Enabling Devices

7 Fun Ways to Use the 7-Level Communication Builder

Guide to Video

Introduction

The 7-Level Communication Builder enhances the lives of non-verbal children by serving as a means of education and personal expression. The device is merely a template for these ends as the user is not restricted to any particular area of focus. The communicator is set up for the user to easily record over and over again and thus can be used for many different purposes. It comes with five different frame settings for working with 1, 2, 4, 8 or 16 messages at a time and allows for 300 seconds of total recording time.

To begin to demonstrate its versatility, below are 7 Fun Ways to Use the 7-Level Communication Builder. These are just a few examples of activities that function as a way of initiating language, making choices, communicating needs, and sequencing.

Activity 1: Introductions

Imagine a non-verbal child at circle time in class. Using the one-frame setting on the communicator, the child could simply press the device and say, “Hi, my name is Gail. What’s your name?” The child is able to initiate language by introducing him/herself and be a part of the group.

Activity 2: Making Choices (Yes/No)

For this example, the 7-Level Communication Builder enables the child to make a choice by answering questions in the affirmative or negative. Set up the device for the two-window setting with one icon for “yes” and one icon for “no”. The child will then activate the communicator when asked a question like, “Did you have a good day today?”

Activity 3: Choosing Activities

Sometimes it may be unclear what a child wants to do at a given moment. The communication builder can empower the child to decide for him/herself which activity to partake in. With the four-window setting, the user can link a sentence together by pressing one icon to say, “I would like to play…”, and then one of three corresponding icons. Maybe the child wants to play “in the art area”, “on the computer”, or “with blocks”.

Activity 4: Cooking

Suppose a class is conducting a cooking activity. By using the communicator on the eight-window setting, any child can be included in the kitchen and act as head chef by pressing icons to ask for certain ingredients. The child is able to make choices and communicate needs and will therefore better enjoy working on the group's creation.

Activity 5: Meal Time

When it's time for dinner or maybe just a snack, the communicator allows a child to indicate his/her preference. For instance, the device can be set up for the 16-window frame so that the user can choose a snack, a meal, a drink, and/or a dessert. Link the left-most icon of each row with three specific choices. By doing so, the child can say, "I'm thirsty. I would like a drink of…", and then make a selection, such as "juice".

Activity 6: Expressing Feelings

If as a parent or teacher you want to know how your child is feeling, the 7-Level Communication Builder allows you to find out. To have the child sequence his/her response, set up either the 4, 8 or 16 window frame with an opening phrase and a set of emotions. Now when you ask, "How are you feeling today?", the user can initiate language and tell you, "I feel…happy".

Activity 7: Storytime

One of the most common settings in the classroom is story time and the communicator can be an important asset then, too. Be recording the pages of a book like Brown Bear, Brown Bear on the 16-window frame, each child can be included in the reading of the story. This creates a sense of accomplishment and keeps everyone involved.

Conclusion

These are just a few examples of how you can implement the 7-Level Communication Builder in your classroom or with your family. It is a very useful complement in the classroom and a communication bridge in all settings. The only thing it doesn't come with is your creativity.