

Puzzles

Need a fun indoor activity on a cold winter afternoon? Why not break out some puzzles?! Fun and challenging they provide rich opportunities for modeling core vocabulary while also sharpening problem-solving skills. Grab a puzzle or two, your AAC device or low-tech board and have fun with puzzles!

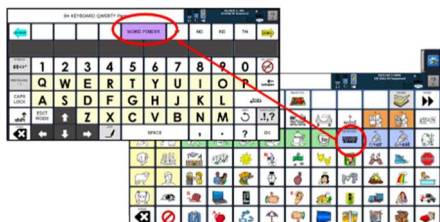
CORE WORDS

It	What
Put	Can
Turn	Need
Look	Make
That	Different
In	Same
There	Find
Help	Get
Where	Here

MATERIALS

Puzzles	You
	AAC User
	AAC Device

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)	Look Need That In Put You Make Help Find Here	Put on/in You help Need+ color/shape Turn it Find same Need that Put there You do Need help Get that	You help me Put that in Put it here I need + color/shape/object Find that one Help me do (it) That go(es) here Try (to) turn it I can help You find it
Exchange Information (share and show objects, confirm/deny, request information, etc.)	You There Here Colors Different Same What Where Find Turn	I/ you do Can try Look that Where go What need Help find Not that Put here Find it Can help	I find it! I get that Put it here That('s) not it That (does)not fit Where (does) it go You can do it I find it What/Where is it What go(es) here
Social Closeness/Etiquette (greet, take turns, comment, etc.)	I You Try Can Help Yes! There Look Awesome Cool	I/you try Look that Need help Help turn Good work Try it Turn it You can Got it All done	I (will) find it You try it You did it I can help I/You can do it I like this! This is fun! We can do it You got it Let's try again!

Tips to Engage, Expand, and Succeed:







- It's helpful to think about what words you would hear others use while putting puzzles together. Puzzles provide a great opportunity to work on problem solving and persistence. Model use of words such as **find**, **turn** (to fit), **same**, **different**, **try**
- Speaking of persistence, puzzles can be challenging. Model words of encouragement **yes**, **awesome**, **you can**, **you got it**, as well as asking for **help**.
- Concepts that can be addressed during puzzle play include:
 - Asking Questions: model asking questions: **where**, **what**, **how**
 - Describing words: Inset puzzles of different objects or animals can be described **big dog**, **little cat**, **green hat**. Some frame puzzles also have one picture per piece that can be described.
 - Categorizing and matching: organizing pieces by **color**, **size**, **shape**, **edge pieces**. Matching inset puzzle pieces to their shape or coordinating picture to target **same and different**
- Inset jigsaw puzzles are a great way to introduce puzzles. Chunky puzzle pieces are easier to grip and manipulate. Frame puzzles help build jigsaw puzzle skills as they offer a guide to where the pieces will fit. Color coding frame puzzle pieces can provide additional support.
- Whatever puzzle you choose make sure you model core words and have fun!

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://aaclanguagelab.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.



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

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

	 <p>great</p>
 <p>try</p>	
	 <p>that</p>
	 <p>same</p>
 <p>find</p>	
	 <p>where</p>