



Unity[®] 2.0 – Vocabulary Workbook



Unity[®]

84 Sequenced

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Updated for US Version by
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Welcome to Unity®!

Welcome to your new Unity® vocabulary!

We are excited to be going on this journey with you and look forward to helping guide you through the new vocabulary with this helpful workbook.

The Unity® vocabulary is available on several sizes of devices – and while each device may look slightly different, the way the words are organized and laid out is the same across each piece of hardware. The Unity® vocabulary is available in a number of sizes – and while each vocabulary size will have a slightly different layout the rules behind the vocabulary will be the same. This workbook will focus on the Unity® 84 Sequenced Vocabulary.

If you would like to learn about how to do other things with your talker such as:

- Changing buttons
- Adding new words
- Changing how words are pronounced
- Locking the talker so only Unity® can be used
- Backing-up your vocabulary

You will need to find information specific to your communication device.

You can do this by:

- Visiting our website and accessing our helpful 'Quick Reference Guides'
- Looking for helpful videos on YouTube
- Attending a FREE online webinar with us which you can find details of through our website
- Calling us on the number at the start of this booklet and arranging face to face training with one of our experienced AAC Consultants (for devices running the Unity® vocabulary this training is usually FREE).

Activity 1 – Information about your device

Make a note here of the type of device you are using and (if you have one) the serial number – this will be useful in the future if you need to contact us for any information

Type of talker being used	<i>i.e. Accent 800</i>
Access method	<i>i.e. touch / eyegaze / switch</i>
Serial Number <i>This is usually found on the back of the talker</i>	
Date the talker was purchased	
Who purchased the talker	<i>i.e. Self-funded / NHS / School / Charity Funding</i>

Unity® – Vocabulary Files

Within Unity® there are 2 main vocabulary options which are available in a number of sizes.

It is not expected that you start at one level and work through each - a vocabulary level DOES NOT need to be mastered before transitioning to the next one.

Instead the decision on where to start will be influenced by factors such as ability to attend to sequenced steps, need for immediate reinforcement, and access to vocabulary. Always start at the highest level where the individual demonstrates a moderate level of success.

The 2 main options are:

One-hit

Available in either a 4, 8, 15, 28, 36, 45, 60, 84 or 144 buttons per page. A word is spoken when you select a button. This means that words and sentences can be generated quickly using a small selection of words. Other words are still available within the vocabulary but you may have to say a word to get to other words – such as “eat – apple” to say apple.

Sequenced

Available in either a 28, 36, 45, 60, 84 or 144 buttons per page. This vocabulary gives access to thousands of words and offers a robust vocabulary and full range of grammatical markers. Most words require selecting two buttons before a word is spoken but some, less frequently occurring words may require 3 or 4 buttons to be selected.

It may be that your Speech Therapist or AAC professional has helped you to decide which version to use.

If you are unsure where to start or have not had any input from a Speech Therapist or AAC professional, we would advise trying the sequenced vocabulary initially. This is because you will be learning where the words are as part of short sequences which in the long term means you will have more words available.

This booklet focuses on the **Unity® 84 Sequenced** Vocabulary.

Unity® – Guiding Principles

There are several characteristics which are really important about the Unity® vocabulary and make it so effective.

1. *A word-based program.*

Unity® encourages you to learn each word individually, rather than encouraging a lot of pre-stored 'phrases'. This means you can combine words in any way you wish to say anything you like!

2. *Core words are prioritized*

Within the vocabulary a priority is placed on core vocabulary and so core vocabulary words can be accessed more easily (usually 2 button hits). Fringe (topic) words are still available but they may require more buttons to be pressed in sequence – although it is still unlikely to be more than 3 buttons which must be pressed in a sequence. This is because core words are used more frequently in speech.

3. *One motor plan per word.*

Each word is produced by its own unique combination of buttons. This allows for the development of quick effortless communication.

4. *No motor plan changes as language develops.*

Once a word is learned it is learned for life. More motor plans may be learned as the vocabulary develops, but the ones already learned will not change.

5. *No carrier phrases.*

You do not have to hear a word to get a word

6. *Easy personalization*

There are a number of 'My..' pages which have been created to allow easy insertion of personalized vocabulary. Storing personalized words here allows for the motor plan for these words to remain constant across levels.

Activity 2 – Principles Quiz!

Try answering the above questions about the principles behind Unity® – you can look back over the previous page if you need to!

Questions		True	False
1	Unity® uses lots of pre-stored sentences and phrases.	<input type="checkbox"/>	<input type="checkbox"/>
2	Core words are easier to access (i.e. they need less buttons in a sequence) than Fringe (topic) words.	<input type="checkbox"/>	<input type="checkbox"/>
3	Each word has its own unique combination of buttons.	<input type="checkbox"/>	<input type="checkbox"/>
4	The way you combine buttons to say a word will change as the vocabulary develops and you learn more words.	<input type="checkbox"/>	<input type="checkbox"/>
5	It's difficult to find places to put personal vocabulary and words	<input type="checkbox"/>	<input type="checkbox"/>
6	Because you are learning to say single words, Unity® allows you to make any sentences you wish.	<input type="checkbox"/>	<input type="checkbox"/>

Unity® – How the vocabulary is organized

The rules governing the language structure are for the benefit of the individual teaching the language and to help us to feel confident at modelling the vocabulary.

You don't need to worry about teaching these rules to the person who will be using Unity® – instead we recommend that words be **taught** by emphasizing and showing the individual the motor pattern.

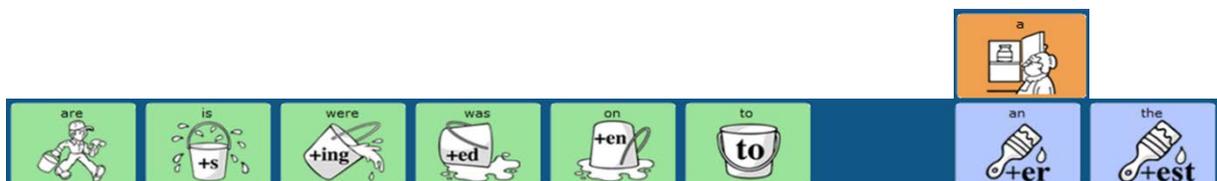
But for us, as the people modelling the new vocabulary, it can help us to know a little bit about the rules behind the vocabulary.

The basic structure of the vocabulary is:

Unity® is organized in layers. The top layer or home screen is *always* the starting point. This allows for the pattern of a given word to remain consistent.



The home screen of Unity® has several high-frequency words that can be said with 1 hit (i.e. the word speaks on the first press). These are: are/is/were/was/to/an/the/a.



The +s button adds an "s" to the end of a word to make it plural.



The KEYBOARD key goes to a keyboard.



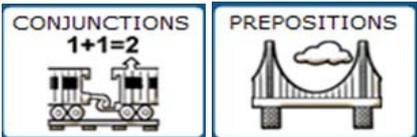
The CLEAR button deletes all the words in the sentence bar at the top of the page.

Unity® – Color codes

There are 5 underlying rules which can help you understand where other words may be located.

We're going to have a look at each one and have some time practicing and getting familiar with how each pattern works.

Before that though let's take a quick look at the colors of some of the buttons as this will help us to understand the rules.

Color	What does it mean?	What might it look like?
Green	Action words (verbs)	
Blue	Describing words (adjectives)	
Orange	Noun categories	
Yellow	People words (pronouns)	
Coloured image on white background	Category buttons	
Black and white	Grammar words (small parts of speech)	

Let's look of the rules of Unity® and see the different button types in action!!

Unity® – The 5 rules

There are 5 underlying rules which can help you understand Unity®.

Pattern 1	Category Icon + Green/Blue/Orange
Pattern 2	Nouns
Pattern 3	Pronouns
Pattern 4	Pronoun Phrases
Pattern 5	Parts of Speech - Grammar Label + Category Icon

Over time, as you use Unity® some patterns will become more familiar than others but let's take some time to look at each of them now.

You will need to have access to either a device with Unity® on it or be able to access the Unity® software on our free emulation software to complete the next activities.

To download our free software visit

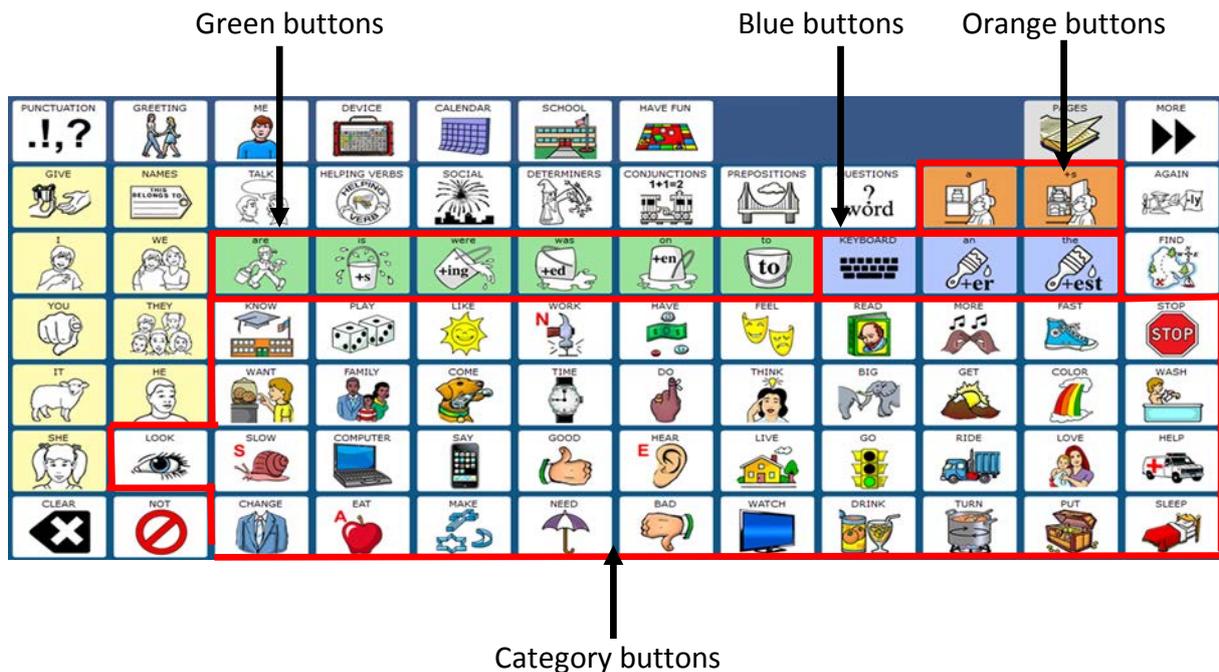
PASS Software if using NuVoice: <https://www.prentrom.com/support/PASS/software-update/download-nuvoice-pass-software>

Empower Demo Software if using Empower: <https://www.prentrom.com/prc-advantage/empower-demo>

If you are using a communication device, make sure you save a back up of the vocabulary before you begin to explore the vocabulary. Make sure the whole vocabulary is unmasked (i.e. turn vocabulary builder off; you may need to refer to a quick reference guide for instructions on how to do this – you can find these on our website).

Pattern 1 - Category + Green/Blue/Orange

When you look at the home page of Unity® you can see the category buttons and the green, blue and orange buttons we talked about earlier on.



When we hit one of the category buttons the green, blue and orange buttons give us an action word (green button), describing word (blue button) and noun category (orange button) which is related to the category button.

Let's look at this in action.

Hit the 'apple' button on your talker.



After you hit 'apple' you will see how the display changes. Look at the words on the green, blue and orange buttons.



Our green action word becomes 'eat' (with all the different forms of eat coming after it).

Our blue describing word becomes 'hungry' (with the -er and -est forms coming after it).

Our orange noun category word is 'food' (with the -s version coming after it).

Each collection of colored buttons has revealed words which you may associate with eating.

**You'll notice some buttons have labels in CAPITAL LETTERS on them. This means that the button won't speak when you hit it but will take you to another display/layer where you'll find that word. Buttons with LOWER CASE LETTERS speak when you touch them.

Activity 3 – Practicing Pattern 1

Try hitting each of these category buttons in turn and seeing what words they generate. Write the words you find the table below. The first one has been done for you

Category Button	Green Action Words	Blue describing words	Noun category words
	<i>Eat, eats, eating, ate, eaten, to eat</i>	<i>Hungry, hungrier, hungriest</i>	<i>Food, foods</i>
			
			
			
			
			

Activity 4 – Guess the category!

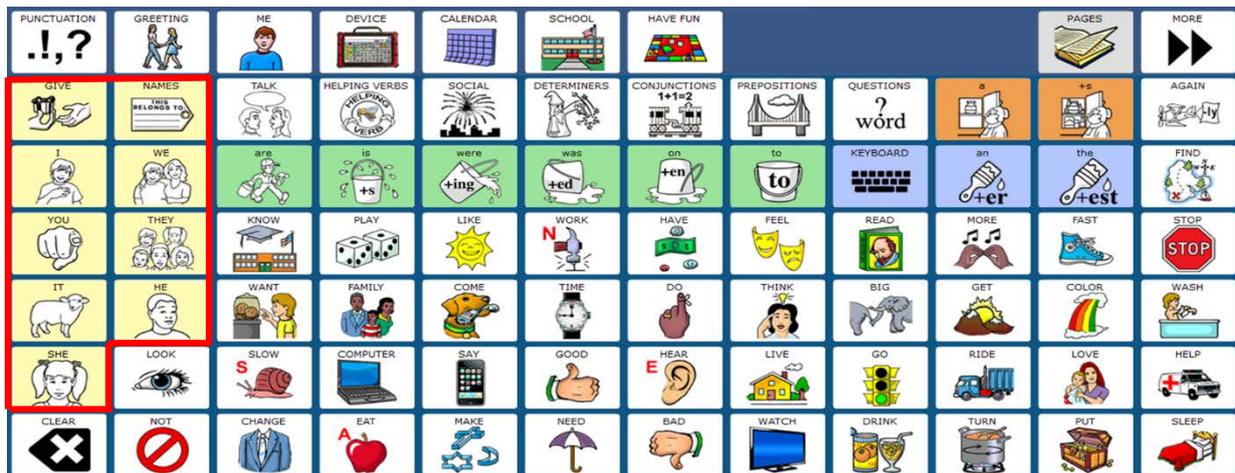
What topic words do you think these category buttons lead to?

(The pictures on the buttons will give you a clue!).

<p>PLAY</p> 	
<p>COME</p> 	
<p>FEEL</p> 	
<p>WATCH</p> 	
<p>COLOR</p> 	
<p>NEED</p> 	

Pattern 3 - Pronouns

The yellow buttons to the left of the home screen are the pronoun buttons. Pronouns are words which we use instead of the name of something such as 'I', 'you', 'he' and 'she'.



There are lots of different pronouns we use depending on the situation and we can create all of these simply by combining the pronoun buttons in different ways. Luckily there are some simple rules we can follow.

**In the early days of language learning you will not use all the forms of the pronouns. But as language skills develop you may wish to model them later.

It doesn't matter if you don't know what each type of pronoun is – so long as you can find them when you find yourself using them!

Have a quick look at the following combinations and then complete the grid with the words you have found (we've done some of the first row as an example for you!).

There are 5 different ways we can combine the pronoun buttons:

1. Double hitting a pronoun button

Hitting the same pronoun button twice will give you *subject* pronouns

2. Pronoun button and 'GIVE'



Hitting a pronoun button and then the button will give you *object* pronouns.

3. 'GIVE' and pronoun button



Hitting the button and then a pronoun button will give you *reflexive* pronouns.

4. Pronoun button and 'NAMES'



Hitting a pronoun button and then the button will give you *possessive adjectives*.

5. 'NAMES' and pronoun button



Hitting the button and then a pronoun button will give you *possessive pronouns*.

Let's practice each of them and see if you can complete the grid with the words you find in the next activity.

Activity 5 – Find the pronouns!

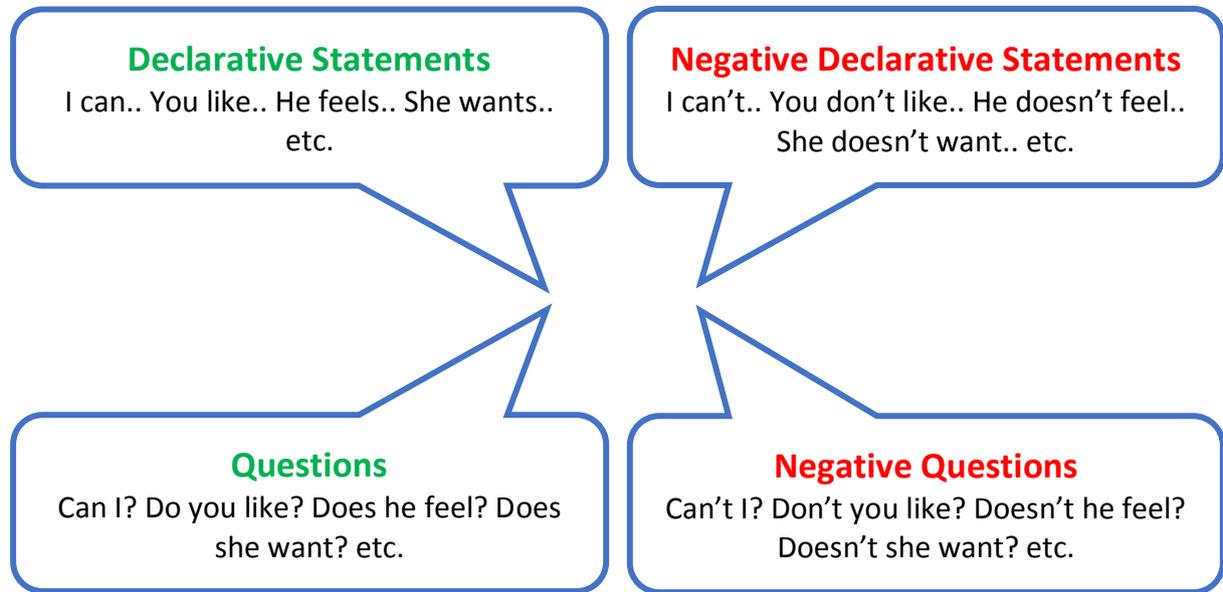
Try the following button combinations and see which pronouns you can find. (Hint - a greyed out square means there'll not be a pronoun here)

Button combination	Pronoun button								
									
Subject (double hit on any pronoun button)		I	You	It					
Object pronoun button + 									
Reflexive  pronoun + button									
Possessive Adjective pronoun button + 									
Possessive Pronoun  pronoun + button									

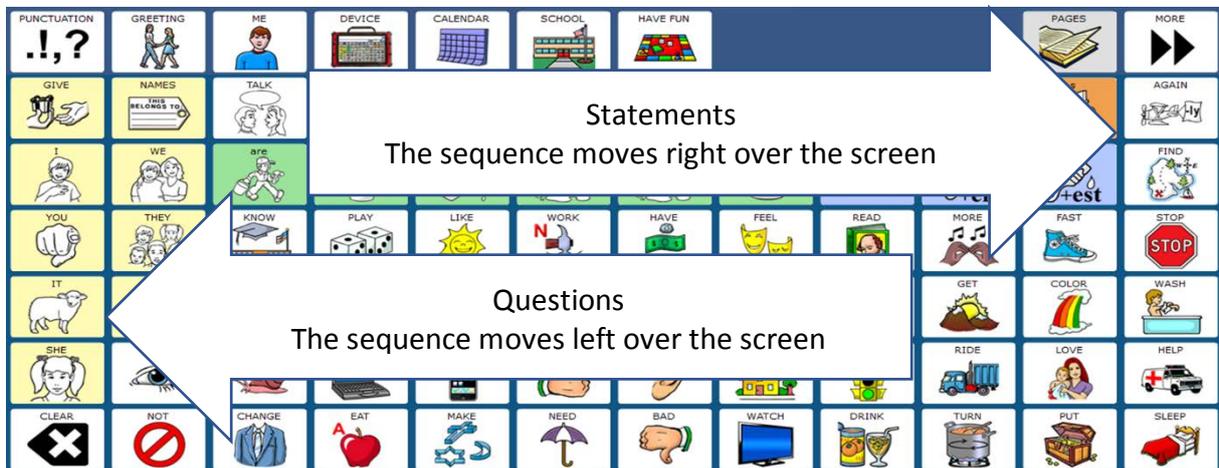
You should now have a better idea of where to find each word – as we said before, it doesn't matter if you know what each type of pronoun is – the important this is you can find it to model it, when you need it

Pattern 4 – Pronoun Phrases

While Unity® prioritizes producing single words, there are a small selection of ‘Pronoun Phrases’ which are included in the vocabulary. These are:



There is a simple rule to help you remember the patterns for each of the phrases.

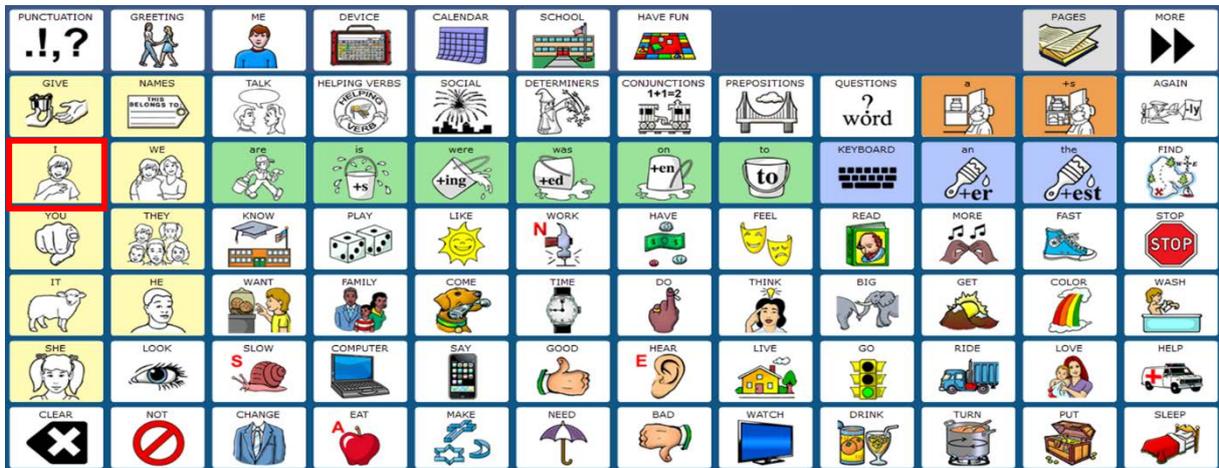


Which means that for statements, you will begin by selecting a pronoun button, which is on the left, and then move right across the screen to hit a category button.

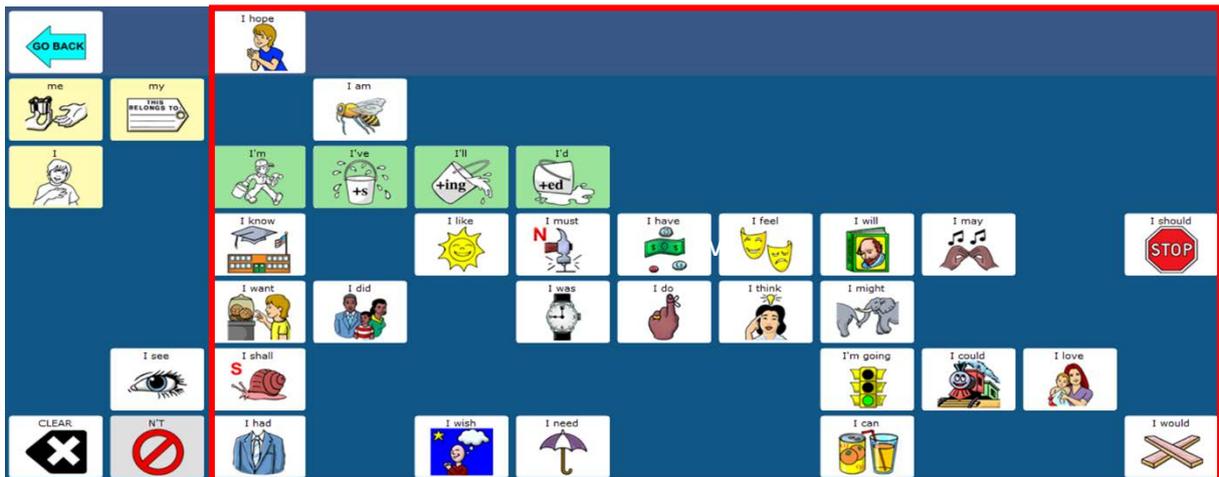
For questions it’s just the opposite! You will begin by selecting a category button on the right and then move left across the screen to select a pronoun button.

Let’s look at this in action.

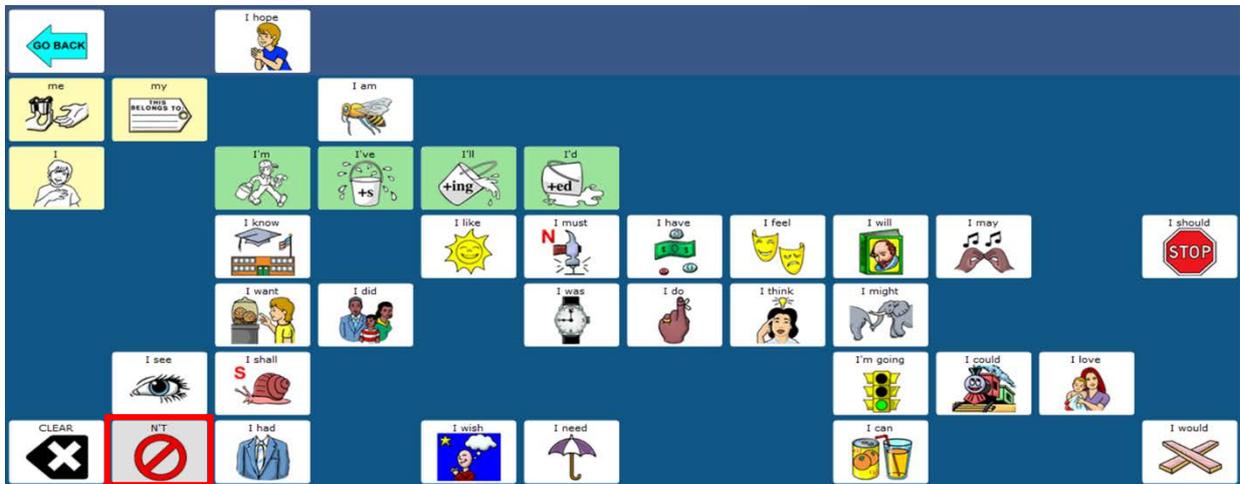
Select the 'I' button on your device.



After you select 'I' you will see how the display changes. Look at the words to the right of the screen. A number of phrases have appeared – these are the declarative statements.



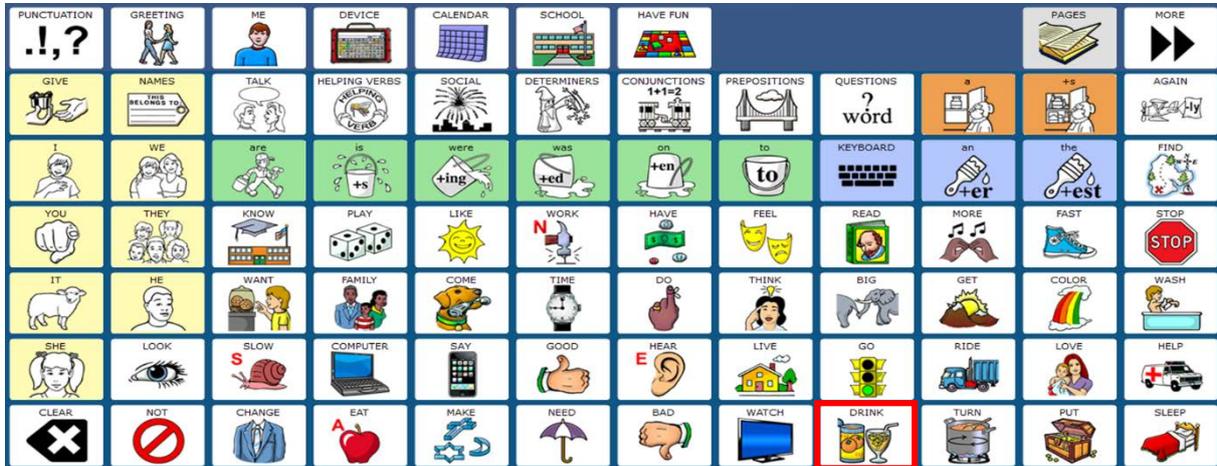
We can make these statements negatives by selection the pronoun, then the 'not' button. Try it now. (pronoun, not, negative pronoun phrase)



As you can see the statements have now become negatives.



For question phrases we simply reverse the pattern. Select the 'drink' button on your device.



If you look the left of your screen you will see your pronoun buttons have now become question phrases.



We can make these questions negatives by selecting the verb, then the 'not' button. Try it now. (i.e. drink, not, pronoun)



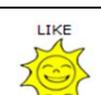
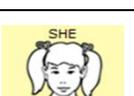
As you can see the questions have now become negatives.



Take some time to explore the different pronoun phrases you can create and then try the following activity.

Activity 6 – Pronoun Phrases!

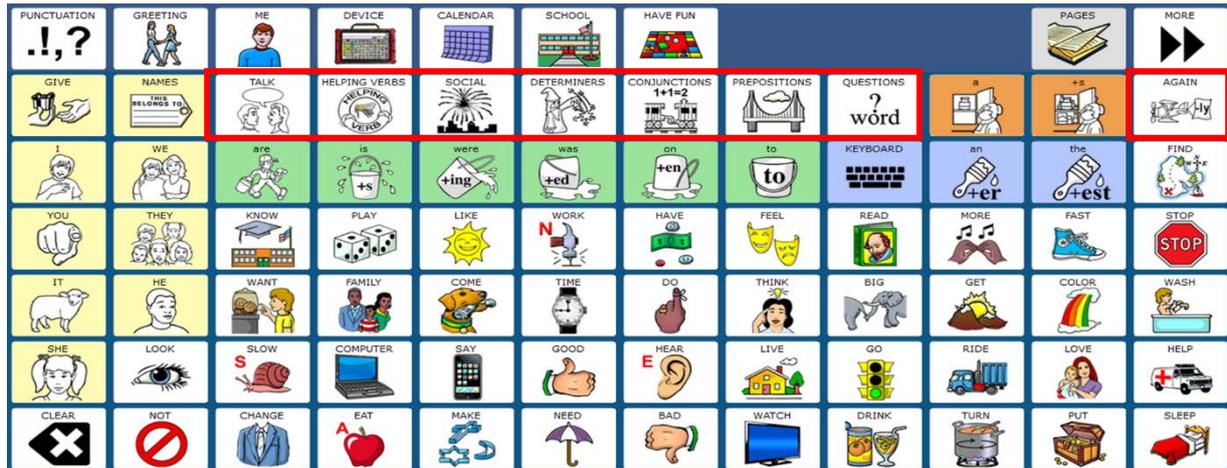
Let's try using the following button combinations to make declarative statements and questions. Try adding the 'not' button into the sequence to make them negative. Complete the grid with the phrases you find.

Buttons to combine	Declarative Statement	Negative Declarative Statement	Question	Negative Question
 	<i>I can</i>	<i>I can't</i>	<i>Can I?</i>	<i>Can't I?</i>
 				
 				
 				
 				
 				
 				

Pattern 5 – Parts of Speech

The final pattern helps us find the parts of speech – the small words which help us to build complex sentences and add details such as position.

The buttons which will lead to parts of speech are easy to identify – the pictures are black and white on a white background.



Each button leads to a different group of words

- 

TALK

Sentences
- 

HELPING VERBS

Helping verbs
- 

SOCIAL

Interjections
- 

DETERMINERS

Determiners
- 

CONJUNCTIONS
1+1=2

Conjunctions
- 

PREPOSITIONS

Prepositions
- 

QUESTIONS
? word

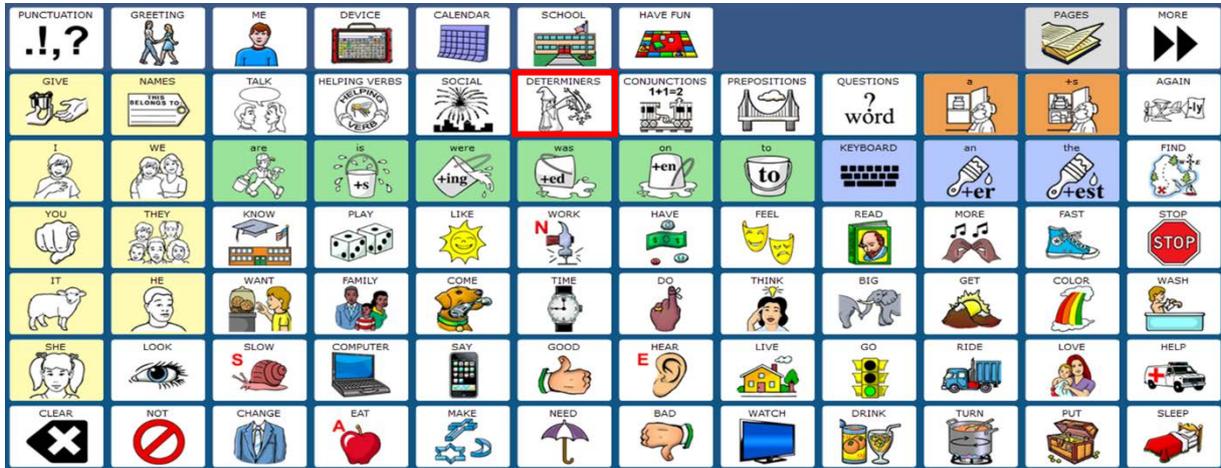
Question Words
- 

AGAIN

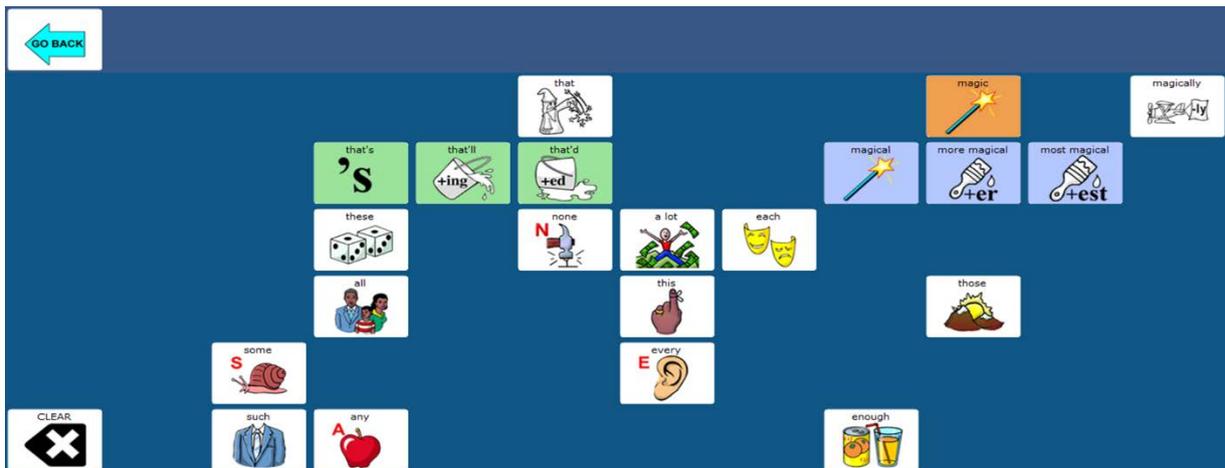
Adverbs

Let's have a look for some now.

Select the 'wizard' button on your device.



As you can see you now have access to lots of determiners (you'll also notice the blue describing button and the orange noun button have provided with some 'magic' related words).



Activity 7 – Finding the Parts of Speech

Take time to see which words appear after you select each of the following buttons. Write 5 of the words from each group in the table (you may want to choose the ones you feel will be most useful for you). There's a few examples to get you started.

Button	Part of Speech	What words?
<p>TALK</p> 	Sentences	<i>Tell me more.</i>
<p>HELPING VERBS</p> 	Helping verbs	<i>Am</i>
<p>SOCIAL</p> 	Interjections	<i>Ouch!</i>
<p>DETERMINERS</p> 	Determiners	
<p>CONJUNCTIONS</p> <p>1+1=2</p> 	Conjunctions	
<p>PREPOSITIONS</p> 	Prepositions	
<p>QUESTIONS</p> <p>? word</p>	Question Words	
<p>AGAIN</p> 	Adverbs	

Useful tools

Within the Unity® vocabulary there are 2 useful tools which can help you become familiar with the vocabulary.

Vocabulary Builder

This tool allows you to only have a small selection of words visible which means you only have a few words to focus on. This can be useful when learning motor patterns for new words or perhaps when trying to target specific vocabulary words within an activity.

The vocabulary builder tool within Unity® has some fantastic 'pre-made' sets which generate a list of core words that can be used within specific activities. By simply switching between the sets you can easily access relevant language for the targeted activity!

If you prefer to build your own list of words you can also do this simply using vocabulary builder to 'spell to make a set'.

If you do not know how to use vocabulary builder you can download the guide by visiting the appropriate website

If using

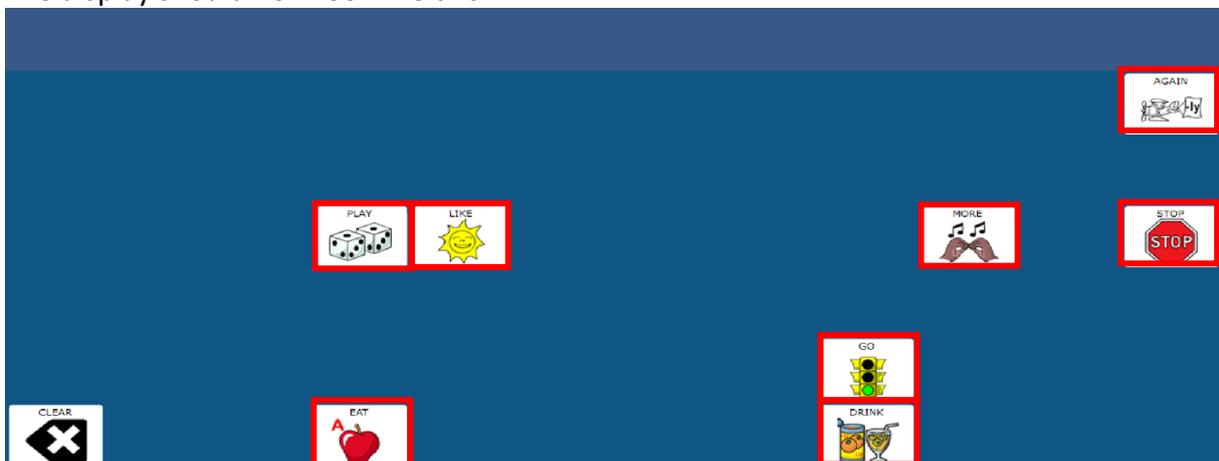
Empower: <http://file.prentrom.com/2186/Accent%20Unity%20QRG-Empower.pdf>

NuVoice: <https://www.prentrom.com/support/unity/download-unity-vocabulary-builder-quick-reference-guide>

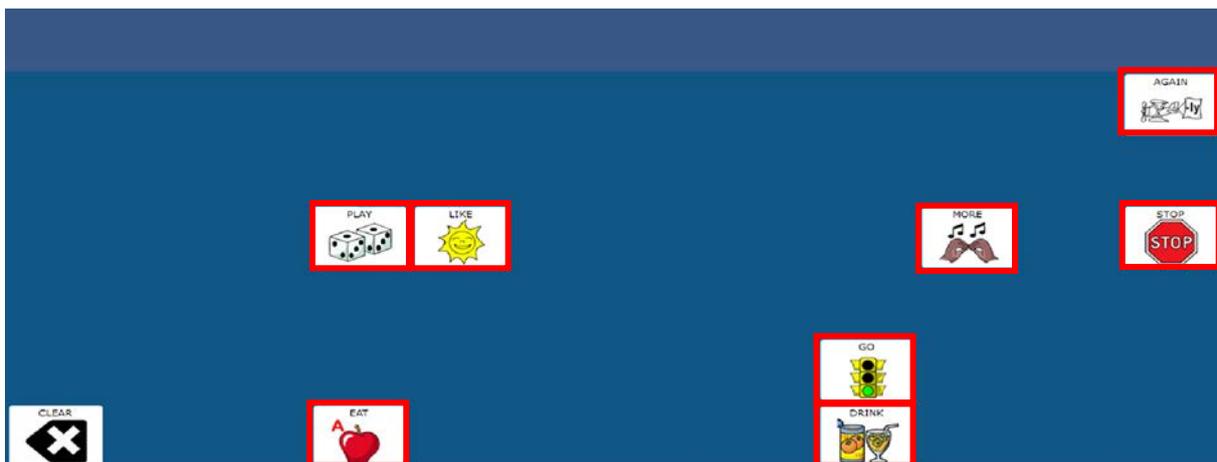
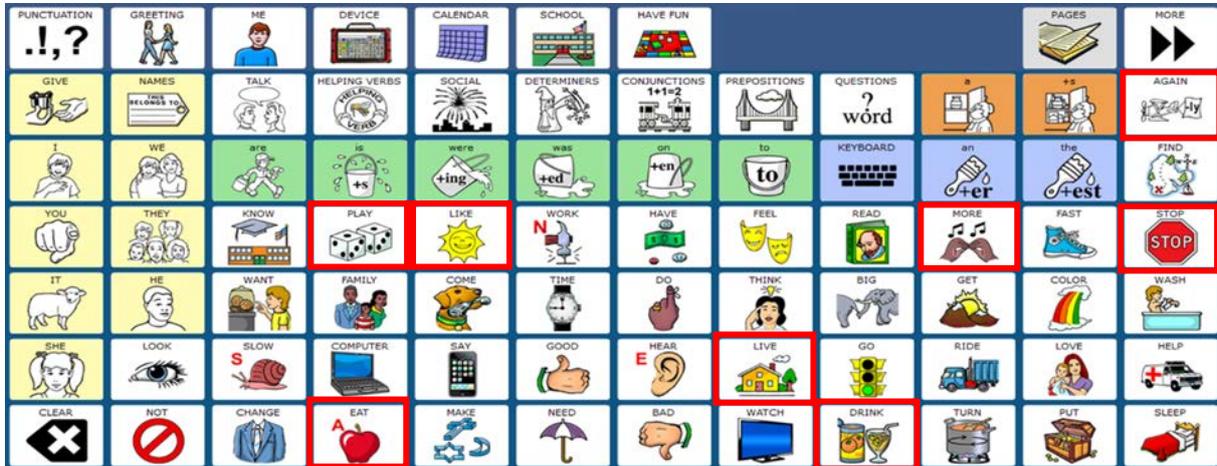
Try to use vocabulary builder to show these words.

More	Eat
Go	Drink
Stop	Play
Again	Like

The display should now look like this



If you compare the screen with all words visible with the screen where we have masked words you will see the buttons remain in the same location – we have simply ‘hidden’ the ones we don’t want to work on at this time.



You can now add more words to be unmasked if you so wish or simply show all the words again by turning vocabulary builder off.

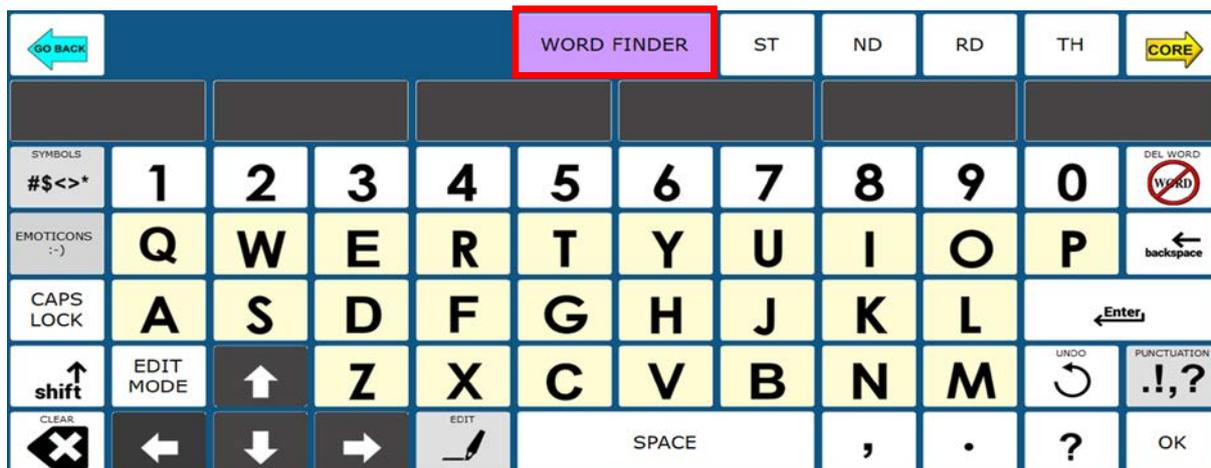
Word finder

The word finder tool allows you to easily search for words and be shown the sequence of buttons you must hit to say the word.

Word finder is simple to use. To search for a word simply go to the keyboard.



Go to word finder



Type the word you are looking for and select OK.

You can then see the icon sequence needed to say the word.

For extra guidance you can either select 'Show me' which will show you the sequence, or 'Guide me' which enables you to physically practice the sequence.

Try to use word finder to find these words.

Dog
Out
Look
Funny

Hello
Play
Different
Get

Congratulations!

You should now have a greater understanding of the Unity® vocabulary, including its principles, the patterns within the vocabulary and useful tools which can help you get the most out of Unity®.

As you begin to use the vocabulary you will see your motor patterns develop and you will notice how your own speed of using the vocabulary increases with time.

For ideas about activities you can use to teach language or for useful planning tools to help you choose which words to work on, you can visit:

https://www.prentrom.com/education/education_overview

You can also follow us on social media and receive regular ideas and activities straight to your news feed!

Look for PRC on Twitter, Facebook and Instagram.

If you would like a certificate of completion you can email us at info@prentrom.com and we will provide you with one for your records.

Good luck with Unity® and have fun!

Appendices

Answers

Activity 2	32
Activity 3	33
Activity 4	34
Activity 5	35
Activity 6	36
Activity 7	37

Activity 2 – Answers!

Questions		True	False
1	<p>Unity® uses lots of pre-stored sentences and phrases.</p> <p><i>The vocabulary focuses on single words. This is really important as it means that you can learn the meaning of each individual word and then combine it any way you wish into lots of different sentences.</i></p>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
2	<p>Core words are easier to access (i.e. they need less buttons in a sequence) than Fringe (topic) words.</p> <p><i>Because we use core words more frequently in speech, Unity® prioritizes these, meaning core words can typically be accessed using less buttons in a sequence.</i></p>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
3	<p>Each word has its own unique combination of buttons.</p> <p><i>You can only say each word one way. This means it's easier to learn and remember words and once you learn a word it will never change!</i></p>	<input checked="" type="checkbox"/>	<input type="checkbox"/>
4	<p>The way you combine buttons to say a particular word will change as the vocabulary develops and you learn more words.</p> <p><i>As new vocabulary is added this won't change how words which have already been learned are accessed.</i></p>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
6	<p>It's difficult to find places to put personal vocabulary and words</p> <p><i>There are a number of 'My..' pages which have been created to allow easy insertion of personalized vocabulary. Storing personalized words here allows for the motor plan for these words to remain constant and consistent across levels</i></p>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Activity 3 – Answers!

Category Button	Green Action Words	Blue describing words	Noun category words
	<i>Eat, eats, eating, ate, eaten, to eat</i>	<i>Hungry, hungrier, hungriest</i>	<i>Food, foods</i>
	<i>Drink, drinks, drinking, drank, drunk, to drink</i>	<i>Thirsty, thirstier, thirstiest</i>	<i>Beverage, beverages</i>
	<i>Sleep, sleeps, sleeping, slept, to sleep</i>	<i>Tired, more tired, most tired</i>	<i>Furniture</i>
	<i>Play, plays, playing, played, to play</i>	<i>Easy, easier, easiest</i>	<i>Toy, toys, game, games</i>
	<i>Turn, turns, turning, turned, to turn</i>	<i>Hot, hotter, hottest</i>	<i>Dish, dishes</i>
	<i>Run, runs, running, ran, to run</i>	<i>Fast, faster, fastest</i>	<i>Sport, sports</i>

Activity 4 – Answers!

What topic words do you think these category buttons lead to?

(The pictures on the buttons will give you a clue!).

<p>PLAY</p> 	<p><i>Toys and Games</i></p>
<p>COME</p> 	<p><i>Animals</i></p>
<p>FEEL</p> 	<p><i>Feelings</i></p>
<p>WATCH</p> 	<p><i>Things we watch on TV</i></p>
<p>COLOR</p> 	<p><i>Colors</i></p>
<p>NEED</p> 	<p><i>Weather</i></p>

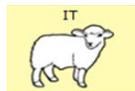
Activity 5 – Answers!

Try the following button combinations and see which pronouns you can find. (Hint - a greyed out square means there'll be no word here)

Button combination	Pronoun button								
									
Subject (double hit on any pronoun button)		I	You	It	She		We	They	He
Object pronoun button + 		Me	You	It	Her		Us	Them	Him
Reflexive  pronoun + button		Myself	Yourself	Itself	Herself		Ourselves	Themselves	Himself
Possessive Adjective pronoun button + 		My	Your	Its	Her		Our	Their	His
Possessive Pronoun  pronoun + button		Mine	Yours	Its	Hers		Ours	Theirs	His

Activity 6 – Answers!

Have a go at using the following button combinations to make declarative statements and questions. Try adding the 'not' button into the sequence to make them negative. Complete the grid with the phrases you find.

Buttons to combine	Declarative Statement	Negative Declarative Statement	Question	Negative Question
 	<i>I can</i>	<i>I can't</i>	<i>Can I?</i>	<i>Can't I?</i>
 	<i>You feel</i>	<i>You don't feel</i>	<i>Do you feel?</i>	<i>Don't you feel?</i>
 	<i>It will</i>	<i>It won't</i>	<i>Will it?</i>	<i>Won't it?</i>
 	<i>We need</i>	<i>We don't need</i>	<i>Do we need?</i>	<i>Don't we need?</i>
 	<i>They want</i>	<i>They don't want</i>	<i>Do they want?</i>	<i>Don't they want?</i>
 	<i>He likes</i>	<i>He doesn't like</i>	<i>Does he like?</i>	<i>Doesn't he like?</i>
 	<i>She does</i>	<i>She doesn't</i>	<i>Does she?</i>	<i>Doesn't she?</i>

Activity 7 – Answers!

Take time to see which words appear after you hit each of the following buttons. Write 5 of the words from each group in the table (you may want to choose the ones you feel will be most useful for you). There's a few examples to get you started.

Button	Part of Speech	What words?
<p>TALK</p> 	Sentences	<i>Tell me more, I agree</i>
<p>HELPING VERBS</p> 	Helping verbs	<i>Am, can, will, might, should</i>
<p>SOCIAL</p> 	Interjections	<i>Duck! Ha ha ha, hello, goodbye, awesome</i>
<p>DETERMINERS</p> 	Determiners	<i>That, these, this, those</i>
<p>CONJUNCTIONS</p> <p>1+1=2</p> 	Conjunctions	<i>And, because, but, or, either</i>
<p>PREPOSITIONS</p> 	Prepositions	<i>In, under, over, top, bottom</i>
<p>QUESTIONS</p> <p>?</p> <p>word</p>	Question Words	<i>Who, what, where, why, when</i>
<p>AGAIN</p> 	Adverbs	<i>Always, often, very, quite, just</i>