

# Augmentative Communication Evaluation Summary

Student: \_\_\_\_\_ Date of Birth: \_\_\_\_\_ Age: \_\_\_\_\_  
Date(s) of Evaluation: \_\_\_\_\_ System: \_\_\_\_\_

## Access Evaluation

Informal measures were utilized to evaluate the student's access skills. The following is a summary of his/her performance:

### Direct Selection:

- Student could utilize direct selection to access targets (i.e., toys, familiar objects, manipulatives, etc.) placed within easy reach using
- Hand  left  right  both  
 Finger - Specify: \_\_\_\_\_  left  right  both  
 Other - Specify: \_\_\_\_\_  
 Eyegaze response - Describe eyegaze response including optimal symbol size, placement, etc. \_\_\_\_\_

When using direct selection, the student:

- Consistently accessed targets  No  Yes  
Crossed midline to access targets  No  Yes  
Required significant response time  No  Yes - Specify: \_\_\_\_\_  
Required a large target area  No  Yes - Specify: \_\_\_\_\_  
Accessed symbols in all locations  No  Yes - If No, explain: \_\_\_\_\_

(If student is able to utilize direct selection, skip remainder of access section and move to Symbol Evaluation)

### Adapted Direct Selection:

- Student could utilize adapted equipment to access targets using
- Splint  Head pointer  Keyguard/grid  
 Mouthstick  Adapted pointer - Describe \_\_\_\_\_

- Student could utilize computer based adapted direct selection using:

- Mouse  Trackpad  Trackball  Joystick  keyguard/grid  
 Keyboard  Head pointing system  Mouse Mover

(Complete Computer Access Evaluation for more information, if needed)

Using the devices listed above, the student:

- Required use of Accessibility Features in Windows operating system - Specify: \_\_\_\_\_  
 Moved the mouse in designated direction:  right  left  up  down  diagonally  
 Visually tracked mouse arrow or highlight  
 Navigated to desired locations on communication device  
 Executed a single click to activate location  
 Executed a double click to open an application  
 Maintained a steady position long enough to execute a dwell function activation  
 Consistently accessed targets  
 Crossed midline to access targets  
 Required significant response time If Yes - Specify: \_\_\_\_\_  
 Required a large target area If Yes - Specify: \_\_\_\_\_  
 Accessed symbols in all locations  
 Other - Specify \_\_\_\_\_

Comments: \_\_\_\_\_  
\_\_\_\_\_

**Switch Access:**

Student could not use direct or adapted direct selection to access symbols. The following alternative input method was assessed during this evaluation: (use a variety of tools, such as toys, computer software, power control units, etc.)

The following switches were used during this evaluation:

Switch	Activation Site	Location/ Mount	Activate	Hold/ Maintain	Release	Reactivate
ex: Big Red	right hand	laptray/right side	yes	maintain for 2/3 seconds	unable to release without cues	needs verbal cues

Switch responses were:  Spontaneous       Verbally cued       Visually cued  
 Partial Physical Assistance       Full Physical Assistance

Switch access used by the student:

Remote switch access

# of switches \_\_\_\_\_

Switch type \_\_\_\_\_

# of switches \_\_\_\_\_

Switch type \_\_\_\_\_

Scanning switch access

Scan Mode

- Visual scanning
- Auditory scanning

Scan Method

- Automatic scanning
- Directed (step) scanning
- Inverse scanning
- Other – Specify: \_\_\_\_\_

Scan Pattern

- Linear
- Row/Column
- Block/Row/Column
- Customized – Specify: \_\_\_\_\_

Morse Code access

# of switches \_\_\_\_\_

Switch type \_\_\_\_\_

**Symbol Evaluation**

Informal measures were utilized to evaluate the student's symbolic skills. The following is a summary of his/her performance:

Symbol Identification:

Student was unable to participate in a formal symbol evaluation due to \_\_\_\_\_  
 Symbol usage was assessed during device evaluation.

Student was able to complete a formal symbol evaluation. The following symbols were used:

Referent	Object Specify Type	Photograph	Realistic Picture	Line Drawing Size:	Printed Text Size:

Using the symbols evaluated above, the student:

- Could not use symbolic representation due to \_\_\_\_\_
- Identified object/tactile/tangible representation system – Specify \_\_\_\_\_
- Identified photographic representation system
- Identified realistic picture representation system
- Identified line drawing representation system (PCS, DynaSyms, etc.)
- Identified text based symbols – Specify:    letter        word

Using the representation system listed above, the student:

- Could identify symbols by (check all that apply):
  - label/name    function    action        size
  - color    category    association

- Student was able to view and utilize up to \_\_\_\_\_ symbols in a:  linear    row/column arrangement

Symbol Accommodations for Vision Needs: (Consult with Vision Specialist if student diagnosed with vision impairment)

- Student required symbol adaptations to accommodate visual needs:
  - large symbol size – Specify: \_\_\_\_\_        high contrast
  - spacing between symbols                        grid separating symbols
  - textured symbol system                          tangible symbol system

Symbol/Vocabulary Usage: Using the symbols introduced in the Symbol Identification Evaluation, the student's ability to use symbols as a means of communication and expressive language was assessed through informal measures.

- Student used symbols with communicative intent for the following purposes:
  - gain attention                    express wants and needs                    request assistance
  - request recurrence            indicate finished                          express choices
  - make comments                express greetings and farewells        respond to questions
  - reject

Student did so with the following level of support:

- spontaneous    model        verbal prompt                    visual prompt
- gesture        hand/hand facilitation (student directed)    partial physical assistance
- full physical assistance (adult directed)

- Student sequenced vocabulary to generate phrases/sentences – Specify number of symbols \_\_\_\_\_

- Student required prompts to sequence vocabulary
  - Level of prompting required:    model        visual        verbal        physical

## Augmentative Devices Evaluated

Based on information obtained in the accessing and symbol evaluation areas, communication systems with the following features were presented:

<b>Non-voice output systems:</b>		
<b>System(s) utilized:</b>		
<input type="checkbox"/> Object board/box	Describe:	
<input type="checkbox"/> Eyegaze board	Describe:	
<input type="checkbox"/> Picture exchange system	Describe:	
<input type="checkbox"/> Picture book/board	Describe:	
<input type="checkbox"/> Picture wallet	Describe:	
<input type="checkbox"/> Word board	Describe:	
<input type="checkbox"/> Letter board	Describe:	
<input type="checkbox"/> Visual schedule	Describe:	
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____	
Access:	<input type="checkbox"/> Direct selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head pointer	Scanning access: <input type="checkbox"/> Live voice/Partner assisted scanning <input type="checkbox"/> Partnered visual scanning
Symbol System:	Symbol type: <input type="checkbox"/> object/tangible/tactile <input type="checkbox"/> photograph <input type="checkbox"/> realistic picture <input type="checkbox"/> line drawing <input type="checkbox"/> text based <input type="checkbox"/> spoken prompt/cue	Symbol arrangement: <input type="checkbox"/> linear <input type="checkbox"/> row/column
	Number of symbols utilized: Initial _____ Final _____	Symbol recognized by: <input type="checkbox"/> label/name <input type="checkbox"/> function <input type="checkbox"/> action <input type="checkbox"/> size <input type="checkbox"/> color <input type="checkbox"/> category <input type="checkbox"/> association
Vocabulary Usage:	Communicative intent: <input type="checkbox"/> gain attention <input type="checkbox"/> express wants and needs <input type="checkbox"/> request assistance <input type="checkbox"/> request recurrence <input type="checkbox"/> indicate finished <input type="checkbox"/> express choices <input type="checkbox"/> make comments <input type="checkbox"/> express greetings and farewells <input type="checkbox"/> respond to questions <input type="checkbox"/> reject	Vocabulary sequencing: Number of symbols sequenced: <input type="checkbox"/> independently _____ <input type="checkbox"/> with prompts _____ Level of prompting: <input type="checkbox"/> model <input type="checkbox"/> visual <input type="checkbox"/> verbal <input type="checkbox"/> physical
Vocabulary Organization:	<input type="checkbox"/> single message <input type="checkbox"/> phrase based <input type="checkbox"/> single word <input type="checkbox"/> combination – Specify: _____	
Comments:		

Single level static display systems:		
Device(s) utilized:		
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____	
Access:	<input type="checkbox"/> Direct selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head pointer	Switch access: <input type="checkbox"/> remote switch # of switches _____ switch type _____
Access:	<input type="checkbox"/> Direct selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right	<input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head pointer
Symbol System:	Symbol type: <input type="checkbox"/> object/tangible/tactile <input type="checkbox"/> photograph <input type="checkbox"/> realistic picture <input type="checkbox"/> line drawing <input type="checkbox"/> text based	Symbol arrangement: <input type="checkbox"/> linear <input type="checkbox"/> row/column
	Number of symbols utilized: Initial _____ Final _____	Symbol recognized by: <input type="checkbox"/> label/name <input type="checkbox"/> function <input type="checkbox"/> action <input type="checkbox"/> size <input type="checkbox"/> color <input type="checkbox"/> category <input type="checkbox"/> association
Vocabulary Usage:	Communicative intent: <input type="checkbox"/> gain attention <input type="checkbox"/> express wants and needs <input type="checkbox"/> request assistance <input type="checkbox"/> request recurrence <input type="checkbox"/> indicate finished <input type="checkbox"/> express choices <input type="checkbox"/> make comments <input type="checkbox"/> express greetings and farewells <input type="checkbox"/> respond to questions <input type="checkbox"/> reject	Vocabulary sequencing: Number of symbols sequenced: <input type="checkbox"/> independently _____ <input type="checkbox"/> with prompts _____ Level of prompting: <input type="checkbox"/> model <input type="checkbox"/> visual <input type="checkbox"/> verbal <input type="checkbox"/> physical
Vocabulary Organization:	<input type="checkbox"/> single message <input type="checkbox"/> phrase based <input type="checkbox"/> single word <input type="checkbox"/> combination – specify: _____ <input type="checkbox"/> Fitzgerald Key Arrangement	<input type="checkbox"/> Activity Based <input type="checkbox"/> Minspeak
Comments:		

<b>Multiple level static display systems:</b>		
Device(s) utilized:		
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____	
Access:	<input type="checkbox"/> Direct selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right  <input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head pointer <input type="checkbox"/> joystick	<input type="checkbox"/> Switch Access <input type="checkbox"/> Scanning access Scan mode: <input type="checkbox"/> Visual scanning <input type="checkbox"/> Auditory scanning Scan method: <input type="checkbox"/> Automatic scanning <input type="checkbox"/> Directed (step) scanning <input type="checkbox"/> Inverse scanning Other – Specify _____ Scanning pattern: <input type="checkbox"/> Linear <input type="checkbox"/> Row/Column <input type="checkbox"/> Block/Row/Column <input type="checkbox"/> Custom – Specify: ____  <input type="checkbox"/> Morse Code # of switches _____ switch type _____
Symbol System:	Symbol type: <input type="checkbox"/> object/tangible/tactile <input type="checkbox"/> photograph <input type="checkbox"/> realistic picture <input type="checkbox"/> line drawing <input type="checkbox"/> text based	Symbol arrangement: <input type="checkbox"/> linear <input type="checkbox"/> row/column
	Number of symbols utilized: Initial _____ Final _____	Symbol recognized by: <input type="checkbox"/> label/name <input type="checkbox"/> function <input type="checkbox"/> action <input type="checkbox"/> size <input type="checkbox"/> color <input type="checkbox"/> category <input type="checkbox"/> association
Vocabulary Usage:	Communicative Intent: <input type="checkbox"/> gain attention <input type="checkbox"/> express wants and needs <input type="checkbox"/> request assistance <input type="checkbox"/> request recurrence <input type="checkbox"/> indicate finished <input type="checkbox"/> express choices <input type="checkbox"/> make comments <input type="checkbox"/> express greetings and farewells <input type="checkbox"/> respond to questions <input type="checkbox"/> reject	Vocabulary sequencing: Number of symbols sequenced: <input type="checkbox"/> independently _____ <input type="checkbox"/> with prompts _____ Level of prompting: <input type="checkbox"/> model <input type="checkbox"/> visual <input type="checkbox"/> verbal <input type="checkbox"/> physical
Vocabulary Organization:	<input type="checkbox"/> single message <input type="checkbox"/> phrase based <input type="checkbox"/> single word <input type="checkbox"/> combination – specify: _____ <input type="checkbox"/> Fitzgerald Key Arrangement	<input type="checkbox"/> Activity Based <input type="checkbox"/> Minspeak
<b>Related Skills:</b> <input type="checkbox"/> Student could independently/physically change overlays <input type="checkbox"/> Student could utilize multiple levels <input type="checkbox"/> Student could change levels on the device <input type="checkbox"/> Student could match appropriate overlay to level <input type="checkbox"/> Student could select appropriate overlay for activity <input type="checkbox"/> Student could utilize volume control on device		
Comments:		

Dynamic display systems: <input type="checkbox"/> dedicated <input type="checkbox"/> integrated		
Device(s)/software utilized:		
Type of Speech Output: <input type="checkbox"/> Digitized <input type="checkbox"/> Synthesized		
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____	
Access:	<input type="checkbox"/> Direct Selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head stick <input type="checkbox"/> Computer based adapted direct selection <input type="checkbox"/> mouse <input type="checkbox"/> trackpad <input type="checkbox"/> trackball <input type="checkbox"/> joystick <input type="checkbox"/> keyboard <input type="checkbox"/> head pointing system <input type="checkbox"/> mouse mover	<input type="checkbox"/> Switch Access <input type="checkbox"/> Scanning access Scan mode: <input type="checkbox"/> Visual scanning <input type="checkbox"/> Auditory scanning Scan method: <input type="checkbox"/> Automatic scanning <input type="checkbox"/> Directed (step) scanning <input type="checkbox"/> Inverse scanning Other – Specify: _____ Scanning pattern: <input type="checkbox"/> Linear <input type="checkbox"/> Row/Column <input type="checkbox"/> Block/Row/Column <input type="checkbox"/> Custom – Specify: ____ <input type="checkbox"/> Morse Code # of switches: _____ switch type: _____
Symbol System:	Symbol type: <input type="checkbox"/> photograph <input type="checkbox"/> realistic picture <input type="checkbox"/> line drawing <input type="checkbox"/> text based	Symbol arrangement: <input type="checkbox"/> linear <input type="checkbox"/> row/column
	Number of symbols utilized: Initial: _____ Final: _____	Symbol recognized by: <input type="checkbox"/> label/name <input type="checkbox"/> function <input type="checkbox"/> action <input type="checkbox"/> size <input type="checkbox"/> color <input type="checkbox"/> category <input type="checkbox"/> association
Vocabulary Usage	Communicative Intent: <input type="checkbox"/> gain attention <input type="checkbox"/> express wants and needs <input type="checkbox"/> request assistance <input type="checkbox"/> request recurrence <input type="checkbox"/> indicate finished <input type="checkbox"/> express choices <input type="checkbox"/> make comments <input type="checkbox"/> express greetings and farewells <input type="checkbox"/> respond to questions <input type="checkbox"/> reject	Vocabulary sequencing: Number of symbols sequenced: <input type="checkbox"/> independently _____ <input type="checkbox"/> with prompts _____ Level of prompting: <input type="checkbox"/> model <input type="checkbox"/> visual <input type="checkbox"/> verbal <input type="checkbox"/> physical
Vocabulary Organization:	<input type="checkbox"/> single message <input type="checkbox"/> phrase based <input type="checkbox"/> single word <input type="checkbox"/> combination – specify: _____ <input type="checkbox"/> Fitzgerald Key Arrangement	<input type="checkbox"/> Activity Based <input type="checkbox"/> Minspeak
Related Skills: <input type="checkbox"/> Student could demonstrate categorization skills in number of topic areas <input type="checkbox"/> Student could use recall memory to locate vocabulary not displayed on current screen <input type="checkbox"/> Student could remember navigational pathways <input type="checkbox"/> Student could correct errors in navigation <input type="checkbox"/> Student could generate a single message utilizing multiple pages <input type="checkbox"/> Student could see communication device display with ease		
Advanced Features <input type="checkbox"/> Student could utilize text to speech function to generate novel messages <input type="checkbox"/> Student could utilize word prediction to assist with spelling/rate enhancement <input type="checkbox"/> Student could utilize large vocabulary pool to generate novel messages <input type="checkbox"/> Student could use preprogrammed vocabulary software - Specify: _____		
Comments:		

Minspeak based systems:		
Device(s) utilized:		
Type of Speech Output: <input type="checkbox"/> Digitized <input type="checkbox"/> Synthesized		
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____	
Access:	<input type="checkbox"/> Direct Selection <input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right <input type="checkbox"/> Adapted direct selection <input type="checkbox"/> adapted pointer <input type="checkbox"/> head stick <input type="checkbox"/> Computer based adapted direct selection <input type="checkbox"/> mouse <input type="checkbox"/> trackpad <input type="checkbox"/> trackball <input type="checkbox"/> joystick <input type="checkbox"/> keyboard <input type="checkbox"/> head pointing system	<input type="checkbox"/> Switch Access <input type="checkbox"/> Scanning access Scan mode: <input type="checkbox"/> Visual scanning <input type="checkbox"/> Auditory scanning Scan method: <input type="checkbox"/> Automatic scanning <input type="checkbox"/> Directed (step) scanning <input type="checkbox"/> Inverse scanning Other – Specify _____ Scanning pattern: <input type="checkbox"/> Linear <input type="checkbox"/> Row/Column <input type="checkbox"/> Block/Row/Column <input type="checkbox"/> Custom – Specify: _____ <input type="checkbox"/> Morse Code # of switches _____ switch type _____
Symbol System:	Symbol type: <input type="checkbox"/> photograph <input type="checkbox"/> realistic picture <input type="checkbox"/> line drawing <input type="checkbox"/> text based	Symbol arrangement: <input type="checkbox"/> linear <input type="checkbox"/> row/column
	Number of symbols utilized: Initial _____ Final _____	Symbol recognized by: <input type="checkbox"/> label/name <input type="checkbox"/> function <input type="checkbox"/> action <input type="checkbox"/> size <input type="checkbox"/> color <input type="checkbox"/> category <input type="checkbox"/> association
Vocabulary Usage:	Communicative Intent: <input type="checkbox"/> gain attention <input type="checkbox"/> express wants and needs <input type="checkbox"/> request assistance <input type="checkbox"/> request recurrence <input type="checkbox"/> indicate finished <input type="checkbox"/> express choices <input type="checkbox"/> make comments <input type="checkbox"/> express greetings and farewells <input type="checkbox"/> respond to questions <input type="checkbox"/> reject	Vocabulary sequencing: Number of symbols sequenced: <input type="checkbox"/> independently _____ <input type="checkbox"/> with prompts _____ Level of prompting: <input type="checkbox"/> model <input type="checkbox"/> visual <input type="checkbox"/> verbal <input type="checkbox"/> physical
Vocabulary Organization:	<input type="checkbox"/> single message <input type="checkbox"/> phrase based <input type="checkbox"/> single word <input type="checkbox"/> combination – specify: _____	<input type="checkbox"/> Activity Based <input type="checkbox"/> Minspeak
Related Skills:: <input type="checkbox"/> Student could demonstrate categorization skills in number of topic areas <input type="checkbox"/> Student could use recall memory to locate vocabulary not displayed on current screen <input type="checkbox"/> Student could sequence symbols to retrieve vocabulary – specify: _____ <input type="checkbox"/> Student could remember navigational pathways <input type="checkbox"/> Student could correct errors in navigation <input type="checkbox"/> Student could generate a single message utilizing multiple pages <input type="checkbox"/> Student could see communication device display with ease		
Advanced Features <input type="checkbox"/> Student could utilize text to speech function to generate novel messages <input type="checkbox"/> Student could utilize large vocabulary pool to generate novel messages <input type="checkbox"/> Student could use preprogrammed vocabulary software Specify: _____		
Comments:		



Dedicated Letter based systems:	
Device(s) utilized:	
Activity Utilized	<input type="checkbox"/> classroom activity <input type="checkbox"/> game <input type="checkbox"/> toys <input type="checkbox"/> social routine <input type="checkbox"/> other – specify: _____
Access:	<div style="display: flex; justify-content: space-between;"> <div style="width: 60%;"> <input type="checkbox"/> Direct Selection               <ul style="list-style-type: none"> <li><input type="checkbox"/> hand <input type="checkbox"/> left <input type="checkbox"/> right</li> <li><input type="checkbox"/> finger <input type="checkbox"/> left <input type="checkbox"/> right</li> </ul> <input type="checkbox"/> Adapted direct selection               <ul style="list-style-type: none"> <li><input type="checkbox"/> adapted pointer</li> <li><input type="checkbox"/> head stick</li> </ul> <input type="checkbox"/> Computer based adapted direct selection               <ul style="list-style-type: none"> <li><input type="checkbox"/> joystick</li> <li><input type="checkbox"/> keyboard</li> </ul> </div> <div style="width: 35%;"> <input type="checkbox"/> Switch Access               <ul style="list-style-type: none"> <li><input type="checkbox"/> Scanning access                   <ul style="list-style-type: none"> <li>Scan mode:                       <ul style="list-style-type: none"> <li><input type="checkbox"/> Visual scanning</li> <li><input type="checkbox"/> Auditory scanning</li> </ul> </li> <li>Scan method:                       <ul style="list-style-type: none"> <li><input type="checkbox"/> Automatic scanning</li> <li><input type="checkbox"/> Directed (step) scanning</li> <li><input type="checkbox"/> Inverse scanning</li> <li>Other – Specify: _____</li> </ul> </li> <li>Scanning pattern:                       <ul style="list-style-type: none"> <li><input type="checkbox"/> Linear</li> <li><input type="checkbox"/> Row/Column</li> <li><input type="checkbox"/> Block/Row/Column</li> <li><input type="checkbox"/> Custom – Specify: ____</li> </ul> </li> </ul> </li> <li><input type="checkbox"/> Morse Code                   <ul style="list-style-type: none"> <li># of switches: _____</li> <li>switch type: _____</li> </ul> </li> </ul> </div> </div>
Spelling Accuracy:	<input type="checkbox"/> Spelling sufficient to be recognized by text to speech engine: <input type="checkbox"/> Word prediction is utilized to assist spelling/rate enhancement
Vocabulary Usage:	<input type="checkbox"/> Student could generate sufficient words through spelling to convey thoughts <input type="checkbox"/> Student could formulate a complete thought or sentence <input type="checkbox"/> Student could use appropriate grammar when formulating sentences
Related Skills	
<input type="checkbox"/> Student could remember navigational pathways <input type="checkbox"/> Student could correct errors in navigation <input type="checkbox"/> Student could see communication device display with ease	
Advanced Features	
<input type="checkbox"/> Student could utilize text to speech function to generate novel messages <input type="checkbox"/> Student could utilize large vocabulary pool to generate novel messages <input type="checkbox"/> Student could use word prediction feature to enhance rate	
Comments:	

## Recommendations

Based on the results of this evaluation, the following recommendations are made for this student:

### System Recommendations:

- At this time, student does not require an augmentative/alternative communication system.

If checked, specify why: \_\_\_\_\_  
\_\_\_\_\_

- The student would benefit from a non-voice output communication system to supplement device use or to serve as a beginning means of communication. The following device(s) are suggested:

- |  |   |
|--|---|
| <input type="checkbox"/> Object board/box                      | <input type="checkbox"/> Eyegaze board                        |
| <input type="checkbox"/> Picture exchange system               | <input type="checkbox"/> Picture book/board                   |
| <input type="checkbox"/> Picture wallet                        | <input type="checkbox"/> Word board                           |
| <input type="checkbox"/> Letter board                          | <input type="checkbox"/> Live voice/Partner assisted scanning |
| <input type="checkbox"/> Partnered visual scanning             |   |
| <input type="checkbox"/> Visual Schedule box - Describe: _____ |   |
| <input type="checkbox"/> Other _____                           |   |

- The student would benefit from a voice output augmentative communication device to supplement his/her existing communication skills. The following device features are recommended at this time:

#### Voice Output:

- |   |   |
|---|---|
| <input type="checkbox"/> Digitized voice output | <input type="checkbox"/> Synthesized voice output |
|---|---|

#### Access:

- |  |   |
|--|---|
| <input type="checkbox"/> Direct selection access | <input type="checkbox"/> Adapted direct selection |
| <input type="checkbox"/> Computer based access   | <input type="checkbox"/> Remote switch access     |
| <input type="checkbox"/> Single switch access    | <input type="checkbox"/> Dual switch access       |
| <input type="checkbox"/> Visual scanning access  | <input type="checkbox"/> Auditory scanning access |

#### Physical Features:

- |   |  |
|---|--|
| <input type="checkbox"/> Large target area          | <input type="checkbox"/> Accommodates object symbol                        |
| <input type="checkbox"/> Single level               | <input type="checkbox"/> Multiple levels                                   |
| <input type="checkbox"/> Static display             | <input type="checkbox"/> Dynamic display                                   |
| <input type="checkbox"/> Printed output             | <input type="checkbox"/> Text to speech capability (spelling)              |
| <input type="checkbox"/> Keyguard/grid              | <input type="checkbox"/> Portable  |
| <input type="checkbox"/> Lightweight                | <input type="checkbox"/> Wheelchair mount*                                 |
| <input type="checkbox"/> Shoulder Straps/Carry Case | <input type="checkbox"/> Button Covers (Tech Caps, Snap Switch Caps, etc.) |

#### Vocabulary Features:

- |  |  |
|--|--|
| <input type="checkbox"/> Activity based  | <input type="checkbox"/> Minspeak based            |
| <input type="checkbox"/> Letter/word/text based                                    | <input type="checkbox"/> Large vocabulary capacity |
| <input type="checkbox"/> Commercially Available Vocabulary Software Packages _____ |  |
| <input type="checkbox"/> Other-Specify: _____                                      |  |

The following system(s) contain(s) the above suggested features and is/are felt to be appropriate for the student's use at this time. Trial periods should be conducted with each system listed prior to a final determination.

Name of Device: \_\_\_\_\_ Vendor: \_\_\_\_\_  
 \*Consultation with Physical Therapist, device manufacturer and wheelchair vendor is suggested for mounting of communication system utilized by non-ambulatory student

Name of Device: \_\_\_\_\_ Vendor: \_\_\_\_\_  
 \*Consultation with Physical Therapist, device manufacturer and wheelchair vendor is suggested for mounting of communication system utilized by non-ambulatory student

Name of Device: \_\_\_\_\_ Vendor: \_\_\_\_\_  
 \*Consultation with Physical Therapist, device manufacturer and wheelchair vendor is suggested for mounting of communication system utilized by non-ambulatory student

**Access Method**

The student should access symbols on the communication device/display through:

- Direct selection:
  - Hand  left  right  both
  - Finger-Specify: \_\_\_\_\_  left  right  both
  - Eyegaze response - Describe eyegaze response including optimal symbol size, placement, etc. \_\_\_\_\_

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- Adapted direct selection:
  - Splint  Head pointer  keyguard/grid
  - Optical Head pointer  Mouthstick
  - Adapted pointer – Describe \_\_\_\_\_
- Computer based adapted direct selection:
  - Mouse  Trackpad  Trackball
  - Joystick  Keyboard  Head pointing system
  - Mouse Mover

The following adaptations are required to enhance student access when using the above access methods:

- large symbol size – Specify: \_\_\_\_\_  high contrast
- grid separating symbols  textured symbol system
- tangible symbol system
- Spaces between symbols - Specify: \_\_\_\_\_
- Other adaptations - Specify: \_\_\_\_\_

Switch access used by the student:

- Remote switch access
  - # of switches \_\_\_\_\_ # of switches \_\_\_\_\_
  - Switch type \_\_\_\_\_ Switch type \_\_\_\_\_
- Scanning switch access
 

<ul style="list-style-type: none"> <li>Scan Mode               <ul style="list-style-type: none"> <li><input type="checkbox"/> Visual scanning</li> <li><input type="checkbox"/> Auditory scanning</li> </ul> </li> <li>Scan Pattern               <ul style="list-style-type: none"> <li><input type="checkbox"/> Linear</li> <li><input type="checkbox"/> Row/Column</li> <li><input type="checkbox"/> Block/Row/Column</li> <li><input type="checkbox"/> Customized – Specify: _____</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>Scan Method               <ul style="list-style-type: none"> <li><input type="checkbox"/> Automatic scanning</li> <li><input type="checkbox"/> Directed (step) scanning</li> <li><input type="checkbox"/> Inverse scanning</li> <li><input type="checkbox"/> Other – Specify: _____</li> </ul> </li> </ul>
--	---

- Morse Code access  
# of switches \_\_\_\_\_  
Switch type \_\_\_\_\_

**Symbol System**

The following symbols are recommended to represent selected vocabulary:

- Tangible/Tactile symbols
  - Whole/Real objects (the actual object)
  - Miniature objects (doll-sized representations or magnets)
  - Parts of objects (wheel from a car, button from shirt)
  - Associated Objects (clock for time, straw for drink)
  - Textures or shapes (triangle for eat, circle for drink, sandpaper for places, etc.)
- Photographs
- Realistic picture representation system – Specify: \_\_\_\_\_
- Line drawing representation system – Specify: \_\_\_\_\_
- Text /Printed words – Specify:  letter  word

In order to enhance access, the most appropriate symbol size is \_\_\_\_\_

The initial symbol set should not exceed \_\_\_\_\_ symbols per display. As the student becomes more proficient in identifying and accessing symbols, additional symbols may be added to the display.

Additional Comments/Recommendations: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

**Vocabulary/Symbol Use**

Vocabulary should be selected to promote participation across communication environments. The following selection method(s) are suggested to assist in selecting appropriate vocabulary for the student:

- Ecological/environmental inventory
- Social inventory (i.e., social language)
- Student observation
- Activity based inventory
- Peer observation
- Teacher/family/student interview

Vocabulary should also be selected to permit expression of a range of language functions including the following:

- gain attention
- request assistance
- indicate finished
- make comments
- respond to questions
- express wants and needs
- request recurrence
- express choices
- express greetings and farewells
- reject

Student should sequence symbols to generate phrases/sentences  Yes  No  
If yes, the student should begin sequencing \_\_\_\_\_ symbols

Student requires prompts to sequence symbols  Yes  No  
If yes, level of prompting required:  model  visual  verbal  physical

**Vocabulary Organization**

Selected vocabulary should be programmed using the following language organization method:

- Single message
- Activity based (static multiple levels)
- Minspeak based (single level with activity row)
- Activity Based (single level)
- Activity Based (dynamic display)
- Minspeak based (dynamic display)

Using the language organization method designated above, vocabulary should be organized utilizing the following language level(s):

- Complete messages (i.e., 1 message/1 hit)
- Combine short phrases (i.e., carrier phrases, noun phrases, verb phrase filler items, etc.)
- Single Words (i.e., 1 word/1 hit)
  - organized by:  activities
  - categories
  - grammar
  - Fitzgerald Key Arrangement (syntactical format)
  - Color coding to assist word group recognition

Additional Comments/Recommendations: \_\_\_\_\_

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### Strategies to Enhance Device Use

When integrating the student's communication system into the classroom environment, the following strategies should be considered:

- Visual Strategies and Cueing
  - The classroom environment should be engineered for successful communication.
  - Use visual supports to enhance communication, behavior, and learning.
  - Use picture-based task analysis to promote independence in task completion.
  - Use a classroom/individual daily picture-based schedule to support transition.
  - Use Super Symbols (behavior cue symbols) to address inappropriate behavior.
  
- Integration
  - The selected communication system should be available to the student throughout the school day.
  - The communication system should be used in a variety of settings and activities with appropriate vocabulary.
  - Integrate student's communication system into behavior modification plan to address behavioral concerns.
  
- Teaching Strategies
  - Customize AAC displays to include personal vocabulary.
  - Interact with students using AAC in natural situations using natural cues and consequences.
  - Develop a consistent method of cueing/prompting.
  - Model the use of the AAC system by pointing to the appropriate symbol as you speak.
  - The student's system should be used as a method to develop receptive language as well as expressive language.
  - Provide immediate and consistent feedback to a student's communication attempts.
  - Create communication opportunities throughout the school day.
  - Provide access to a continuum of AAC supports (communication device, communication boards, communication rings, etc.)
  - Provide multiple modality immersion (signs, pictures, spoken language, gestures, etc.)
  - Develop a method for backing up student's vocabulary system/device.
  - Consider the use of a flashlight for a supplement or an alternative or to finger pointing.
  - Utilize a preferred/less preferred or nothing/preferred strategy when teaching choice-making.
  
- Staff Supports
  - All school staff working with the student should receive training in the programming and use of the selected communication device.
  - Consult with a physical therapist, occupational therapist and/or wheelchair vendor regarding mounting issues.

Student Progress

- Data should be collected to verify student's use of his/her system.
- The student's use of the device should be carefully monitored and changes in programming should be made as needed.
- Trial use of communication system should be implemented to determine appropriateness.

Additional Comments/Recommendations: \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Augmentative Communication Evaluation Conducted by:

\_\_\_\_\_  
Name Position Date

\_\_\_\_\_  
Name Position Date