

# YETI IN MY SPAGHETTI®

Oh no! How did a yeti get in the spaghetti? This fun game that combines concentration, motor skills, and communication is sure to leave you all laughing! This fun game is a great way to spend some time connecting, talking and laughing. Have fun!

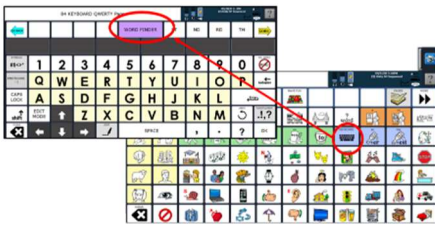
## CORE WORDS

Fall	I
Get	You
Go	My
Help	That
Need	This
Pull	Here
Put	There
Turn	Oh-oh
Want	Crash

## MATERIALS

Yeti in My Spaghetti® Game	Child/Client You AAC Device
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## Model It on the AAC Device



Modeling on your child's device is just "talking" using his/her language! When you say a word with your voice, also say it using your child's device. Look up the words that you are going model using WORD FINDER before you start playing. Start with one word and then add 1-2 words.

# Active with AAC

Reasons to Communicate	One Word	Two Words	Three (+) Words
Getting Wants/Needs Met (requesting objects/activities/ permission/attention, etc., directing action/to stop, request help)	Want Need Here That Put Get Don't Go Pull	I want I need Put here Put that Want that That one Get that Don't pull Go here	I want this one I want that one Put it on Put it here Don't pull too hard Get that one I need help Help me please Not that one
Exchange Information (share and show objects, confirm/deny, request information, etc.)	I You Wow That Yes No Here Get Pull Leave Don't	I go You go That one Yes that Not that Pull here Put here Leave it Don't pull Get it Don't get	I go now It's your go You can go Yes that one Not that one! Pull it here Put it here Leave it there Don't pull fast Get it out slowly Take that one
Social Closeness/Etiquette (greet, take turns, comment, etc.)	I You Again Turn Go Uh-oh Oh no! OMG Awesome Crash	I go You go Go again My turn That awesome That cool It fall/fell It crash This funny He funny	It's my turn You can go That was awesome It fell down! Oh no! I lose Oh no! It fell You made it crash You made it fall Yay I win! He fell in

## Tips to Engage, Expand, and Succeed:

- Oh no! There's a yeti in my spaghetti! This fun game is a perfect time to focus your modeling on the AAC device on social interactions. You can comment in a variety of ways, some suggestions are:
  - Interjections – **uh oh, oh no, OMG, oh my, wow**, and more!
  - Comment on Action/Event – **it fell, crash, it crashed, you did it**, and more
  - Give directions – **pull this one, don't pull fast, careful, pull slow**
- If you are looking for more structure or practice with a few words, this game is a perfect time to model language regarding different concepts. Some suggestions are:
  - Turn taking – **my turn, your turn, I do, you do, you go**
  - Prepositions – **in, on, out, up, down**
  - Describing Words – **fast, slow, easy, hard**
- Remember to give opportunities for your AAC learner to respond. That means wait 10 seconds when you ask a question. And encourage them to answer (model possible answers, look for other forms of communication), but do not require them to answer using the AAC device. The AAC device is an opportunity to communicate, not a form of work. Have fun!

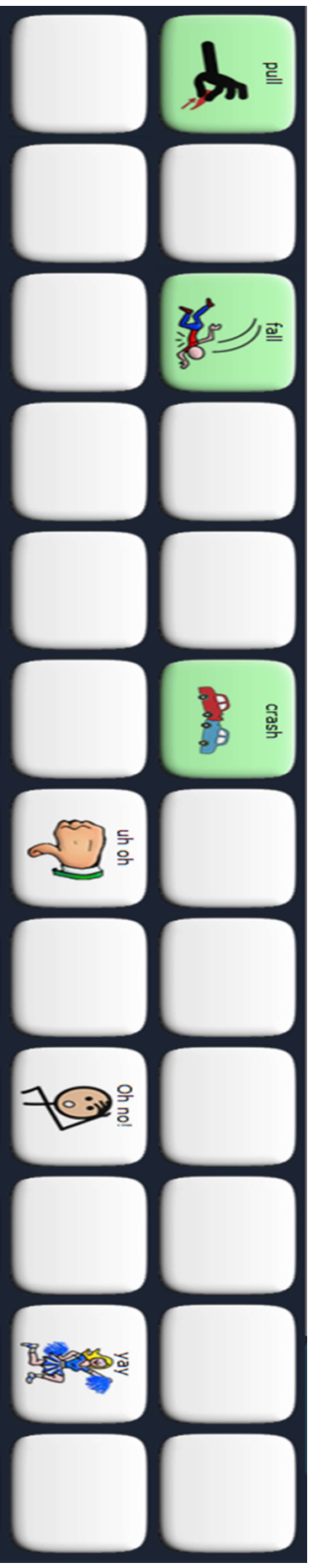
Using a low-tech communication board? Or need some choices to help you communicate during this activity?

The following strips can be used as choice boards or fringe vocabulary for the above activity. If you are using this as fringe vocabulary, you will need one of our low-tech flip books or a single page communication board. These boards are available on our website. Download the boards here: <https://aclanguelab.com/resources/unity-manual-communication-boards> You can add these a flip book. OR, you can Velcro these to the top of a single page low-tech core word board.



*Attached to a one-page communication board.*

You can add tis one to the LAMP WFL, Unity 84, Unity 60 low tech board.



You can add me with the Unity 28 low tech board.

