END	goes to end of line or document	<CTRL><END><OUTPUT MARKER><←,hold,ctrl←end.<PROMPT-MARKER>end

KEY	LABEL	FUNCTION	PROGRAMMED AS
	PAGE DOWN	moves the page down	<OUTPUT-MARKER>←pagedown.<PROMPT-MARKER>page down
	COMMAND	MAC command key	<OUTPUT-MARKER>←hold,command.<PROMPT-MARKER>command
	PASTE BLOCK	pastes a block of text	<PASTE-BLOCK>
	COPY ALL	copies whole device display or notebook	<CTRL><HOME><BLOCK-MARK><CTRL><END><COPY-BLOCK><BLOCK-MARK><PROMPT-MARKER>copy display
	UP	up arrow	<OUTPUT-MARKER> ←up. <PROMPT >MARKER> up.
	WINDOWS KEY	Windows Start Key	<OUTPUT-MARKER>←,rel. ←,combine,ctrl,esc.<PROMPT-MARKER>windows start button
	TAB 5 X	moves tab 5 times	<OUTPUT-MARKER>←tab. ←tab. ←tab. ←tab. ←tab.<PROMPT-MARKER>tab 5
	TAB LEFT	back tab	<OUTPUT-MARKER>←,hold,shift. ←tab.<PROMPT-MARKER>back tab
	TAB RIGHT	forward tab	<OUTPUT-MARKER>←tab.<PROMPT-MARKER>tab
	MINIMIZE	minimize window	<OUTPUT-MARKER>←,combine,alt,space.n<PROMPT-MARKER>minimize window

KEY	LABEL	FUNCTION	PROGRAMMED AS
	TOGGLE	toggle to another open program	<SET-PAGELET(COMPUTER ACCESS TOGGLE)><OUTPUT-MARKER><lock,alt. <tab.<PROMPT-MARKER>toggle between programs
	LEFT ARROW	left arrow	<OUTPUT-MARKER> ←left. PROMPT MARKER>left<
	ENTER	enter key	<OUTPUT-MARKER><enter.<PROMPT-MARKER>enter
	RIGHT	right arrow	<OUTPUT-MARKER> ←right. <PROMPT MARKER>right
	CLEAR	clear display	<CLEAR-DISPLAY>
	WORD	go to edit Word page	<SET-PAGE(COMPUTER ACCESS WORD)><PROMPT-MARKER>word edit page
	EMAIL	go to e-mail keyboard shortcuts page	<SET-PAGE(COMPUTER ACCESS OUTLOOK EXPRESS)><PROMPT-MARKER>email page
	ED SOFTWARE	go to education software links	<SET-PAGE(COMPUTER ACCESS ED SOFTWARE)><PROMPT-MARKER>education software page
	ITTOOLS PAGES	go to IntelliTools pages	<SET-PAGE(ITPAGES)><PROMPT-MARKER>INTELLITOOLS
	WEB	go to Web navigate page	<SET-PAGE(COMPUTER ACCESS WEB)><PROMPT-MARKER>web navigate

KEY	LABEL	FUNCTION	PROGRAMMED AS
	CANCEL	escape or cancel	<Cancel><OUTPUT-MARKER>←esc.<PROMPT-MARKER>CANCEL
	DOWN	down arrow	<OUTPUT-MARKER>←down. <PROMPT-MARKER> down
	OK	returns you to previous page	<OK>

Education software pages: Set-up instructions

Outlook Express

1. Put an Outlook Express shortcut icon on the desktop by doing the following (If a desktop icon already exists, go to step 2):
 - a. Click Start
 - b. Click All Programs (Windows XP)
 - c. Look for Outlook Express Program
 - d. Right Click on Outlook Express
 - e. Select "Send To"
 - f. Select "Desktop (create shortcut)"

2. Create a Keyboard Shortcut to Launch Outlook Express by doing the following:
 - a. Right click on the Outlook Express icon on the Desktop (the shortcut you created in Step 1 above).
 - b. Select "Properties"
 - c. In the "Shortcut Key" Box type the letter m. It should then read "Ctrl + Alt + M"
 - d. Click OK

3. Launch Outlook Express-If this is the first time you have started Outlook Express it will prompt you through a setup wizard. Complete the wizard based on your email provider's directions (contact your email or internet provider to determine the appropriate settings).

4. To add an e-mail account, you will need the following information from your Internet service provider (ISP) or local area network (LAN) administrator:
 - a. On the **Tools** menu, click **Accounts**.
 - b. In the **Internet Accounts** dialog box, click **Add**.
 - c. Select either **Mail** to open the Internet Connection Wizard, and then follow the instructions to establish a connection with an e-mail or news server.

NOTE: For e-mail accounts, you'll need to know the type of e-mail server you use (POP3, IMAP, or HTTP), your account name and password, the name of the incoming e-mail server and, for POP3 and IMAP, the name of an outgoing e-mail server. Account Type _____

Account Name _____

Password _____

Incoming e-mail server _____

Outgoing e-mail server _____

5. Set up Outlook Express to "Go Directly to My Inbox"
 - a. On the **Tools** menu, click **Options**
 - b. On the General tab, check the box next to "When starting, go directly to my 'Inbox' folder."

Microsoft Word

If it is not preinstalled on your computer, install Word according to the company's directions. Next,

1. Put a Word shortcut icon on the desktop by doing the following:
 - a. Click Start
 - b. Click All Programs (Windows XP)
 - c. Look for Microsoft Word program
 - d. Right Click on Microsoft Word
 - e. Select "Send To"
 - f. Select "Desktop (create shortcut)"
2. Create a Keyboard Shortcut to Launch Microsoft Word by doing the following:
 - a. Right click on the Microsoft Word icon on the Desktop (the shortcut you created in Step 1 above).
 - b. Select "Properties"
 - c. In the "Shortcut Key" Box hold down the Alt and F1 keys simultaneously. It should then read "Alt + F1"
 - d. Click OK

TestTalker

If it is not preinstalled on your computer, install TestTalker according to the company's directions. Next,

1. Put a TestTalker shortcut icon on the desktop by doing the following (If a desktop icon already exists, go to step 2):
 - a. Click Start
 - b. Click All Programs (Windows XP)
 - c. Look for TestTalker program
 - d. Right Click on TestTalker
 - e. Select "Send To"
 - f. Select "Desktop (create shortcut)"
2. Create a Keyboard Shortcut to Launch TestTalker by doing the following:
 - a. Right click on the TestTalker icon on the Desktop (the shortcut you created in Step 1 above).
 - b. Select "Properties"
 - c. In the "Shortcut Key" Box type the letter t. It should then read "Ctrl + Alt + T"
 - d. Click OK

WYNN

WYNN installs with a desktop shortcut and automatically assigns the keyboard shortcut “Ctrl + Alt + W”. If this shortcut gets deleted, do the following.

1. Put a WYNN shortcut icon on the desktop by doing the following:
 - a. Click Start
 - b. Click All Programs (Windows XP)
 - c. Look for WYNN program
 - d. Right Click on WYNN
 - e. Select “Send To”
 - f. Select “Desktop (create shortcut)”
2. Create a Keyboard Shortcut to Launch WYNN by doing the following:
 - a. Right click on the WYNN icon on the Desktop (the shortcut you created in Step 1 above).
 - b. Select “Properties”
 - c. In the “Shortcut Key” Box type the letter w. It should then read “Ctrl + Alt + W”
 - d. Click OK

Kurzweil 3000

1. Put a Kurzweil shortcut icon on the desktop by doing the following (If a desktop icon already exists, go to step 2):
 - a. Click Start
 - b. Click All Programs (Windows XP)
 - c. Look for Kurzweil program
 - d. Right Click on Kurzweil
 - e. Select “Send To”
 - f. Select “Desktop (create shortcut)”
2. Create a Keyboard Shortcut to Launch Kurzweil by doing the following:
 - a. Right click on the Kurzweil icon on the Desktop (the shortcut you created in Step 1 above).
 - b. Select “Properties”
 - c. In the “Shortcut Key” Box type the letter k. It should then read “Ctrl + Alt + K”
 - d. Click OK

Education Software Computer Access Pages created by: Brian Simms, M.A., CCC-SLP;
Augmentative Communication Specialist, Assistive Technology Specialist

Education Software Tech Notes by Brian Simms

Outlook Express

Adding addresses

- When programming a new address into a button, ensure the following
 - name@isp.com;[space]

TestTalker

- When scanning a new document, delete all answer fields put in automatically by the software to ensure that the fields are navigated to in order.
- When putting in new answer fields, ensure you put them in in the order you want them navigated to.

WYNN


Highlighting:

- Select word or line to highlight. Then select the highlight icon.

Go To Toolbar

- The Go to Toolbar allows you to manually select the function you want from the toolbar.



1. Press the Go to Toolbar icon .
2. Use the left or right arrows to select the desired function.
3. Press the Select button to choose the desired function.
4. Press the Go to Toolbar icon again to release from the toolbar.

Use the Exit key to escape out of functions such as the Dictionary, Thesaurus, Spell Word, and Syllable functions.

Kurzweil

Highlighting

- Select word or line prior to pressing highlight
- The Right Select Word button does not work when highlight or Erase is enabled. Disable highlight or erase to use right select word.

Web Access

- There is no access to the “Read the Web” function, since there was no keyboard shortcut available to read the web when in that mode.



PRC Knowledge Base:

www.support.prentrom.com

Telephone: (800) 262-1984

Web Site www.prentrom.com

Technical Service: (800) 262-1990

Local PRC representative: (800) 848-8008

Vantage Lite Smart Chart

Terms you need to know:

Activity Row

A set of 9 buttons located at the top of the screen. This row offers most of the device user's frequently used noun items (fringe vocabulary items).

Core Vocabulary

The bottom remaining rows. These keys offer words frequently used to communicate regardless of situation or environment: verbs, pronouns, adjectives, negatives, question words, etc. These keys may also act as category keys that will link to the nouns in the activity row.

Pages

Pages serve as a warehouse of additional vocabulary items that are less frequently used. You will find the PAGES link in the top right corner of the activity row.

Setup Key

The #2 black key on the outer case of the device. Used for making quick modifications to a key.

Toolbox

Hammer/ screwdriver key on the outer case of the device. Used to access many device settings.

CHANGING USER AREAS

1. Go to **TOOLBOX**
2. Select **USER AREA MENU**.
3. Select **SWITCH USER AREA**
4. Select the User Area to switch to (**If you don't see what you need, go back to Step 2 and select REPLACE USER AREA**).
5. The device takes you back to the **USER AREA MENU** screen.
6. Select **OK**
7. Select **GO TO CORE**

CHANGING THE VOICE

1. Go to **TOOLBOX**.
2. Choose **SPEECH MENU**
3. Using the up and down arrows explore the voices on the left side of the screen – Paul, Harry, Betty, Kit (child's voice) etc.
4. If you switch the synthesizer to RealSpeak, you can select Jennifer or Tom.
4. To hear the voice, press the text area.
5. Using the additional keys you can adjust the pitch, rate and inflection of the voice.
6. Select **OK** then **GO TO CORE**

LOCKING THE TOOLBOX

To lock the device:

1. Go to **TOOLBOX**.
2. Select **MAINTANENCE MENU**.
3. Select **SYSTEM LOCK SETTINGS**. If you want to lock any or all keys on the outer case, choose **SYSTEM LOCK ON**. To pick and choose which keys you want to be locked, use the options on the right side of this screen.

4. Select **OK, OK., GO TO CORE**

To unlock the device:

1. Press and hold the **TOOLBOX** for 5 seconds.
2. Select **MAINTANENCE MENU**
3. Select **SYSTEM LOCK SETTINGS**
4. Select **OFF** under **SYSTEM LOCK**.
5. Select **OK, OK, GO TO CORE**.

Hint: You may also want to program a password into the device to add additional security.

RECALIBRATING THE TOUCH SCREEN

1. Go to **TOOLBOX**.
2. Select **MAINTANENCE MENU**
3. Select **HARDWARE DIAGNOSTICS**
4. Select **CALIBRATE TOUCH SCREEN**.
5. Hold finger on the + that appears, and continue to hold and release finger as + travels around screen.
6. When calibration is complete, device will count down from 30 seconds; tap the screen to finish the calibration.

EDIT CORE

1. Ensure you see the core button you want to change.
2. Press the **SETUP KEY**
3. Touch the core icon you want to edit.
2. If you are modifying a speaking key, touch **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type

text that will appear and be spoken on the display, select **OK**.

3. Now, **CHANGE ICON** and **CHANGE LABEL** (A label can have up to 9 letters)
4. Select **OK**.
5. When you have finished, select **OK**.

HIDING/SHOWING CORE KEYS

1. Press the **SETUP KEY**.
2. Press **HIDE/SHOW KEYS** at the top right corner of your screen
3. Choose “hide all” and then choose individual keys to “show” by touching them.
4. Select the text area to exit.
NOTE: Hiding/ showing keys is best done on 1-hit Unity programs; to mask vocabulary in sequenced Unity, use Vocabulary Builder feature.

EDIT AN ACTIVITY

1. Ensure you can see the icon in the activity you want to change.
2. Press the **SETUP KEY**.
3. Touch the icon you want to edit.
4. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear on the display, select **OK**.
5. **CHANGE ICON** and **CHANGE LABEL** as needed.
6. Select **OK**.
7. When you have finished, touch the next key you want to program or select **OK**.

HIDING ACTIVITIES

1. Ensure you can see the activity you wish to hide.
2. Press the **SETUP KEY**.
3. Select the activity you wish to “hide.”
4. Choose **HIDE** on the right side of this screen.
5. Select **OK**

CREATING A NEW ACTIVITY

1. Go to **TOOLBOX**.
2. Select **CREATE ACTIVITY**.
3. Spell name of new activity. Select **OK**.
4. Select an icon for the activity. Select **OK**.
5. The first key inside your activity is highlighted, touch on a blank key in the activity before you start programming.
6. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear on the display; select **OK**
7. **CHANGE ICON** and **CHANGE LABEL** as needed.
8. Select **OK**.
9. When you have finished, touch the next key you want to program or select **OK**.

* If you make a mistake or want to erase the contents on a particular key, activate **CLEAR KEY CONTENTS** at the top right corner of your screen and start over.

DICTIONARY MENU

(Use this menu to “teach” your device to pronounce a word correctly. Often, names of

people and cities will need to be taught to the device.)

1. Go to the **TOOLBOX**.
2. Select **DICTIONARY MENU**
3. Select **ADD A WORD**
4. Enter the correct spelling of the word.
5. Enter the “phonetic spelling” of the word. (You will need to experiment with this. To hear the pronunciation, select the text area.)
6. Select **OK, OK, GO TO CORE**.

EDIT A PAGE

1. Ensure you can see the page key you wish to modify.
2. Press the **SETUP KEY**.
3. Select the page key you want to modify.
4. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear on the display, select **OK**.
5. **CHANGE ICON** and **CHANGE LABEL** as needed.
6. When you have finished, select **CHOOSE NEXT KEY TO DEFINE** or **OK**.

HIDING/SHOWING PAGE KEYS

1. Navigate to the page on which you want to hide keys.
2. Press the **SETUP KEY**.
3. Press **HIDE/SHOW KEYS** at the top right corner of your screen.
5. Choose “hide all” and then choose individual keys to “show” by touching them.
6. Select the text area to exit.

CREATING A NEW PAGE

1. Go to **TOOLBOX**.
2. Select **CREATE PAGE**
3. Spell the name of the new page, select **OK**.
4. Choose a keyboard size.
5. If you want your new page to have the same formatting as an already existing page, select **CREATE PAGE FROM TEMPLATE**.
6. Select a key to program.
7. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION** to type text that will appear on the display, select **OK**
8. **CHANGE ICON** and **CHANGE LABEL** as needed.
9. When you have finished, either select **CHOOSE NEXT KEY TO DEFINE** or **OK, GO TO CORE**.

LINKING PAGES

Note: Make sure both pages have already been created.

1. Navigate to the first page in the “link.”
2. Press the **SETUP KEY**.
3. Touch the key you want to link to your new page.
4. Select **SPELL MESSAGE, OR DEFINE KEY FUNCTION**.

5. If you want text to appear in the text message when this key is selected, enter it now.
6. To link the page, select **PAGE LINK**.
7. Decide if you want your page to automatically close after a button is pushed, and select Yes or No.
8. Find and select the page you wish to link, select **OK**.
9. **CHANGE ICON** and **CHANGE LABEL**.
10. Select **OK**.

MEMORY BACK UP

1. Insert your flash drive into the USB port on the side of the device.
2. Go to **TOOLBOX**
3. Select **TRANSFER MEMORY MENU**
4. Select **SAVE ONE USER AREA** and touch the user area you would like to back up or **SAVE ENTIRE DEVICE CONTENTS** (saves all 6 active user areas).
5. Give the back up a name.
6. Touch **OK** and wait for memory transfer to take place.
7. Select **OK, OK, GO TO CORE**.

IMPORTING IMAGES/PHOTOS

Save your image from your computer onto a USB flash drive. The image can be in **any** of the following formats: .jpg, .gif, or .bmp

1. Insert the flash drive, with your image saved to it, into the side of your device.
2. Go to **TOOLBOX**

3. Go to **TRANSFER MEMORY MENU**
4. Select **IMPORT ICONS**.
5. Follow the prompts on the screen to lead you through naming, sizing, and saving your photos. Once saved, these photos can be accessed like pre-stored icons.









Unity Icon Rationales for 60 and 84

On the following pages you will find charts of the icons in Unity 60 and 84. You will see the parts of speech associated with each icon, the category, and a few sentences to help you remember the words that go with each icon.

Core Icons Associations Unity 60 Sequenced




Icon	Verbs	Preverb	Adjectives	Noun	Interjection	Prep	Conj	Category	Rationale
	write print wear change			name		for		names clothing	You can write or print your name on the tag. You can change the clothing you wear for school.
	count			number		inside	and	numbers conjunctions	You can count the cars on the train and you can go inside to ride. The cars are joined (CONJ). Conjunction Junction
	play win match lose		little small	game	congratulations		both	games sports	We use the little dice to play a game . Both dice match . Congratulations when you win . We play games and sports .
	like joke laugh smile		funny silly	fun	ha ha ha			jokes	The silly sun is funny . We all like funny jokes – ha ha ha . They're fun . We can smile or laugh at the silly sun. Smile if you like it.
	work use try hit	must	hard	job	ouch	into		jobs tools	Many people use tools to work at their job . You must try to hit the nail hard so it goes into the wood but be careful not to hit your finger or you will say “ ouch .” You must fix it.

Core Icons Associations Unity 60 Sequenced

Icon	Verbs	Preverb	Adjectives	Noun	Interjection	Prep	Conj	Category	Rationale
	have buy	have	real	money	maybe	buy	than	money	If you have money you can buy things. Real money is better than fake money . Is this money real? Maybe!
	feel love act pretend		sad	feelings	sorry		Or	feelings actors	Masks show feelings like love or sadness . Put on a mask and act it out. Be an actor and pretend to feel sorry .
	read understand teach learn	will	favorite	book	very good	about		books classes grades	I will read my favorite book . It is very good . You can learn about anything from books . Did you understand the book? Books are used to teach us our class subjects.
	listen hear sing dance		many more less	music				music singers	We like to listen to more music from our favorite singers . Many people dance when they hear music.
	stop wait quit				all done			grammar endings	Stop and wait at the stop sign until the traffic is all done .
	want meet hope			person	please			people	If you want something, say please and hope you get it. We want to meet people (friends).





Core Icons Associations Unity 60 Sequenced

Icon Verbs Preverb Adjectives Noun Interjection Prep Conj Category Rationale

	<p>come let bring join</p>	<p>did</p>		<p>family</p>	<p>bingo</p>	<p>between</p>	<p>because</p>		<p>Your family did let you do it because they love you. People join families in different ways. The boy is between his parents. A well trained dog should come when you call. He might bring the newspaper. "There was a farmer had a dog and BINGO was his name."</p>
	<p>do touch remember forget</p>		<p>important</p>	<p>time</p>	<p>hi</p>	<p>around</p>	<p>until</p>	<p>time accessory</p>	<p>Say "I do" when you get married (ring on finger). Tie a string around your finger to remember important things. Do not forget. Wait until the watch show's it's time.</p>
	<p>go visit live own</p>	<p>Is going</p>	<p>long</p>	<p>home</p>	<p>all gone</p>	<p>in front</p>		<p>rooms buildings</p>	<p>We can go visit our friends who live in a home they own. The frog in front of the house is going to make a long jump. Then he will be all gone. A house is a building with many rooms.</p>






Core Icons Associations Unity 60 Sequenced

Icon Verbs Preverb Adjectives Noun Interjection Prep Conj Category Rationale

	<p>call say speak</p>		<p>good great</p>	<p>small appliance</p>	<p>hello</p>	<p>up</p>		<p>small appliance computer devices asst tech</p>	<p>When you call someone you might say, “Hello, may I speak to ____.” A thumbs up means good or great. Some phones, like computers, can send email.</p>
	<p>get find fall travel</p>		<p>big other</p>	<p>nature</p>	<p>good morning</p>	<p>outside</p>		<p>nature places</p>	<p>We get up in the morning (Good Morning). Mountains are big. We can travel to the other mountain and find a nature trail. It’s an outside place. Be careful not to fall down the mountain.</p>
	<p>color draw drive ride</p>	<p>could</p>	<p>pretty soon</p>	<p>color</p>	<p>surprise</p>	<p>over</p>		<p>colors art vehicles</p>	<p>Surprise – there is a pretty rainbow in the sky over the truck. It has many colors like the ones we use in art when we draw and color. I could drive the truck. You could ride. We’ll arrive soon.</p>
	<p>help think wash wipe</p>		<p>sick</p>	<p>body</p>		<p>out</p>		<p>body medical sensory bath cosmetics</p>	<p>The medical symbol represents help. Some people need help in the bathroom. The boy is thinking as he sits in the tub to wash his body.</p>





Core Icons Associations Unity 60 Sequenced

Icon Verbs Preverb Adjectives Noun Interjection Prep Conj Category Rationale

	look see			animal				animals	The sheep looks at us to see what we will do. It's an animal .
	talk tell			sentence		with		sentences	The boy and girl talk with each other. They tell each other things using sentences .
	eat feed be belong	"be" verb Am, are, is	hungry busy	food	Yum	without		food	An apple is food . Eat it or feed it to someone else. It's good to eat an apple when you are hungry – yum! Pick one without a worm. The bee (be) is on the apple. Does it belong there?
	make know give take		high round	holiday	holiday greetings	through		holidays shapes	Do you know how to make cookies? Push the cutters through the dough. Make some round shapes . Give some to your friend. Don't take too many. Some of the shapes represent holidays . The star and moon are high in the sky.
	need rain hate argue	need	bad terrible	weather	good-bye	down		weather negative	You need an umbrella in when it rains . A thumbs down means bad , negative or terrible – things like hate and argue .




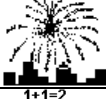
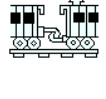

Core Icons Associations Unity 60 Sequenced

Icon Verbs Preverb Adjectives Noun Interjection Prep Conj Category Rationale

	drink swallow watch show	can	thirsty	drink	cool	of		drinks TV	If you are thirsty you can have a cool drink of juice (swallow it carefully) as you watch your show on TV .
	turn cook bake mix		hot usual	kitchen	yikes	upside down		dishes large appliances	Use the pot (dishes) on the stove (a large appliance) in the kitchen to cook or bake . Yikes , it's hot . Turn the food carefully as you mix it. The arrows are turning as usual but sometimes turn upside down .
	put share keep save			a lot		in		containers toys	You can put a lot of things (like toys) in the chest to keep or save them. It's nice to share these things. A chest is a container .
	sleep rest		tired	furniture	good night	underneath	but	furniture linens	When you are tired , say good-night and rest or sleep on the bed but first look underneath for ghosts. A bed is furniture with linens on it.





Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale





	write name copy mail spell			name				names	You can write your name on the tag. If you can't spell , copy it. You can mail a package with the tag.
	wear change dress tie		nice tight loose	clothing		for	so	clothing	You can change the clothing you wear for school. It's a nice tie , not too tight or loose .
	end travel govern		other another near far	place direction earth government	of course	beside		places directions	ISLAND MAP = directions, places, Of course the sailboat is beside the island. The other boat is at another island. The trail ends at the X.
	thank		thankful		awesome				Thank you for the awesome fireworks.
	count			number			and	numbers conjunctions	You can count the cars on the train. The cars are joined (CONJ) – and Conjunction Junction
	play match win lose party		little small medium thin skinny	game			both	games	We use the dice to play a game (win or lose). Both dice match. DICE = small sizes: little, small, thin, skinny

Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale




	<p>know try teach learn study cheat</p>		<p>sure certain studious true false</p>	<p>class knowledge</p>	<p>congratulations</p>	<p>at</p>		<p>classes grades</p>	<p>We are at school. Many things we know we learned in school. Be sure to try hard, don't cheat, and you will be certain to learn. Congratulations for graduating from school.</p>
	<p>like laugh smile frown cry</p>		<p>funny silly smiley</p>	<p>fun laughter</p>	<p>ha ha ha</p>			<p>jokes</p>	<p>The silly sun is funny (fun, silly, joke, ha ha ha). Smile if you like it. SUN = facial expressions: laugh, cry, smile, frown</p>
	<p>work hit use complete finish achieve break fix adjust abuse bend</p>	<p>must</p>	<p>hard usable achievable fixable breakable adjustable</p>	<p>Job tool</p>	<p>ouch</p>	<p>into</p>		<p>jobs tools</p>	<p>Many people use tools to work at their job. Finish your work. You must try to hit the nail hard so it goes into the wood but be careful not to hit your finger or you will say "ouch." A hammer can fix or break something.</p>
	<p>read understand</p>	<p>will</p>	<p>favorite understand-able smart dumb</p>	<p>book</p>	<p>very good</p>	<p>about</p>		<p>books parts of books</p>	<p>I will read my favorite book. It is very good. Did you understand the book? What is your book about? His name is Will (Shakespeare).</p>

Core Icon Associations Unity 84 Sequenced

Icon	Verb	Preverb	Adjective	Noun	Interjection	Prep	Conj	Category	Rationale
	have buy shop pay own check cost change	have	real actual expensive inexpensive	money		by	than	money	If you have money you can buy things. Real money is better than fake money . Buy = by MONEY = shopping words: shop, buy, pay, own, cost, check, change, expensive
	feel act pretend enjoy scare miss amaze excite bore disappoint embarrass		sad happy mad scary afraid angry	feeling actor	sorry		or	feelings actors	Masks show feelings like love or sadness . Put on a mask and act it out. Be an actor and pretend to feel sorry. MASKS = feeling words: pretend, enjoy, scare, amaze, excite, bore, disappoint, embarrass, sad, happy, mad, scary, afraid, angry, sorry
	sing dance		many more less	song singer				song singer	MUSIC NOTES = music related words: sing, dance, music MORE SIGN = quantity words: many, more, less
	stop quit wait	should		quitter	all done			grammar endings	You should stop and wait at the stop sign until the traffic is all done .






Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	<p>walk run race creep bounce cross jump climb camp crawl step swim stand fish kneel</p>		<p>fast quick fishy cross race creepy</p>	<p>sports equipment</p>		<p>across</p>		<p>sports sports equipment</p>	<p>You can walk or run across the bridge with your sneakers on.</p> <p>SHOE = sports words and things you do with your legs / feet: walk, run, race, bounce, cross, jump, climb, crawl, creep, camp, step, swim, stand, fish, kneel</p>
	<p>want hope bet hate</p>		<p>wrong hopeful hateful</p>	<p>stuff hatred</p>	<p>please</p>			<p>still</p>	<p>If you want something, say please and hope you get it. He still wants his stuff. He hates it when he doesn't get it. I bet he'll get it.</p>
	<p>let join allow adopt foster</p>	<p>did</p>	<p>kind tall short</p>	<p>family parent allowance adoption</p>		<p>between</p>	<p>although</p>	<p>family</p>	<p>The family did get their picture taken. Parents let (or allow) their children to do or not do things. People join families in different ways – adoption, foster. The boy is between his parents. The parents are tall the boy is short.</p>


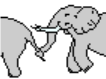

Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	it's it'll it'd			animal				animals	The sheep is an animal . We don't know if it is male or female.
	come bring carry		wild	news	Bingo!				A well trained dog should come when you call. He might bring (or carry) the newspaper . "There was a farmer had a dog and Bingo was his name."
	start begin		old exact early late	time		around	since	time concepts days months	Watch = Time concepts Start (or begin) when it's time . As time goes by things get old . It's been a long time since ...The watch goes around your wrist.
	go hurry		long		all gone	below			The frog is going to make a long jump. Then he will be all gone . Hurry up in the bathroom.
	get fall		big low light dark	nature space	good morning	outside		nature	We get up in the morning (Good Morning). Be careful not to fall down the big mountain. The sun is low in the sky. It was dark but soon will be light . The mountains are outside .



Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	<p>do remember touch roll pull push catch throw pass point wrap hold wave pick lay dig</p>	<p>do</p>	<p>important soft smooth rough easy difficult</p>	<p>accessory</p>		<p>except</p>	<p>until</p>	<p>accessory</p>	<p>Say “I do” when you get married. Tie a string around your finger to remember important things. I like all except the one I’m pointing to. Things you do with your hands: touch, roll, push, catch, throw, pass, point, wrap, hold, wave, pick, lay, dig When you touch, it feels: soft, smooth, rough Accessory : ring Opposites: easy, difficult</p>
	<p>meet lift drop</p>	<p>might</p>	<p>big large thick heavy fat powerful strong weak</p>			<p>behind</p>			<p>The mighty elephants are big. They meet in line, on is behind the other. Elephants use their trunks to lift and drop things. ELEPHANTS = large size: big, large, heavy, fat, powerful, strong Opposites: strong, weak</p>
	<p>look see show</p>		<p>same alike</p>						<p>Look to see if they are the same (alike). I’ll show you what I see.</p>





Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	<p>color draw paint glue cut</p>		<p>pretty beautiful ugly red yellow orange blue green brown pink grey gold silver tan</p>	<p>color art supply</p>	<p>surprise</p>	<p>over</p>		<p>colors art supplies</p>	<p>It's always a surprise to see a beautiful (pretty) rainbow. "Somewhere over the rainbow." RAINBOW = colors and art: Colors: red, orange, yellow, blue, green, pink, brown, grey, gold Art verbs: color, cut, paint, glue</p>
	<p>help wash wipe burn bleed hurt ache comb clean itch sneeze drool breathe</p>		<p>wet dry burnt bloody scratchy itchy clean messy healthy dirty</p>	<p>body toiletry</p>	<p>ah</p>	<p>out</p>		<p>body parts medical sensory toiletries cosmetics</p>	<p>Some people need help in the bathroom. It's time for him to get out of the tub. Medical Symbol = Medical words: help, sick, burn, bleed, hurt, ache, itch, sneeze, drool, breathe, ah, healthy BATH = Bathroom words: wash, wipe, clean, dirty BOY = body parts</p>




Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	hear listen sound		loud quiet						EAR = hearing and sound: hear, listen, sound, quiet, loud
	take relax	shall	slow	relaxation		inside			The snail is slow and relaxed . He takes his house with him. He pulls his head inside . Shell sounds like shall .
	leave excuse arrive stay send	may	right left	way	excuse me		therefore		The exit sign shows the right way to go when you leave . It points to the right . Excuse me , may I leave . Exiting verbs: leave, arrive, stay, send Opposites: right, left
	think enable mean mind believe guess choose dream suppose consider agree disagree seem forget imagine interest		bright able mean dreamy forgetful considerate agreeable disagreeable crazy interesting	idea ability		above			The light bulb above her head shows that she is thinking . She is able (enable). She has a bright idea . THINK = Thinking verbs: mean, believe, guess, choose, dream, agree, disagree, seem, forget, imagine, interest




Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	<p>say call tell speak communicate joke tease yell describe interview apologize argue answer express counsel discuss state</p>		<p>good great speech communica tion description apology discussion argument expression</p>	<p>small appliance</p>	<p>hello</p>	<p>up</p>	<p>while</p>	<p>small appliance</p>	<p>When you call someone you might say, “Hello, may I speak to ____.”</p> <p>A thumb up means good or great.</p> <p>PHONE = communication verbs: say, call, tell, speak, joke, tease, describe, interview, apologize, argue, answer, express, counsel, discuss, state</p>
	<p>live build visit decorate comfort die trash</p>		<p>alive dead cozy comfortable</p>	<p>home house</p>		<p>in front of</p>		<p>rooms parts of rooms buildings</p>	<p>I live in a house. Build a house, decorate it to make it comfortable and cozy. There is a sidewalk in front of it. Opposites: live – die, alive - dead</p>
	<p>love hug kiss care accept reject date</p>		<p>new young careful</p>	<p>life acceptance rejection</p>		<p>with</p>	<p>because</p>		<p>The baby is with the mother. It is a new (young) baby; a new life. LOVE = loving verbs: love, hug, kiss, care, careful, accept, date Opposites: accept - reject</p>





Core Icon Associations Unity 84 Sequenced

Icon Verb Preverb Adjective Noun Interjection Prep Conj Category Rationale

	<p>follow group</p>		<p>few</p>	<p>person friend man woman boy girl baby child guy</p>	<p>hi</p>	<p>among</p>		<p>people</p>	<p>Follow the group. Say 'hi' to the friends. They are among friends.</p> <p>PEOPLE = people: person, man, woman, boy, girl, baby, child, guy</p>
	<p>drive ride move fly back</p>	<p>could</p>	<p>soon</p>	<p>thing vehicle</p>	<p>good-bye</p>	<p>In back of</p>		<p>vehicles roads</p>	<p>I could drive the truck. You could ride. Good-bye, we're leaving. We'll arrive soon. The truck can move many things. The trailer is in back of the cab. It can go back. Some vehicles fly.</p>
	<p>put keep stuff save share hide find hunt open close</p>		<p>safe rich poor stuffy</p>	<p>a lot toy stuff</p>	<p>oh</p>	<p>in</p>		<p>containers toys</p>	<p>A chest is a container. You can put a lot of stuff (like toys) in the chest to keep or save them. It's nice to share these things. Some people hide a chest of gold. I hope I find one. Oh look, I found the treasure! Opposites: rich – poor; open – close</p>





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	talk tell			sentence			unless	sentences	The boy and girl talk with each other. They tell each other things unless they break up.
	sit access		disabled accessible	disability accessibility device		on		assistive technology devices	You can sit on the chair. CHAIR = assistive technology: access, disabled, accessible
	eat be belong feed grow bite	be	hungry busy tasty delicious awful	food growth	Yum	without		food meals	An apple is food . Don't go without lunch. Pick an apple without a worm. BEE = be The busy bee (be) is on the apple. Does it belong there? APPLE = food related words: feed, grow, bite, hungry, tasty, yum Opposite: delicious – awful
	make wish side		high round special right wrong	holiday shape piece	holiday greetings	off		holidays shapes	Make cookies. Take them off the pan. Make a wish upon a star. The star and moon are high in the sky. GOD = holidays: (many holidays are religious) holidays are special . GOD = shapes: round



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	store			computer		from			We store information in the computer and then get the information from our computer .
	need rain snow freeze clear fight trouble		bad rainy sunny snowy cloudy clear	weather negative sun cloud trouble		down	whether	weather negative	You need an umbrella in when it rains . THUMB DOWN = negative words: bad, negative, trouble, fight UMBRELLA = weather words: rain, snow, freeze, clear, cloudy Weather = whether
	drink swallow suck blow	can	thirsty full empty	beverage	cool	of		drinks	Juice comes in a can . f you are thirsty you can have a cool drink of juice (swallow it carefully).
	watch happen		different	TV		during		TV ECU	Let's watch TV . What happened during that show? Let's watch a different program.

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	<p>turn cook bake shake mix beat stir pour warm cool</p>		<p>hot usual cold warm cool</p>	<p>dish appliance heat mixture</p>	<p>yikes</p>	<p>upside down</p>		<p>dishes large appliances</p>	<p>KITCHEN = cooking words: cook, bake, shake, mix, beat, stir, pour, dishes, appliances THERMOMETER = temperatures: warm, cool, hot, cold Yikes, it's hot. The arrows are turning as usual but sometimes turn upside down.</p>
	<p>sleep rest lie wake cover</p>	<p>would</p>	<p>tired asleep awake</p>	<p>furniture linen</p>	<p>good night</p>	<p>underneath</p>	<p>but</p>	<p>furniture linens</p>	<p>When you are tired, say good-night and rest or sleep on the bed but first look underneath for monsters. A bed is furniture with linens on it. The bed is made of wood. Wood = would</p>