

I CAN Centre: AAC Assessment

# Augmentative and Alternative Communication (AAC) Assessment: Direct Selectors

Presented by:

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# Objectives:

- Become familiar with the potential components of an AAC Assessment
- Focus on dynamic AAC skills assessment including targeting, linguistic and non-linguistic factors
- Become familiar with how to interpret assessment information to make clinical decisions around low-tech, mid-tech and high-tech communication systems through feature matching

# AAC Assessment

- AAC assessment and decision-making is complex...
- We do the best that we can until we know better then we do better... That's our disclaimer.
- This presentation will demonstrate considerations to make when assessing for different systems

# AAC assessment questions frequently heard:

- How do you pick between iPad apps?
- How do you pick between low-tech?
- How do you just know the right system?

# I CAN Guiding Principles

- Work collaboratively with other professionals as often as possible, really....
- Aim for the outcome to be functional communication in all environments - this means no-tech, low-tech, mid-tech and high-tech systems should be explored/considered
- As often as possible provide access to as many symbols as the person can physically and visually handle
- Try to assess for a robust communication system that can support a variety of communication functions
- Try to find a communication system that will meet current communication needs and also grow with them
- Don't assume you know what they can do or what would work best for them.... Try everything out/test your theories!

# Assessment Process

## Gather Information/ Intake

- SETT
- Likes/Dislikes
- Current communication Inventories

## Dynamic AAC skills assessment

- Targeting
- Symbolic knowledge/linguistic skills
- Non-linguistic indicators

## Interpret Assessment Results

- What do we know now?

## Feature Match

- Apply Assessment results to “match” client with potential systems

# I CAN Centre: AAC Assessment

Appointment #1

Intake/Interview

Targeting Assessment

Appointment #2

Vocabulary Organization Considerations

- Language representation
- Vocabulary Needs
- Vocabulary layout
- Methods of utterance generation

Options/Feature Matching

Options: A, B, C, D, E

Linguistic Factors: Assessment

- Symbol use
- Sequences
- Functions
- Navigations
- Motor Plan
- Phrases
- Modelling responsiveness/prompts

Non-Linguistic Factors: Assessment/Considerations

Client

Environmental

Option A, C

Option A

Narrow Feature Match

First Trials

Ongoing Assessment of Competencies (operational, linguistic, strategic, social)

Appointment # 3-5 (+/-)

Trials

# Gather Information/ Intake

- **SETT**
  - Likes/dislikes
  - Communication  
Signal Inventory



# S.E.T.T.

The SETT framework provides a way of guiding initial AAC discussions

**Student** – Know your client.

**Environment** – Know your “community”.

**Tasks** – Clarify the Assistive Technology (A.T.) need.

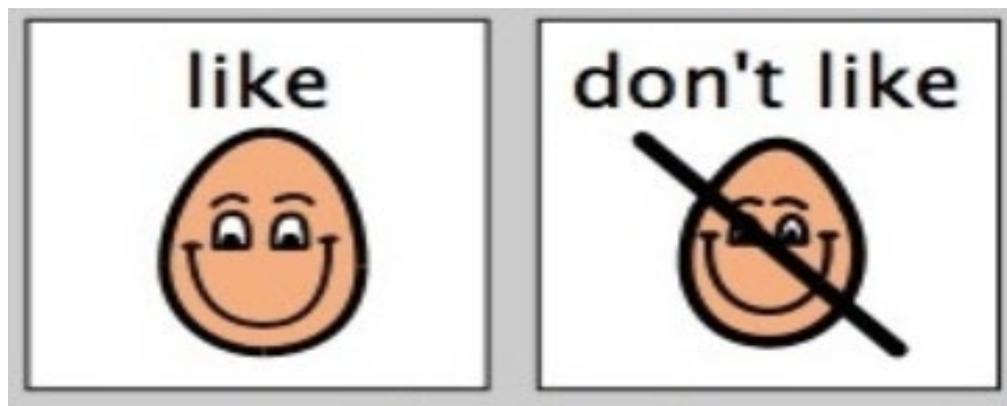
**Tools / Strategies** – Answer the A.T. question by exploring current tools and possible future tools.

[www.joyzabala.com](http://www.joyzabala.com)

<http://assistedtechnology.weebly.com/sett-framework.html>

<https://www.gwaea.org/educators/special-education/special-ed-services/assistive-technology>

# Likes/Dislikes

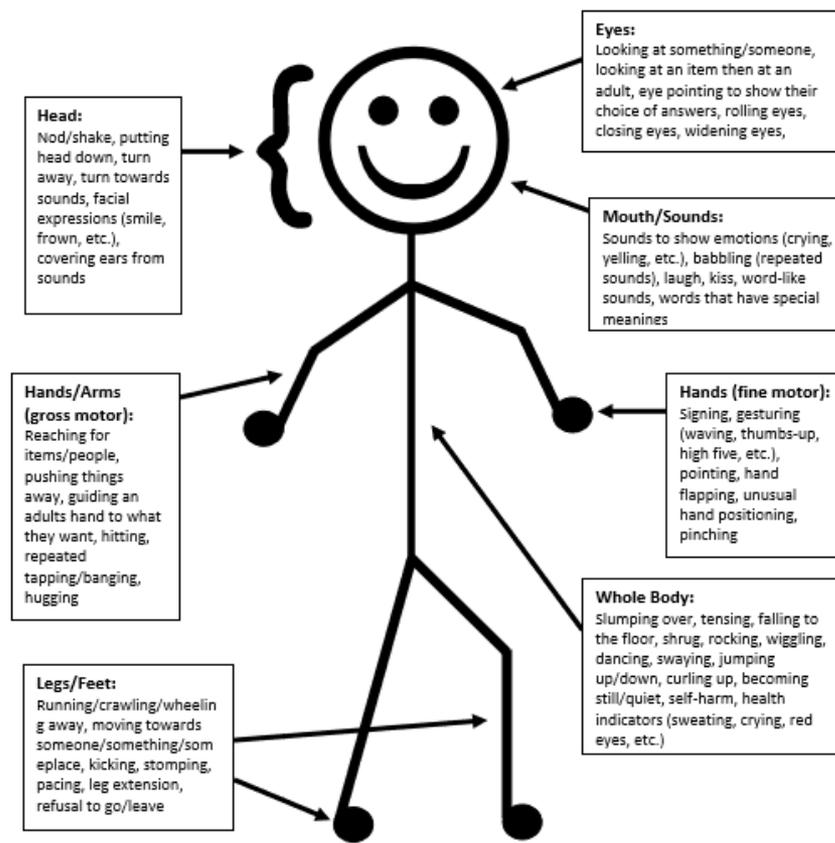


Likes	Dislikes

# Communication Signal Inventories

## Recognizing Communication Signals

For individual's that are not able to communicate in conventional ways such as speaking, it is important to recognize the ways that they are able to communicate. While familiar communication partners understand each and every way that the individual communicates, it can be difficult for unfamiliar partners to read the more subtle signals. This tool is designed as a support for teams to determine an individual's current communication skills and provide all those involved with the individual the same information.

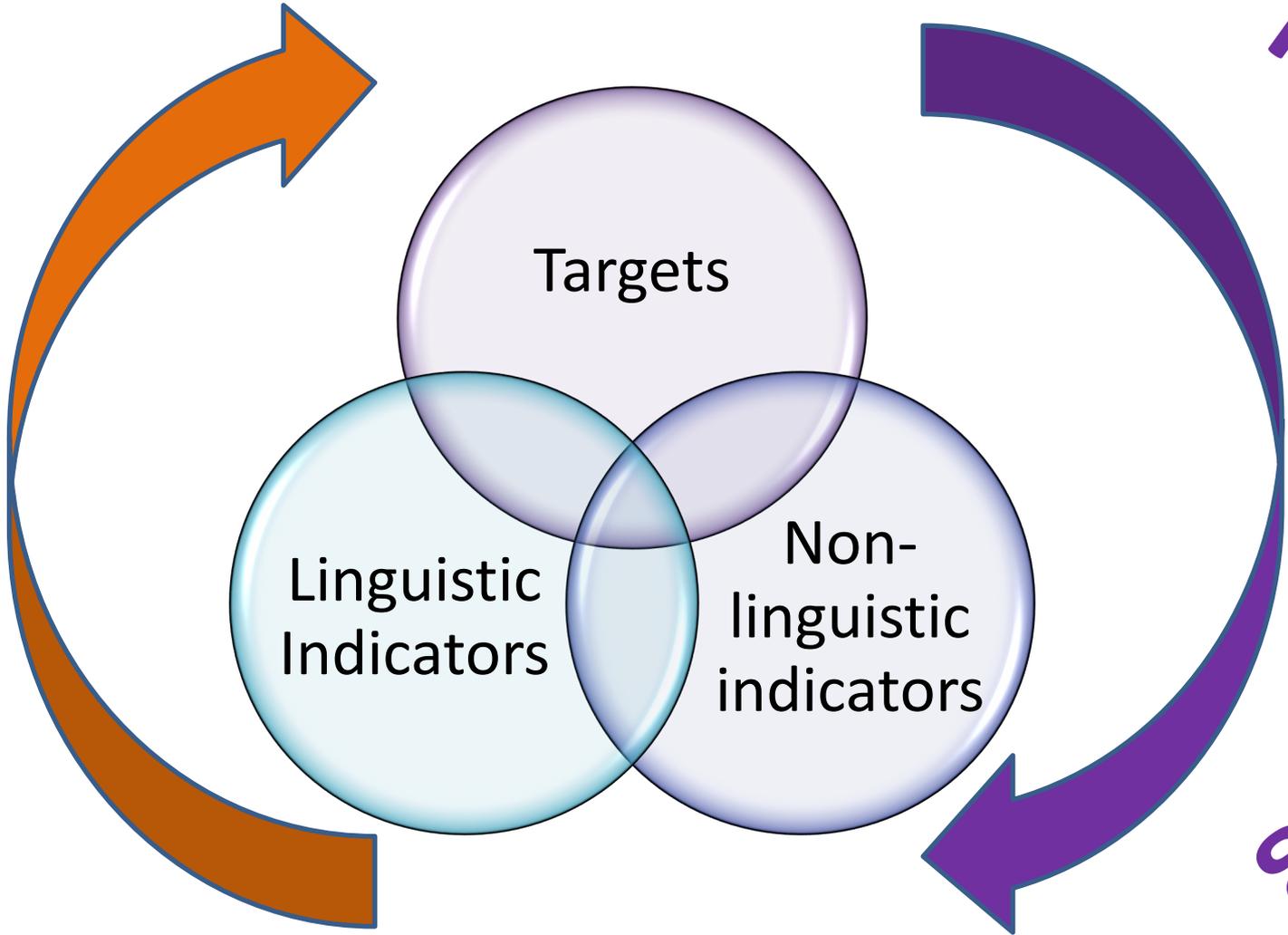




# Dynamic AAC skills assessment



**Activity Planning**



**Feature matching**

# Dynamic AAC Skills Assessment

## Targeting

- Size of symbols
- Numbers of symbols
- Type of symbols
- Presentation Method

## Linguistic Indicators

- Symbol Use
- Communication Functions
- Sequencing/Combining
- Navigation
- Responsiveness to modeling
- Motor Planning
- Phrase-based

## Non-Linguistic Indicators

- Attention
- Engagement
- Impact of voice output
- Behavior
- Portability
- carrying

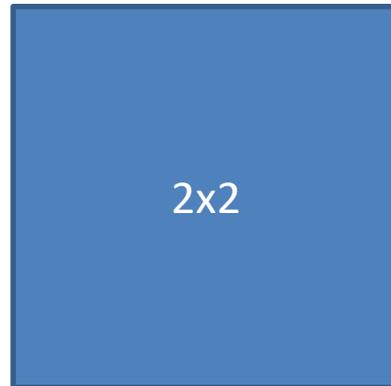
# Targeting

- Size of symbols
- Numbers of symbols
- Type of symbols
- Presentation method

## Why start here?

- We want to know what the child can physically see and touch
- This will lead to potential options to try

# Size of symbols



# # of Symbols (and spacing)

Select a Grid Size

15 buttons (3x5)

Choose the largest grid size where the buttons are too small to see and touch.

I	want	what	not	more
you	go	do	Chat	all done
People	Things	Places	Activities	More

Select a Grid Size

43 buttons (7x7)

Choose the largest grid size where the buttons are too small to see and touch.

I	is	do	want	like	what	where	not	more
you	it	have	get	make	to	on	good	all done
People	that	stop	go	come	in	out	bad	some
Chat	Fun	eat	help	see	of	up	Feelings	help
Things	Food	Places	Actions	Describe	Little Words	Questions?	Activities	More

Select a Grid Size

26 buttons (3x9)

Choose the largest grid size where the buttons are too small to see and touch.

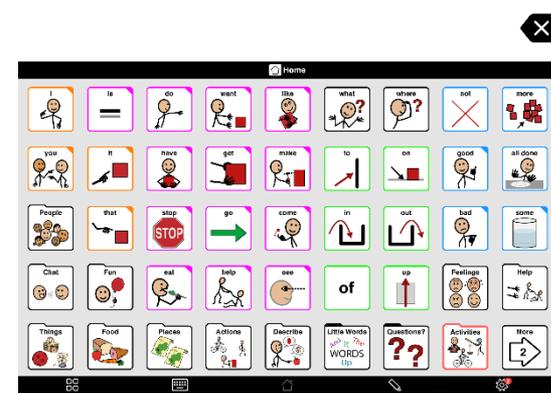
I	is	want	like	do	what	not	more
you	it	go	Actions	Little Words	on	in	all done
People	Things	Places	Describe	Help	Chat	Activities	More

Select a Grid Size

96 buttons (8x12)

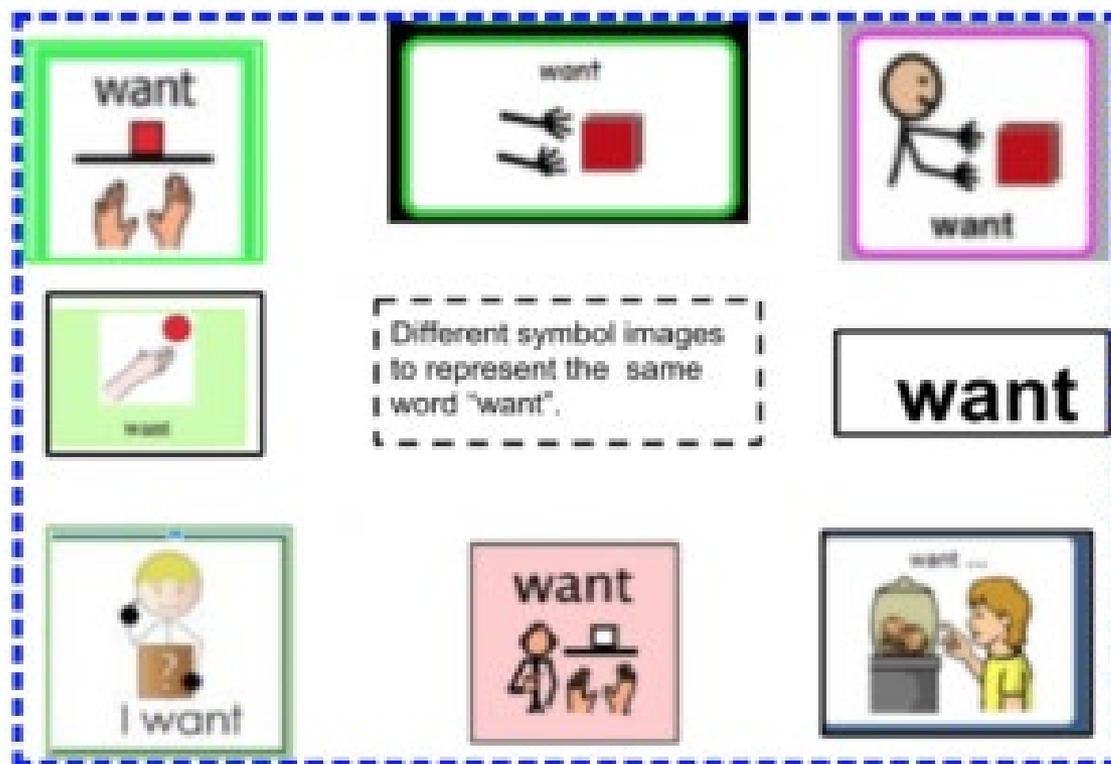
Choose the largest grid size where the buttons are too small to see and touch.

I	is	can	do	want	like	what	where	help	how		
you	we	want	like	need	have	get	to	with	now	not	more
it	she	stop	go	come	take	give	have	in	on	too	all done
is	this	not	open	make	get	of	there	out	off	good	different
they	that	think	see	look	say	for	about	up	down	bad	all
the	a	know	play	listen	tell	if	but	because	so	and	some
let's	help	up	Fun	Chat	Time	Questions?	What's?	Which?	Change	more	or
People	Things	Places	Food	Actions	Describe	Feelings	Little Words	Words	Numbers	Jobs	More



# Type of Symbols

- PCS
- Symbolstix
- Widgit
- Minspeak
- Smarty Symbols
- .....



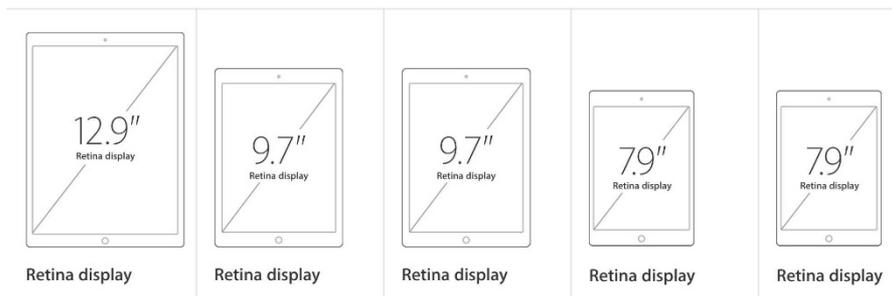
# Presentation Method:

- **Paper-based**
  - Single board
    - Letter-sized, legal-sized, etc.
  - Book
    - Binder rings, binder, etc.
- **Screen-based**
  - Size of screen- 8" or 10" or 12"

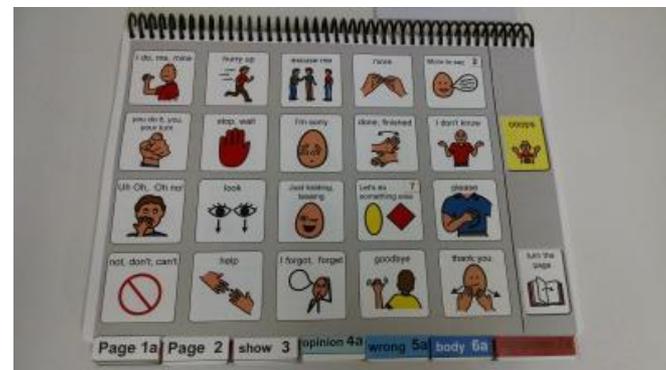
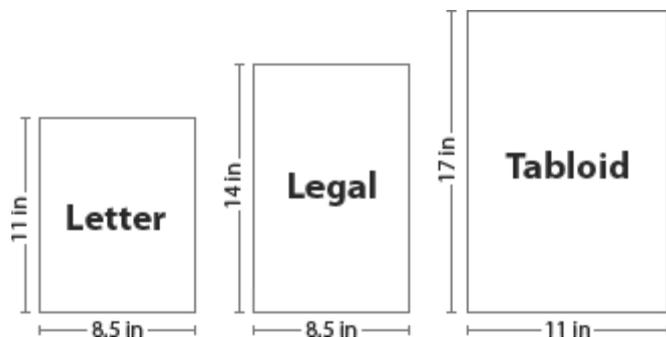
## Why both?

- Want to see if there are differences between the two
- Want to see which would give access to more vocabulary through touch
- Low-tech back-up is recommended - EBP

# Presentation Methods



friend	boy	girl	mother	father	brother	sister	head	hand	foot	feet
I	me	what	where	now	later	today	same	diff'rent	big	little
my/mine	is / am are	to	first	next	last	all gone	ready	busy	happy	sad
it	can	have	come	feel	know	give	angry-mad	messy	good	bad
you	do	eat	drink	finish	get	sing	that	a the	and	more
your	don't-not	go	help	open	put	see	again	in	away	on
here	there	like	play	read	stop	walk	show	out	up	off
yes	no	want	take	tell	turn	watch	write	front	down	with



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Keep in mind:

- Least dangerous assumption
- Least restrictive option

“We should choose the grid size based on what the AAC learner can see and touch. We should not choose the grid size based on cognitive skills, receptive language or what we think the AAC learner can do. We often underestimate the learner’s potential. This can result in starting with an AAC system with too few words”.

<https://www.assistiveware.com/learn-aac/choosing-a-grid-size>

# Targeting Rule of Thumb: Low Tech

Consider the number of cells that were touched with at least 50% or more accuracy on the TASP

Refined finger point does not matter as much-smart partner determines accuracy

Go with the paper board that has the smallest size of cells with the greatest number of cells that the child can touch with the greatest accuracy

Is child able to touch all areas of the board? Check all quadrants.

# Targeting Rule of Thumb: High Tech

Primary hand used has sustained isolated finger point?

Number & size of cells that were touched with greater than 50% accuracy on AAC Genie

Number of cells touched independently, reliably and accurately with an isolated finger point on a screen with AAC App

Is child able to touch all areas of the screen? Check all quadrants.

# Standardized Assessments

- Test of Aided Communication Symbol Performance (TASP)
  - Low-tech (paper-based)
- AAC Genie app
  - High-tech (screen-based)

# Informal

- Try out different size symbols
- Increase number of symbols per page

# Standardized: TASP



- TASP helps assess symbolic skills quickly and easily. It provides a starting point for designing or selecting an appropriate AAC device page set.

- Includes subtests, which can be administered over a period of sessions to test understanding of:

- • **Symbol size and number**
- Grammatical encoding
- • **Categorization**
- Syntactic performance

Why categorization?

- Many systems organize vocabulary categorically
  - Not meant to exclude someone from AAC – meant to identify potential goal areas or areas of strength

# TASP: Symbol size and number

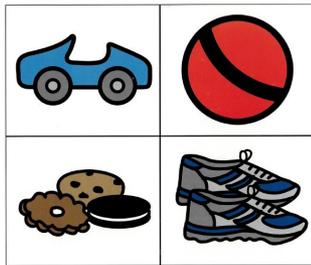


Plate 1

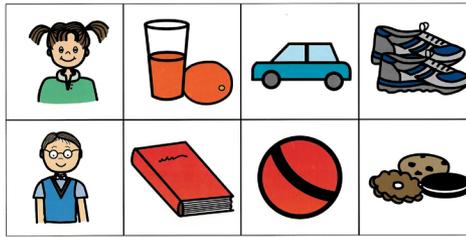


Plate 2

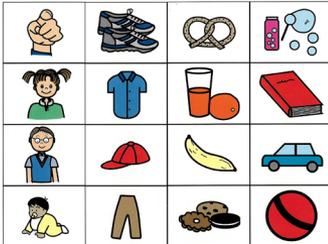


Plate 3



Plate 4

# Standardized: AAC Genie app

- The purpose of AAC Evaluation Genie is not to identify a particular speech generating device, but rather build a framework for selecting an appropriate augmentative communication device for ongoing evaluation and / or device trial.

Subtests:

- **Visual identification and discrimination,**
- Recognition of nouns, functions, verbs,
- **Category recognition, inclusion and exclusion**
- Word associations, core vocabulary, picture description and word prediction

Unity ® , Pixon ® and SymbolStix ®



\$17.99

Common Education

# AAC Genie app

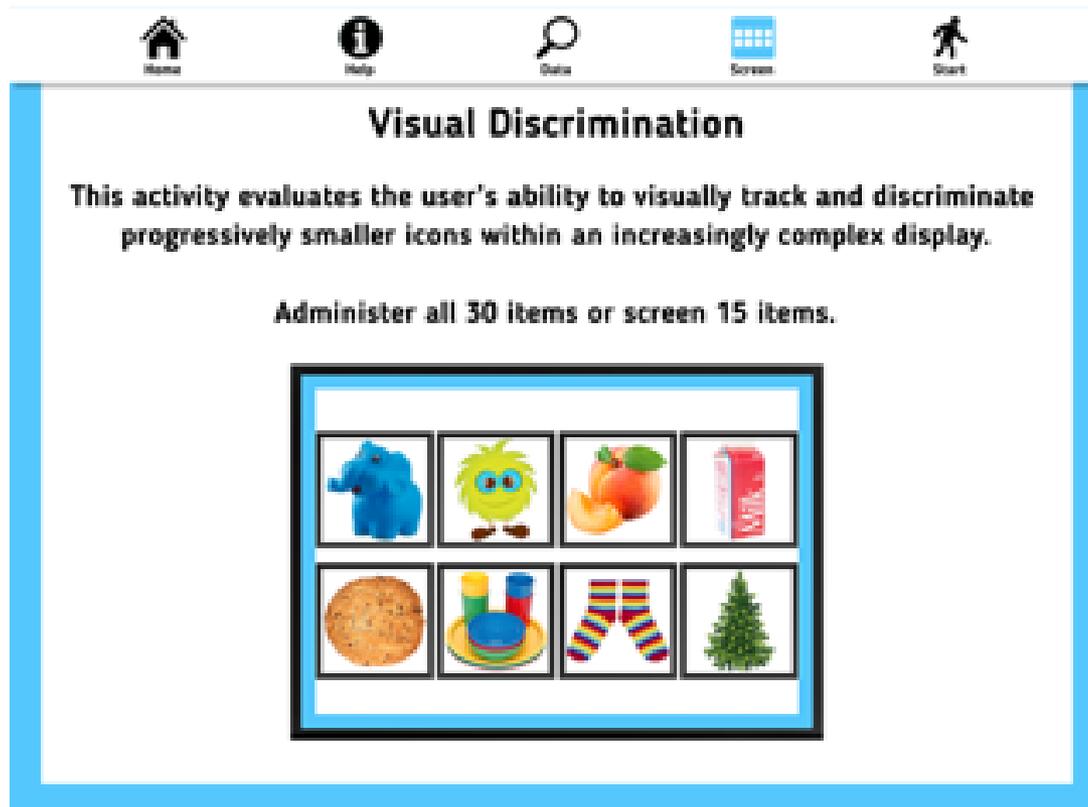
## Areas we typically assess:

- Discrimination (symbol size and number)
- Identification (symbol size and number)
- Categorization

## Tips

- Use the “screen” option to reduce the amount of time to assess
- Start with discrimination- if they are struggling drop down to identification – most likely don’t need to do discrimination and identification
- Think about assessing on a mini and regular-sized iPad for differences in targeting

# Discrimination:



The screenshot displays the 'Visual Discrimination' activity screen within the I CAN Centre AAC Assessment application. At the top, there is a navigation bar with five icons: Home, Help, Data, Screen, and Start. The main content area is titled 'Visual Discrimination' and contains the following text:

**This activity evaluates the user's ability to visually track and discriminate progressively smaller icons within an increasingly complex display.**

**Administer all 30 items or screen 15 items.**

Below the text is a 2x4 grid of eight icons, each in a small square frame. The icons are: a blue elephant, a green fuzzy creature, a peach, a red and white striped box, a round cookie, a stack of colorful blocks, a pair of colorful striped socks, and a green Christmas tree.

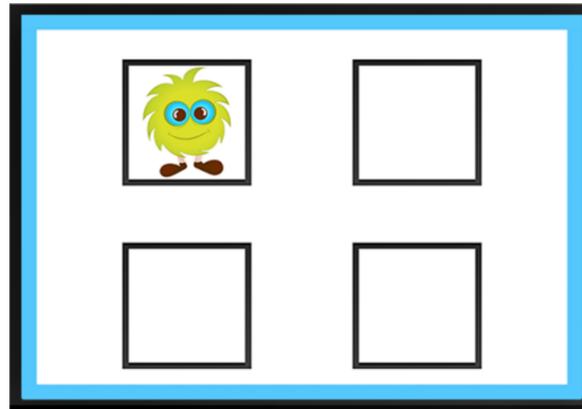
# Identification:



## Visual Identification

**This activity evaluates the user's ability to visually track and identify progressively smaller icons within an increasingly complex display.**

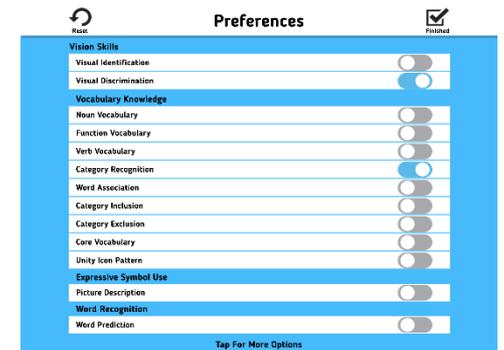
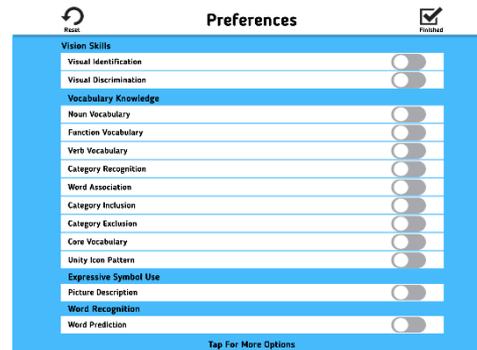
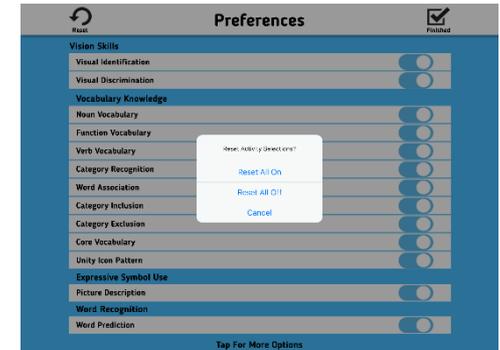
**Administer all 30 items or screen 15 items.**



# I CAN Centre: AAC Assessment

## AAC Genie Settings:

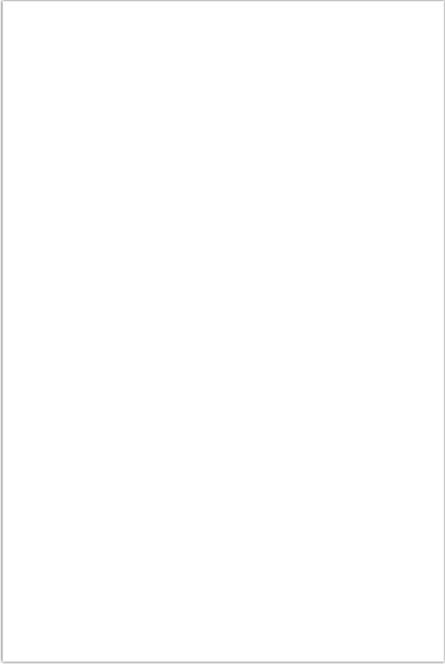
- Add new user
- Go to settings
  - Reset
  - Reset all off
  - Select the items you want to assess
  - “Finished”
- Go to start
  - Select “all→ screen”
  - Start



# Data:

Name: **Test I CAN**

 Home     Help     Email Print PDF     Return    9/4/19

Visual Identification	Vocabulary Knowledge	Picture Description Sample
Xtra Large / Field of 2	Noun Vocabulary	
Large / Field of 3	Function Vocabulary	
Large / Field of 4	Verb Vocabulary	
Large / Field of 8	Category Recognition 100%	
Medium / Field of 4	Word Association	
Medium / Field of 8	Category Inclusion	
Medium / Field of 15	Category Exclusion	
Medium / Field of 24	Core Vocabulary	
Small / Field of 15	Core Text Label On	
Small / Field of 32	Unity Patterns	
Small / Field of 45	Word Prediction	
<b>Visual Discrimination</b>	<b>Picture Description Stats</b>	
Xtra Large / Field of 2 100%	Number Utterances	
Large / Field of 3 100%	Number Words	
Large / Field of 4 100%	Mean Length of Utterance (Word)	
Large / Field of 8 100%		
Medium / Field of 4 100%		
Medium / Field of 8 100%		
Medium / Field of 15 100%		
Medium / Field of 24 100%	Language English	
Small / Field of 15 100%		
Small / Field of 32 100%		
Small / Field of 45 100%		

# Informal: Targeting

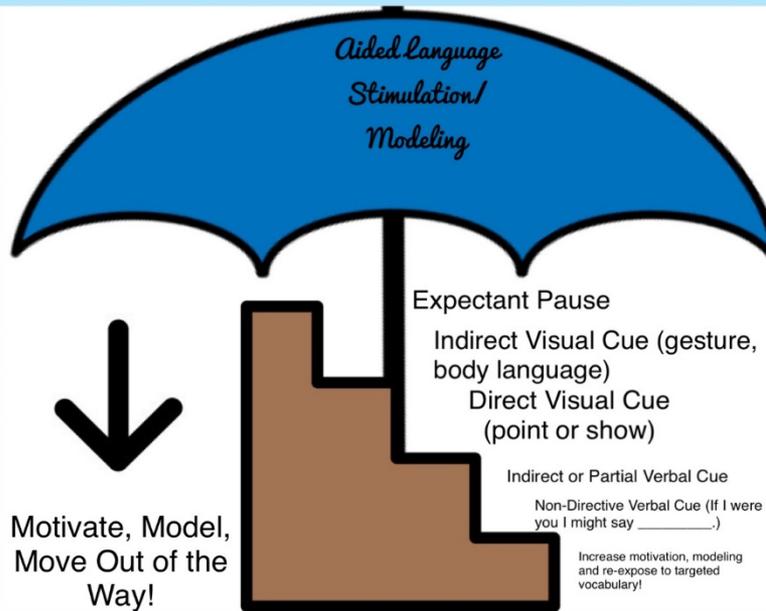
- Take a “best first guess” as to number of symbols and presentation method
- Gradually increase/decrease number/page
- Use MOTIVATING activities and communication temptations
- Model and wait expectantly
- Use a prompt hierarchy



Thank you  
“likes/dislikes”  
list 😊

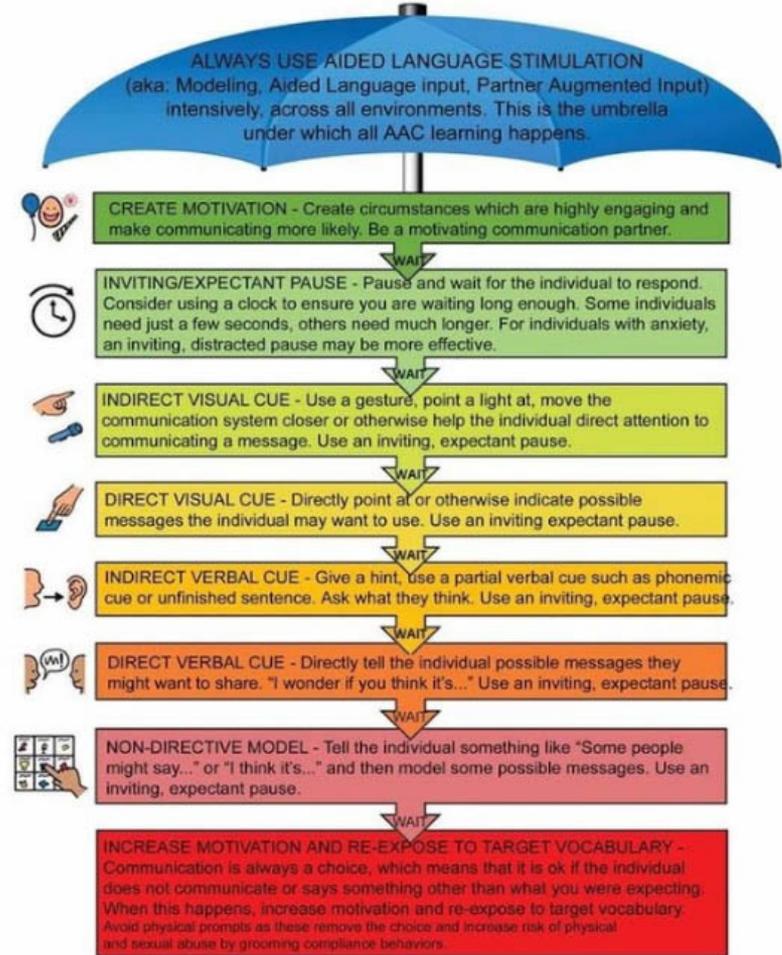
# I CAN Centre: AAC Assessment

## Revised AAC Prompting Hierarchy for AAC Teaching

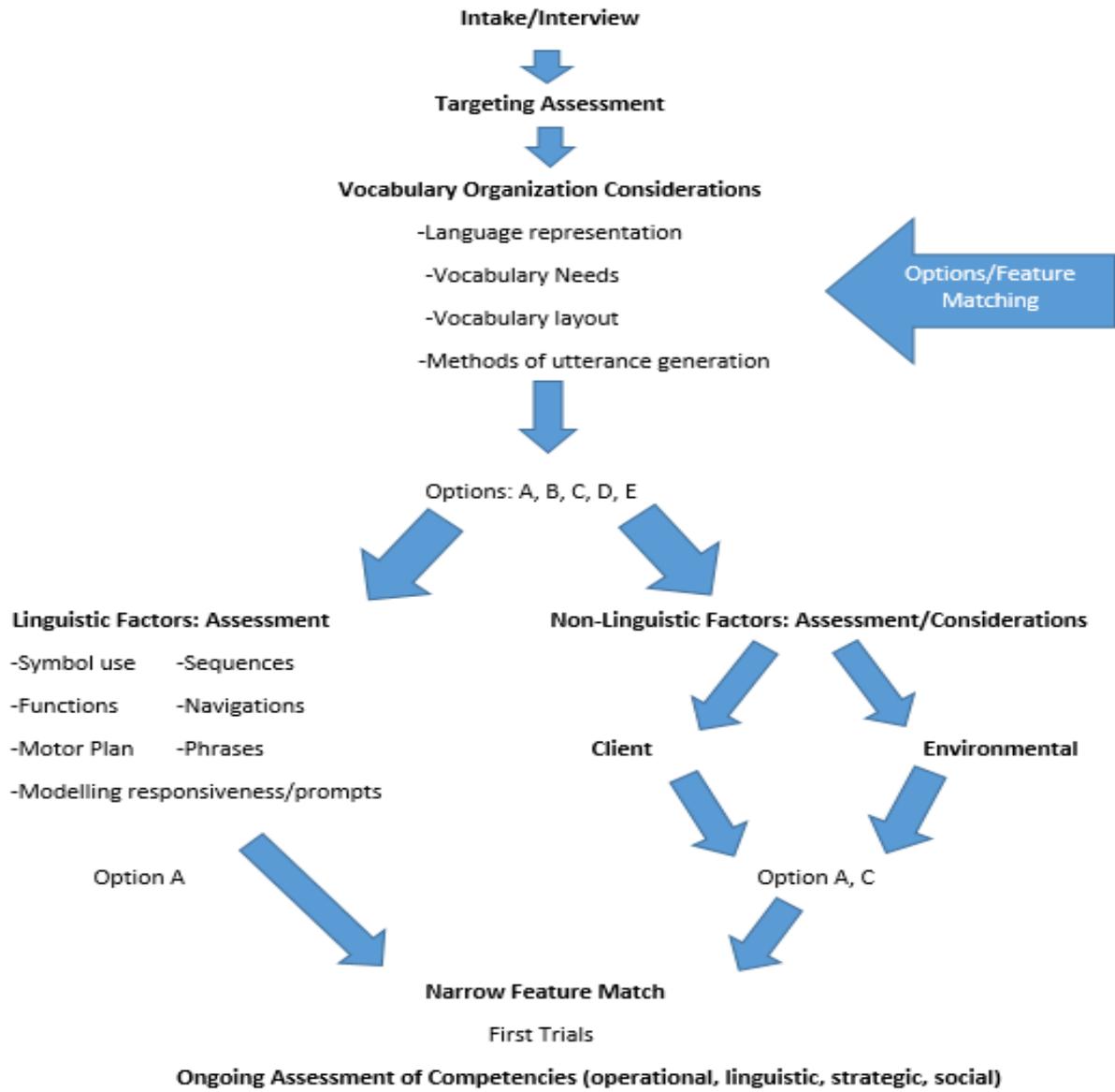


Kate Ahern M.S.Ed  
Teaching Learners with  
Multiple Needs Blog

## PROMPT HIERARCHY



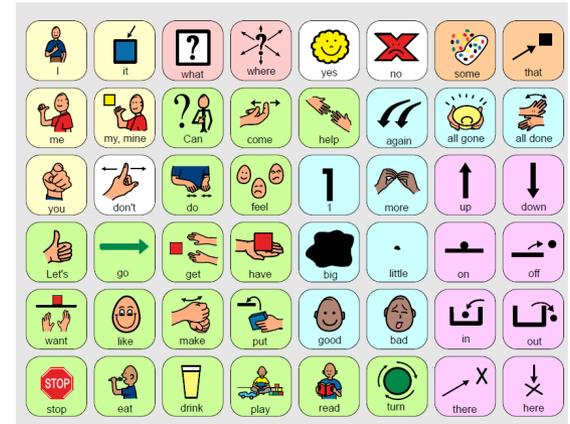
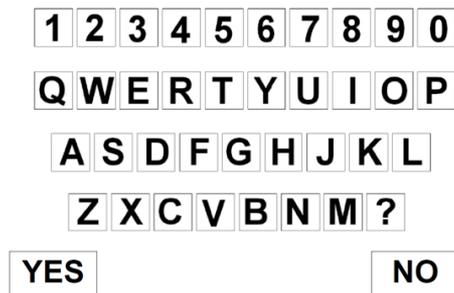
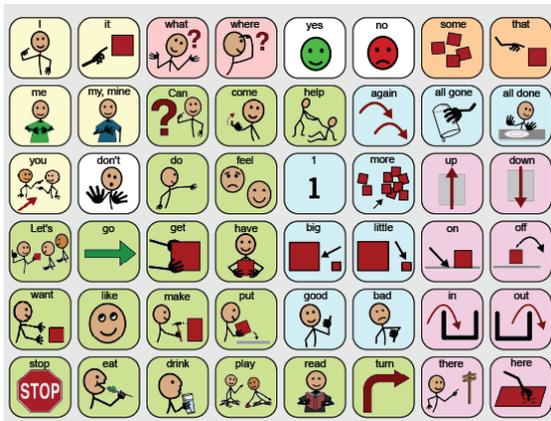
# I CAN Centre: AAC Assessment



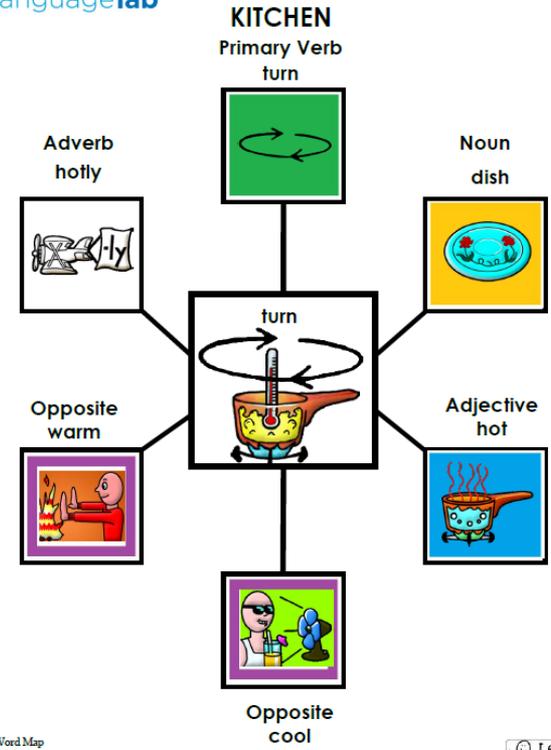
# Vocabulary Organization Considerations

# Language Representation:

- Single meaning pictures (PCS, Symbolstix, Widgit)
- Semantic compaction (Minspeak-Unity)
- Alphabet-based



AAC language lab



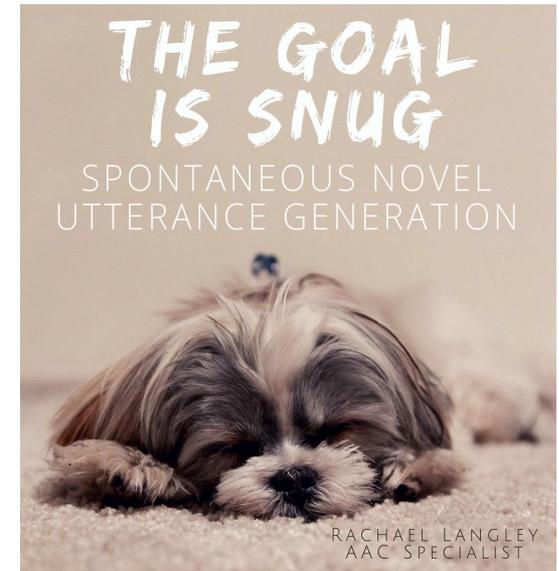
Word Map

# Vocabulary Layout:

Systems may be comprised of a single layout or multi-types

- Text-based/keyboard
- Core word based
- Topic/Context based
- Pragmatically organized
- Categorically organized
- Visual scene Displays

Which vocabulary layouts would be most supportive of SNUGs?  
Which would be least supportive of SNUGs?



# Vocabulary Needs:

- Robust vocabulary
- Core Vocabulary
- Fringe Vocabulary
- Personal “key” vocabulary (ease of editing?)
- Phrases
- Keyboard layout- QWERTY, ABC, etc.
- Custom vocabulary

# Method of Utterance Generation

- Spontaneous Novel Utterance Generation (word by word)
- Pre-stored Sentences/phrases
- Spelling

## Not sure which system?

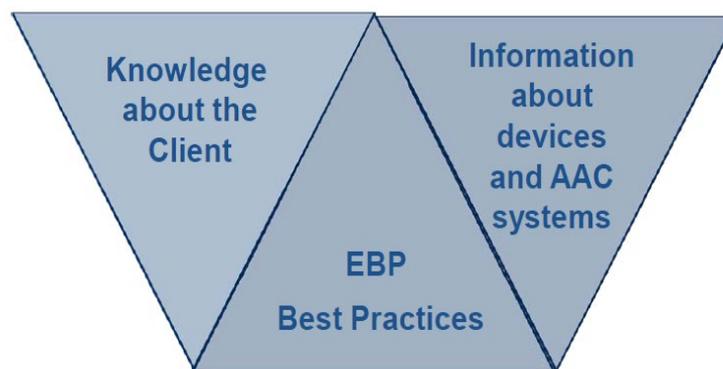
- Consider the most efficient way for them to access the most vocabulary
- Time to assess the different layouts
- Talk to the family:
  - Explain types (core-based, topic-based, visual scene, etc.)
  - Explain dynamic vs motor planning
  - Explain pros and cons of each
  - Ask for their input

Tip to learn the systems:

- Try out the same phrases in each
  - How static vs. dynamic?
  - How many “hits”?

# Feature Matching: What is it?

**Feature Matching** is “the systematic process by which a person’s strengths, abilities and needs are matched to available tools and strategies” (Shane & Costello, 1994).



“Using a Clinical Approach to Answer “What Communication Apps Should We Use” Gosnell, Costello& Shane, AHSA Perspectives, July 2011

# Why feature match?

- Not all systems have the same features
- Not all individuals need the same features
- Help organize what you know about the client and potential systems to support them

# Do a quick “mini” Feature Match

(Use SETT, Targeting and Vocabulary Organization  
Information)



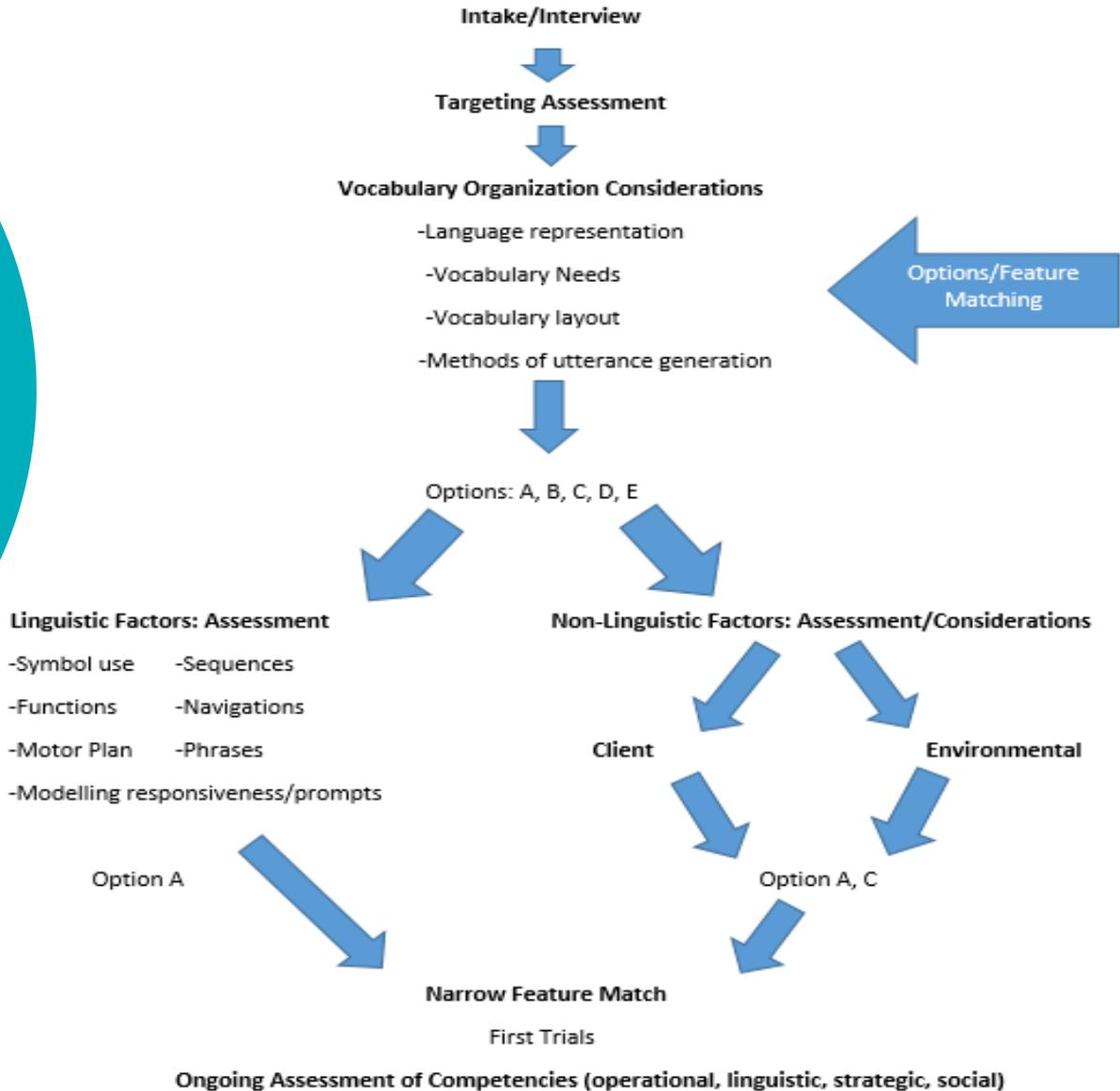
# I CAN Centre: AAC Assessment

Potential Augmentative and Alternative Communication (AAC) Systems for trial based on current number of cells a client can see and touch and potential community availability of devices. This list is not exhaustive, please speak with your team for alternative solutions.

# of cells/targets the client can see/touch →	1-10	11-20	21-30	31-40	41-50	51-60	61-80	81-100	101+++
<b>LOW-TECH</b>									
LAMP (Minspeak)								84	
*Leveled Core (PCS, SS)		Level 1; 12	Level 2; 23	Level 3; 39	Level 4; 48				
PIXON (PIXON)		20	32		50				144
PODD one page opening – early functions (PCS)	9	12							
*PODD one page opening-expanded functions (PCS)	9	12, 16, 20							
PODD two-page opening (PCS)				36 keyword 40 keyword	48 Expanded key word		70 expanded keyword	90+, 100+ Complex syntax	
*Project Core (PCS, SS, <u>Widget</u> )	4, 9			36					
Proloquo2go (SS)							77		
* <u>Snap+Core</u> First (PCS)	2, 4, 6, 9	12, 16	25	36	49		63, 80		
Super Core ( <u>Widget</u> , SS)		12, 20	30		50				
UNITY (Unity)	4, 8	15	28	36	45	60		84	
* <u>WordPower</u> (PCS, SS)					42 basic flip book	60 basic flip book		88, 96 Single boards	108 flip book
<b>MID-TECH</b>									
GoTalk	9	20							
SuperTalker	1, 2, 4, 8								
<b>HIGH-TECH</b>									
iPad mini (7.9") or regular (10.2")									
• Grid with PODD		PODD 15				PODD 60			
• LAMP ( <u>Minspeak</u> )								84 1-hit 84 transition 84 FULL	
• Proloquo2go – Crescendo (SS)	9	15, 16, 18, 20	25, 30	32, 36	45, 49	60	64, 77	81, 96, 100	112, 121, 128, 144
• <u>Snap+Core</u> First (PCS)	1, 2, 4, 6, 9	12, 16	25	36	49		63, 80		
• <u>Sonoflex</u> (SS)				32					
• <u>TouchChat</u> with <u>wordpower</u> (SS) * <u>keyguards</u>	4 basic <u>Myquickchat</u> 4, 8	Vocab PC 12 <u>MyQuickChat</u> 12 <u>Multichat</u> 15 <u>WordPower</u> 20	<u>WordPower</u> 25 touch and scan		<u>WordPower</u> 42 <u>WordPower</u> 42 basic <u>WordPower</u> 48	<u>WordPower</u> 60 Word power 60 basic	<u>WordPower</u> 80		<u>WordPower</u> 108 <u>WordPower</u> 108 with keyboard <u>WordPower</u> 140
• <u>GoTalkNow</u> ; custom vocabulary	1, 2, 4, 9	16	25	36					

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Run assessment appointments to determine Linguistic and Non-linguistic considerations (Typically 3+ appointments) with your initial options



# Linguistic Factors: Assessment

Thank you  
likes/dislikes  
list 😊

# Assessment Activities

**Always try to tie the activity to what the child is motivated by/enjoys**

- Crafts: paper dolls of favourite characters, colouring pages of favourite shows (offer colour choices); make a scrapbook of family photos
- Sensory: calm-down preferences (cuddles, hugs), tickles, air/wind, tactile preferences
- Toys: wind-up, switch-activated, cause/effect
- iPad: funny videos, favourite show clips, cause/effect apps
- Books: choose simple and engaging books, use funny voices, find “core” words in the book and point them out

# Assessment appointments:

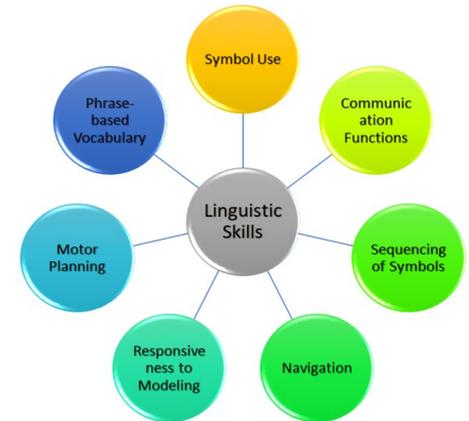
- Have your initial systems ready
- Use motivating play-based activities
- Use communication temptations
- Use your prompt hierarchy- what level of support do they need ?
- Swap systems in and out and assess linguistic and non-linguistic factors

## I CAN Centre: AAC Assessment



## Why these skills?

- Most language sets vary across these factors
- By assessing someone on the same factors across systems you can see how their skills in these areas are impacted by the different layouts



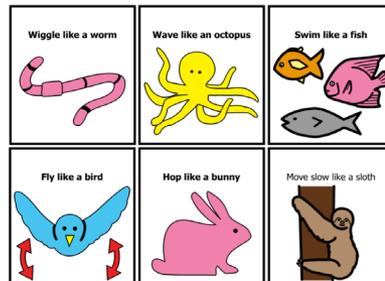
# Symbolic use/understanding

- Assess current use (with modeling) of:
  - Core
  - Fringe
    - Try a motivating activity and see if they will touch a “fringe” symbol to request more i.e. “bubbles”
    - Try a motivating activity and see if they will touch a “core” symbol to request more i.e. “more” “go” “want”
    - What happened with core? fringe?

# Communication Functions

- For assessment purposes; requesting, choice-making and directing activities are typically easiest to start with
- Then move on to other communication functions for more information as needed

Action Words/Verbs  
Simon Says:



Prepositions  
Into the box we go:



# Sequencing/Combining of Symbols:

- Model “ \_\_\_\_\_ ”
- Model “ \_\_\_\_\_ + \_\_\_\_\_ ”
- Model “ \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ ”

THEN

- Use your prompting and multiple trials to see what they can do

# Navigation:

- Model /1 navigation/ + \_\_\_\_\_ (a word)
- Model /2 hit navigation + \_\_\_\_\_ (a word)

## THEN

- Use your prompt hierarchy- what level of support do they need to navigate?

## Phrase-based vocabulary:

- Open to a phrase-based page
- Model use of the phrases within an activity

## THEN

- Use your prompt hierarchy- what level of support do they need to communicate with phrases

# Motor Planning:

- Model on a more “static” display and a more “dynamic” display
- Look for:
  - Can they remember the location of a cell and/or sequence with only a few repetitions?
  - Can they imitate sequences quickly?
  - Can they complete any sequence on their own quickly?
  - Do they have lots of mis-hits because of screen changes (dynamic)? Do they look confused/lost when the screen jumps?
    - Do they “mis-hit” their second button because the screen already jumped?
  - Do they get “stuck” on the pathways/sequences for something that was previously modeled?

# Organize the information:

Tool/Strategy	Describe	Access	Observations
iPad mini with T/C	WP 60 basic SS- during bubbles	Direct: Primarily isolated finger point with R. hand- often hit buttons multiple times	<p>Symbol use: Was able to use some single symbols</p> <p>Core: Used: Go, more, stop independently (model then spon.) Fringe: Used “bubbles” and “bubble wand”</p> <p>Communication Functions: Requested and stopped activity. Requested more and items. Directed clinician to “go”</p> <p>Combining: Modeled “I + want”- client multi-hit on I and was frustrated</p> <p>Navigation: Modeled pathway for “groups + toys/games + bubbles” with expectant wait- poor attention to navigation</p> <p>Receptiveness to modeling: Highly receptive to single word and just expectant wait</p> <p>Phrase-based: not assessed</p> <p>Motor Planning: Multiple hits on buttons noted</p>

# Non-Linguistic Factors: Assessment and Considerations

These are ongoing factors that continue to be collected throughout the entire process.

# Non-Linguistic Factors

Client specific factors/considerations	Environmental/other considerations
Attention	FAMILY!!!
Impact of voice output	Ease of editing/programming
Durability needs	Environmental considerations
Portability/positioning	Cost
“Locking features”	Training/implementation supports
	Other AT/academic needs

# Client specific factors/considerations

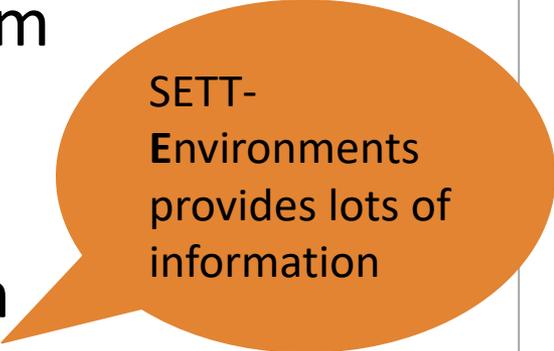
Adjust  
throughout  
assessment

# Attention/Engagement

- Things to consider:
  - What prompts help them attend
  - Are there visual attention getters that could help
  - If they are constantly looking away- why?  
Visually overwhelming? Screen light? ... adjust.
  - If attention is extremely poor- would a system with fewer dynamic screen “jumps” be a better fit?
  - What attention strategies work best for that client?

# Voice output

- Things to consider
  - Hearing loss- try out different voices, digitized vs synthetic, FM
  - Does voice output help them with their verbal speech?
  - Consider volume
  - Would they benefit from an amplified case ?



SETT-  
Environments  
provides lots of  
information

SETT- and  
during dynamic  
assessments

# Behaviour/Durability?

- Do they see the device as their voice?
- Device behaviors (ex iPad=videos, NOT communication)
- Do they have a history of breaking devices – is it safe to loan equipment – how can we make it more safe?
- Are they constantly “on the go” – how durable do they need the case or screen to be?

SETT,  
Targeting,  
ongoing

# Portability/Positioning

- What position is the child going to use the device in most often?
- Targeting abilities may change in different positions
- If there are big discrepancies, go for the position that is most reliable to start

## For individuals who walk:

- Can they safely carry the device?
- If not safe for child to carry, who will carry it?
- How light does it need to be?
- Consider overall size and weight
- How will they carry it? (in hand, cross body strap, shoulder strap, waist strap)
- If they refuse to carry it, you need to make a plan to get them to carry it and work on this

# Locking features-

- Most kids need to be locked out of the editing features
- Most children should have guided access turned on for iPad based systems
- How tech savvy is the child? Are they constantly trying to get out of the communication app?
- Need to consider locking as a feature – some systems better than others

# Environmental/ other considerations

The individuals' needs are the priority but these factors should be considered

# Environmental/Other

## Family

- The family will be supporting the system
- What do they prefer, what do they feel works better for the child

## Ease of editing

- Do they need to personalize quite a bit?
- Can the family support the editing in the program?

## Environmental considerations

- Do they have siblings using talkers? Does their school district have training on certain systems
- If the environment doesn't support it- higher likelihood of abandonment

## Cost

- What makes the most sense for the family financially?

## Training/Implementation supports

- What supports/services do they have to support implementation?

## Other AT/academic needs

- Is this tool only for communication?
- Do they need to save/send what they wrote on the device to anyone, etc.

# Feature Match: Trials and Data Collection

# Organize your assessment information

Compare your Dynamic AAC ax notes for each system tried

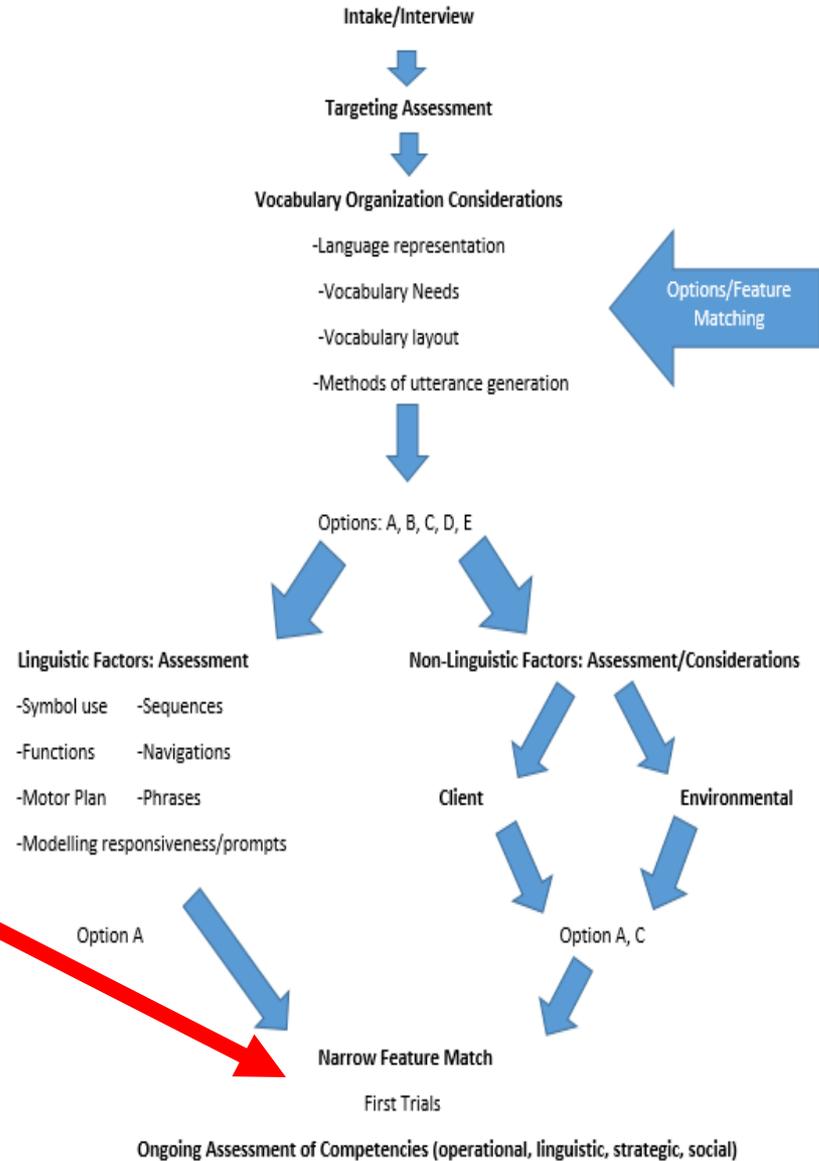
Tool/Strategy	Describe	Access	Observations
iPad mini with T/C	Multichat 15	Direct	.....
iPad regular with T/C	WP 25, 42 Basic SS	Direct	.....
iPad regular with proloquo2go	Crescendo 15, 20, 30	Direct	.....
iPad mini with Proloquo2go	Crescendo 20, 30	Direct	.....
Paper-based Wordpower flip-book	Wordpower 42 Basic ss	Direct	.....

Review and make notes on Non-linguistic factors

Client specific factors/considerations	Environmental/other considerations
Attention	FAMILY!!!
Impact of voice output	Ease of editing/programming
Durability needs	Environmental considerations
Portability/positioning	Cost
“Locking features”	Training/implementation supports
	Other AT/academic needs

Discuss as a Team (school, family, etc.) to decide on trial options

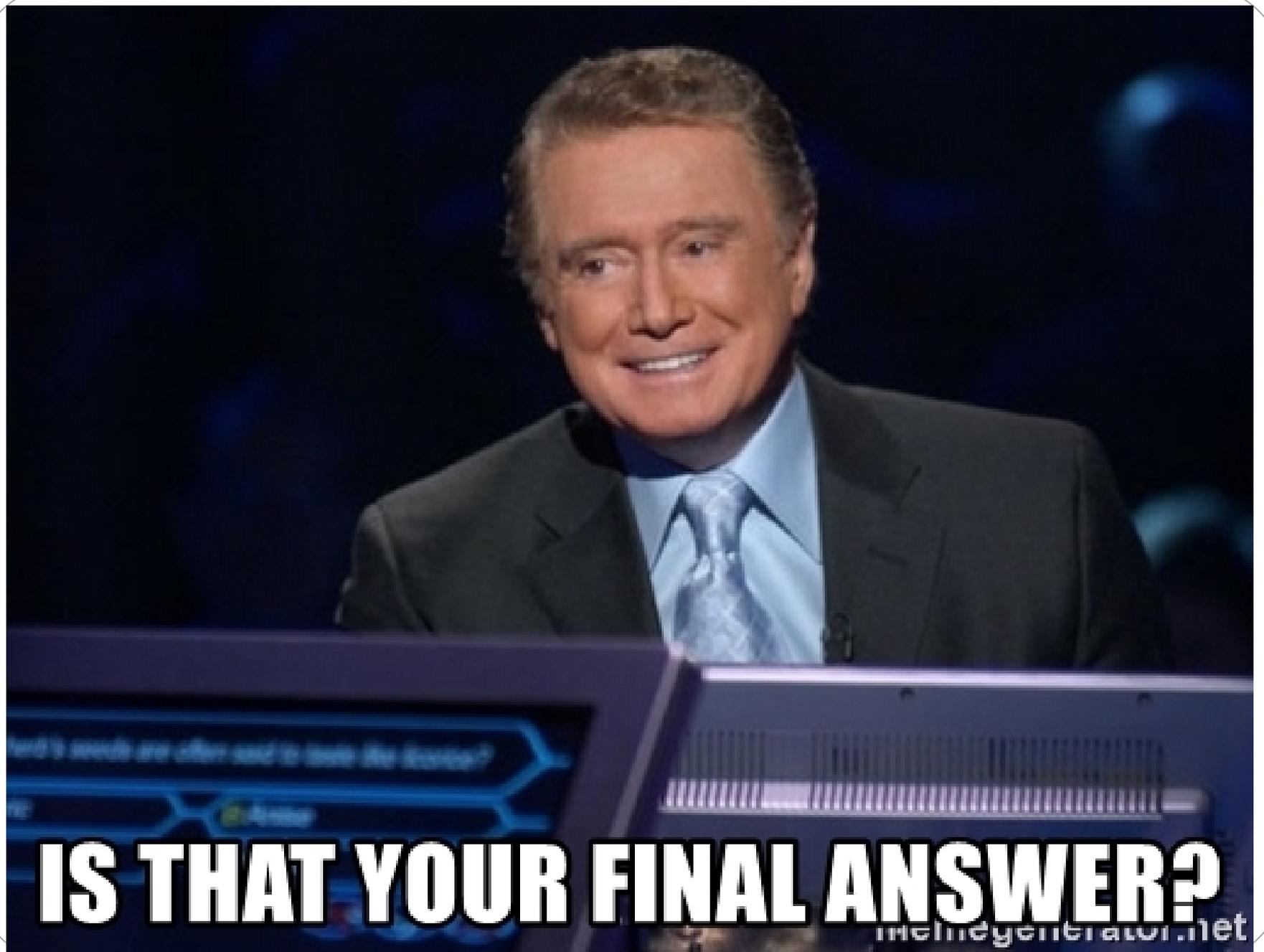
Narrow your  
Feature  
Match  
further to  
decide on  
trial options



# Run Trials

- Try to loan or run a trial of the systems both at home and school/community as possible
- Length of time:
  - Often varies.
  - Ensure you check-in regularly for extended trials
    - A check-in could be a phone call, a review of the data collected to date, email to the family/team, etc.





**IS THAT YOUR FINAL ANSWER?**

If you have considered targeting, linguistic and non-linguistic factors...likely you have found a “good fit”.



# AAC assessment is continuous:

- Even when you have a system in place we need to constantly be re-assessing and making modifications as the individuals' needs change over time
  - For example:
    - Can we increase the # of cells per page as the persons physical access improves?
    - If the individual has become literate how can we make modifications to their system to allow easier/more efficient access to text?
      - Keyboard on the main page
      - Make word prediction available
      - Is there another language set that is text-based?
      - Can we turn symbols "off" and move to text-only?

# Remember:

- Work collaboratively as a team (SLP, OT, individual, family, etc.)
- Provide access to as many symbols as the person can physically and visually handle
- Provide access to a robust vocabulary that allows for communicating a variety of purposes
- AAC assessment is dynamic

I CAN Centre: AAC Assessment

**Thank you!**