

Ideas for using the BIGmack



A compilation of ideas suitable for use with a BIGmack or other single message communicators

1. Use to play games (assisted) – For “Chaseys” - "You can't catch me!" or “Your turn!”,; Hide and Seek message "Ready or not here I come!" or “Found you!”
2. Request physical contact such as: "bounce me"; "tickle me"; "rub my back"; "brush my hair".
3. Ask for a hug, “Can you give me a hug?”
4. Tell everyone it is lunch time, “Hey, everyone, it’s lunchtime!”
5. Request an activity, “How about turning on some music?”
6. Give a compliment to a friend, “I like your haircut”
7. Sing Happy Birthday, or just say “Happy Birthday” to someone
8. During a story, record some repetitive word or phrase on the BIGmack so that children can participate. Books with repetitive lines such as *The Hungry Caterpillar* - “But, he was still hungry!”,; *The Very Busy Spider* - “But she was too busy spinning her web!”,; *Brown Bear, Brown Bear* - “What did he see?” etc. are great
9. During snack activities you could use two BIGmacks to: make a choice; say “more” or “finished”,; say "yummy" or "yucky"
10. Use a BIGmack placed outside the door and one is inside the door. One says, "Hi, how are you" and the other says "Bye, have a nice day"
11. BIGmack are switches and can be used with a blow dryer to dry dishes or with a blender when cooking

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12. Send a student to another classroom or the office with a message, e.g. "It's time for my medicine"; "Mrs. Crawford needs the three-hole punch" etc.
13. Record the day or date on to the BIGmack during circle time so the child can answer the question "What day is it today?"
14. Record the weather so the child can answer the question "What is the weather like?"
15. Give a direction in a group activity - "put it in", "pick it up", "stir it" etc.
16. During reading, tell to turn the page - "Turn the page now!"
17. Say that you need break - "I need a break". This can help teach children to tell you when they are fatigued or getting frustrated.
18. Make choices from items presented - message on BIGmack says "I want that one". Present three pictures/choices and the child will have to choose the one they want. Scan these pictures by shining a light or pointing to the pictures, and the child chooses by pushing on the BIGmack
19. Request "more" for: "more tickles" from a person; puppet "more" to make the wind up toys keep going; "more kisses" or "more hugs" from a puppet; "more" for a fun activity to continue - e.g. more pushes on the swing; "more" for more bubbles to be blown; "more music" for more music from the piano, bells etc.
20. Request "open" after eating a yummy food and tightly closing the container without offering any to the child
21. Have students announce activities as they occur in class or announce the next activity on the timetable - "everybody line up", "snack time", "story time", etc.
22. Deliver the morning announcements
23. Select and order food at a favourite restaurant
24. Initiate a conversation with friends and family - "What did you do this weekend?", "What did you think of the movie?"
25. Announce the end of an activity - "Finished! Time to clean up!"
26. Announce movements to be performed by the other children in songs - "Hokey Pokey" - "Put your right foot in, put your right foot out,,"; Simon Says - "Simon says clap your hands"
27. Give comments and opinions during activities - "Wowee!", "Cool!", "Yuk!", "That smells!"
28. Cheer (or boo) a classmates during sport games
29. Greet - "Hi, how are you today?" and say goodbye - "Good-bye", "Good to see you," "Let's get together soon"
30. Ask a friend to play - "Can we play a game?"
31. Ask for help - "Can you help me?"
32. Ask questions - "What's your name?"; "What time is it?"; "When can I play with it?"

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33. Ask to read it again - "Read it again!"
34. Draw attention to something they did - "Look what I did"
35. Have a speaking part in a skit/play
36. Indicate "I'm Here" during attendance
37. Indicate that work has been finished – "I am finished"
38. Make interjections or funny noises in a song - "E-I-E-I-O" on Old Macdonald
39. Participate in a game and ask for a turn - "My turn"
40. Say poems and rhymes
41. Sing the chorus of a song
42. Tell a joke
43. Tell a riddle
44. Tell about their Show and Tell item
45. Tell something about themselves - "My favourite TV show is ..." colour, story, activity etc.
46. Get helpers attention - "I want to tell you something"
47. Ask someone to tell them a joke or chat to them
48. Protest to something that is not liked - "Stop, I don't like it"

References:

- Barbara Solomonson CCC-SLP (Speech-Language Pathologist, USA)
- "101+ Ideas for using the BIGmack or other single message voice output communication aids"
- [BIGmack Communication Aid Tips and Ideas](#) on the AbleNet website
- AAC for Individualization - Augmentative and Alternative Communication
- Elizabeth Rush and Grace Williams, 'More than Boardmaker' presentation at Closing the Gap Conference
- www.spectronicinoz.com.au

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