

Single Message Ideas

- 1) Initiate or repeat a favorite activity such as "bounce me", "tickle me", "hug me", "rub my back", "sing to me", "brush my hair" or simply "more" to continue any favorite activity.
- 2) At meal or snack time to request "more".
- 3) Greet family members. Greet visitors or make introductions (such as, "Hi, my name is George; what's your name?"). Or introduce family members during an event.
- 4) Tell people when they are leaving the room, such as "It's bath time! I'll be back in awhile".
- 5) Tell everyone when it's time for an event to start.
- 6) When the talking switch is connected to an item, say what the item is or make a comment. For example, say "check out this song" when turning on a switch adapted cassette player or CD player.
- 7) If a child is not hitting a switch often and you are close by the child, record a request for you to come. For example: "Come here Mom (or Dad)!" When you're called, make a huge fuss over the child or do a favorite activity with the child.
- 8) Take a message to someone.
- 9) Tell someone "I love you".
- 10) Say "Hello, How are you?" or "Hello. What's new?".

Offering Choices

Using TouchPoints Choice Making or Two Single Message Devices

Choose between two activities.

Choose who will feed him or her.

Make a food or drink choice.

Choose between two people to take your child somewhere.

Choose who will give your child a bath.

Choose who will put him or her to bed.

Choose fast or slow to go somewhere.

Choose to go somewhere quietly or sing a song on the way.

Choose who to sit next to.

Choose which movie or show to watch.

And so on...