

Ideas for Using a Step by Step Communicator

The Step by Step Communicator is a device, which allows the user to activate a string, or sequence, of messages that have been recorded in a particular order. It can be used in a range of structured, or “set up”, communication situations.

Following are a few examples of ways to use the Step by Step Communicator

- Telling news to others, with a number of parts to the news (e.g. at home, school, respite). The user can activate each part of the news message as appropriate, allowing others to comment in between parts
- Reciting a poem
- Taking part in a drama, with the appropriate lines recorded on the device
- Taking part in a group oral presentation in class
- Saying the school motto/prayer/national anthem in assembly
- Singing lines to a song
- Taking part in a structured conversation (by recording set questions and comments, which would have predictable responses)
- Telling jokes (e.g. knock-knock jokes, question and answer jokes)
- Giving a message to another teacher or class
- Ordering a meal at a restaurant, involving several steps
- Making purchases at a shop, involving asking several questions
- Giving instructions in a class activity (e.g. cooking, art, PE)

The Step by Step Communicator can be used more simply, as a single message device at times as well. That is, a single message can be recorded, rather than a sequence of messages, if this is more appropriate to certain situations. Following are some examples of single messages that could be recorded to enable the user to participate and communicate in certain situations.

- Gaining others' attention (e.g. “Come over here”, “I want to talk to you”)
- Giving an announcement in assembly
- Starting races during sport (e.g. “Ready, set, go”)
- Answering “here” or “present” when their name is called out during class roll
- Telling a funny story
- During circle time/morning group time – Saying “Hello/Goodbye everyone” for when it is their turn to greet the group
- Giving a repetitive message in a game, song, poem, or other group activity (e.g. recording the repeated line for the games “What’s the time, Mr Wolf?”, or “Crocodile, Crocodile”; recording the repeated lines for a song).
- Giving a specific line in a song (e.g. an animal sound in “Old McDonald”)
- Record an entire favourite song or rhyme
- Asking for assistance in a shop
- Record a message for speaking on the phone with someone familiar (e.g. telling some news to a grandparent)

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- Indicating “my turn” in an activity (e.g. during a group game, group story reading, card games, board games, computer games, household chores)
- Call household members to say dinner is ready.
- At mealtimes – e.g. please help me open my wrapper, I’m hungry-I’d like some more food please, I’ve had enough-I’m finished
- Asking for help/assistance (e.g. “I need some help please”, “Help me please”). The device with this message could be placed in a relevant place, such as the bathroom or bedroom – somewhere he is likely to need assistance.

Important Points to Remember

- The Step by Step Communicator is an easy device to program, and messages can be changed within a few seconds. Therefore, it can be used in several different situations during the day.
- Try to make sure messages are recorded by a person of the same gender and similar age to the user. This is so that the voice is as natural for the user as possible.

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