

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



1. Use to play games - Chase messages - "You can't catch me!" or "You're up!"; Duck, Duck, Goose; 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's lunch time, "Hey everyone, It's lunchtime!"
5. Request an activity, "How about turning on a radio or cassette player?"
6. Give a compliment to a friend, "I like your haircut"
7. Sing Happy Birthday, or just say Happy Birthday to someone

8. Have a BIGmack in one of the bathroom stalls. The student is left in the stall for a bit and when she is finished she hits the BIGmack and it says "OH yohooooo, I'm finished"
9. 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
10. During snack activities you could use two BIGmacks to: make a choice; say "more" or "finished"; say "yummy" or "yucky"
11. 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"
12. BIGmack are switches and can be used with a blow dryer to dry dishes or with a blender when cooking
13. Send a student to another classroom or the office with a message eg. "It's time for my medicine"; "Mrs. Crawford needs the three-hole punch" etc.
14. Record the day or date on to the BIGmack during circle time so the child can answer the question "What day is it today?"
15. Record the weather so the child can answer the question "What is the weather like?"
16. Give a direction in a group activity - "put it in", "pick it up", "stir it" etc.

17. During reading, tell to turn the page - "Turn the page now!"
18. Say that you need break - "I need a break". This can help teach children to tell you when they are fatigued or getting frustrated.
19. 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
20. Record child's verbal output - even if it is just a sound. For example, if one child is beginning to say "B_B_B_" for his name 'Bobby', record this verbal output onto the BIGmack and encourage the child to press the switch to hear their voice. This can encourage more verbalization.
21. 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 - eg. more pushes on the swing; "more" for more bubbles to be blown; "more music" for more music from the piano, bells etc.
22. Request "open" after eating a yummy food and tightly closing the container without offering any to the child
23. Have students announce activities as they occur in class or announce the next activity on the timetable - "everybody line up", "snack time", "storytime", etc.
24. Deliver the morning announcements

25. Select and order food at a favourite restaurant
26. Initiate a conversation with friends and family - "What did you do this weekend?", "What did you think of the movie?"
27. Announce the end of an activity - "Finished! Time to clean up!"
28. 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"
29. Give comments and opinions during activities - "Wowee!", "Cool!", "Yuk!", "That smells!"
30. Cheer (or boo) classmates during sport games
31. Greet - "Hi, how are you today?" and say goodbye - "Good-bye", "Good to see you," "Let's get together soon"
32. Ask a friend to play - "Can we play a game?"
33. Ask for help - "Can you help me?"
34. Ask questions - "What's your name?"; "What time is it?"; "When can I play with it?"
35. Ask to read it again - "Read it again!"
36. Draw attention to something they did - "Look what I did"
37. Have a speaking part in a skit/play
38. Indicate "I'm here" during attendance
39. Indicate that work has been finished – "I'm finished"
40. Make funny noises or sound effects during a story
41. Make interjections or funny noises in a song - "E-I-E-I-O" on Old Macdonald

42. Participate in a game and ask for a turn - "My turn"
43. Say poems and rhymes
44. Sing the chorus of a song
45. Tell a joke
46. Tell a riddle
47. Tell about their Show and Tell item
48. Tell something about themselves - "My favourite TV show is ...",
colour, story, activity etc.
49. When mounted next to door, ask to go outside
50. Select a story, video or game
51. Get helpers attention - "I want to tell you something"
52. Ask someone to tell them a joke or chat to them
53. Protest to something that isn't liked - "Stop, I don't like it"

Acknowledgements

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"101+ Ideas for using the BIGmack or other single message voice output communication aids" found on a website somewhere – since lost again.....