

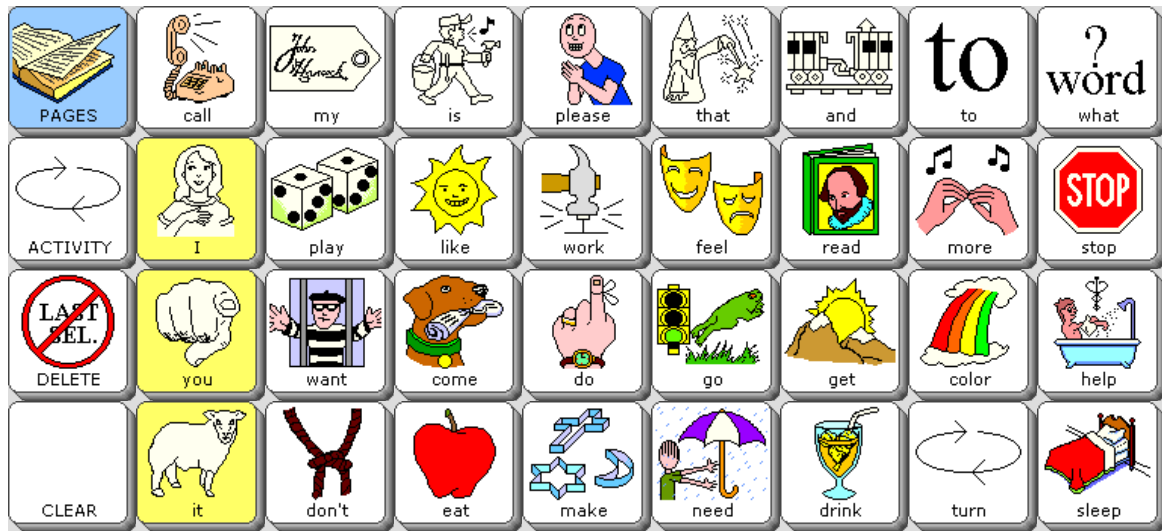
Quick Reference Guide to Unity Icons

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Vantage/Vanguard Unity 45 1-Hit Core











Unity 45 1-Hit Icon Information

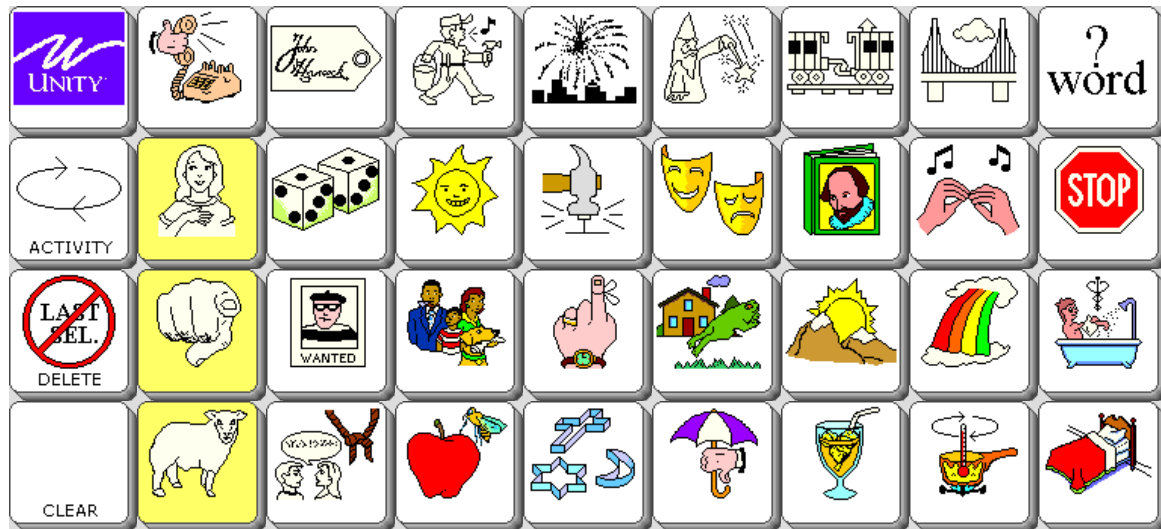
ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	PAGES	PAGES	Key link to PAGES page.	You can see the PAGES in the open book.
	PHONE32	PHONE	call	You can call people on the PHONE.
	POSS_M4	POSSESSIVE	my	MY name tag is on MY bag.
	VERB_M1	VERB	is	Mr. Action Man IS always doing something. He stands for action VERBS.
	PLEASE	PLEASE	please	The person on the PLEASE icon looks like he is begging.
	DETERMINER	DETERMINER	that	The DETERMINER icon is a wizard with a wand. He is always pointing to THAT.
	CONJUNCTION	CONJUNCTION	and	The train cars are joined together so they stand for CONJUNCTIONS – words that join other words together.
	TO3	TO	to	TO = to.
	QUEST_M1	QUESTION WORD	what	The QUESTION WORD icon stands for questions like WHAT.
	RETUR_M1	RETURN	CHOOSE ACTIVITY-tool	The turning arrows of the RETURN icon mean change. This key, CHOOSE ACTIVITY, is a tool that scrolls through the activity row.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	IFEML_1	I	I	I = I pronoun.
	DICE_M1	DICE	play	The DICE icon represents play and games.
	SUN	SUN	like	Everybody LIKEs a SUNny day.
	HAMMR_M1	HAMMER	work	People do WORK with a HAMMER.
	MASKS_M1	MASKS	feel	The MASKS icon = FEELings because one mask has a happy face, and one has a sad face.
	BOOK	BOOK	read	The BOOK icon = READ and things to read.
	MOREMUSI	MOREMUSIC	more	The MOREMUSIC icon has the American Sign Language symbol for MORE combined with music notes because most people want to hear MORE music.
	STOP_M1	STOP	stop	The STOP sign = STOP.
	DELTSELE	DELETE LAST SELECTION	Delete last selection- tool	The Delete Last Selection key takes off the last thing you did.
	YOU_M1	YOU	you	YOU = the pronoun you.
	WANT_M3	WANT	want	The WANTED man WANTs out of jail.
	DOG_M1	DOG	come	You call your dog to COME.
	REMEMBER	REMEMBER	do	You will REMEMBER to DO it if you tie a string around your finger.
	FROG_M3	FROG	go	The FROG is GOing.
	MORNG_M3	MORNING	get	We GET up in the MORNING.
	RANBO_M1	RAINBOW	color	A RAINBOW is made up of many COLORS.
	BATH_M4	BATH	help	You may need HELP in the BATHroom.
	BLANK	BLANK	CLEAR DISPLAY tool	BLANK = a blank icon








Van... Unity 45 1-Hit Core Icons
 June 06 – PASS 4.03.2














ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	IT_M1	IT	it	IT is a sheep. We don't know if the sheep is a male or a female.
	KNOT_M2	KNOT	don't	KNOT = negative words.
	APPLE_M2	APPLE	eat	You can EAT an APPLE.
	GOD_M3	GOD	make	People MAKE cookies to celebrate holidays (GOD and religion are the reason for a lot of holidays.)
	NEED	NEED	need	You NEED an umbrella when it is raining.
	JUICE_M1	JUICE	drink	You DRINK JUICE.
	RETUR_M1	RETURN	turn	The icon RETURN shows TURNing arrows.
	BED_M1	BED	sleep	You SLEEP in a BED.












Vantage/Vanguard Unity 45 Two Hit - Core








Unity 45 Two-Hit Icon Information

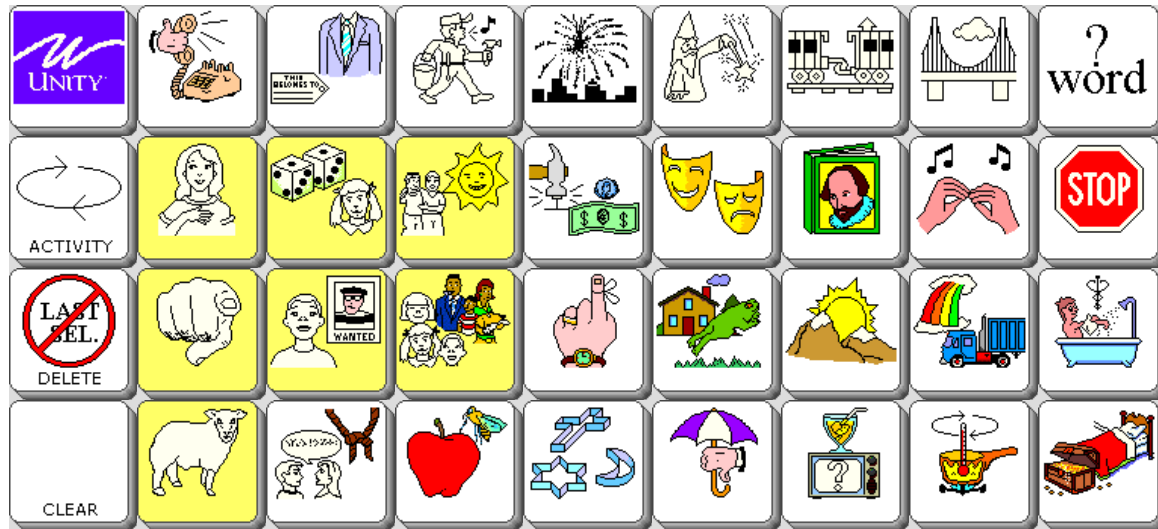
ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	UNITY	UNITY	Hidden categories, key link to Pages page	UNITY is the PRC symbol for the Unity language system.
	PHONE_M1	PHONE	1 st hit – small appliances 2 nd hit – communication devices	PHONE = communication words. You can talk to someone on the PHONE. The THUMBS UP icon = positive words like “good” and “okay.”
	POSS_M4	POSSESSIVE	Names; also shows possession.	You can see a name on the POSSESSIVE icon name tag. MY name is on MY name tag.
	VERB_M1	VERB	Mr. Action Man is a verb ending; also the 1 st hit for linking verbs.	VERB = actions. Mr. Action Man is walking, working, whistling, and carrying.
	INTERJ_M1	INTERJECTION	INTERJECTIONS	INTERJECTIONS are words that pop up in conversation just like fireworks.
	DET_M1	DETERMINER	DETERMINERS	DETERMINERS point out other words, just like Mr. Wizard is pointing with his wand. Examples: “this, these, that, those.”
	CONJ_M1	CONJUNCTION	CONJUNCTIONS, numbers	The CONJUNCTION icon shows two train cars joined together. CONJUNCTIONS like “and, or, both” join words together. Numbers are associated with the train because we can count the cars.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	PREP_M1	PREPOSITION	PREPOSITIONS	PREPOSITIONS show position. The cloud is <i>above</i> the bridge; water goes <i>under</i> the bridge; cars go <i>across</i> the bridge.
	QUESTION_M1	QUESTION WORD	QUESTION WORDS	The QUESTION WORD icon shows a QUESTION mark.
	RETUR_M1	RETURN	CHOOSE ACTIVITY- scrolls thru the activity row, closes an open activity	The turning arrows of the RETURN icon mean change. This key, CHOOSE ACTIVITY, is a tool that scrolls through the activity row (the row above core vocabulary).
	IFEMAL_M1I	I	1 st hit = beginning of I pronoun-verb phrases 2 nd hit = I pronoun	I = the I pronoun
	DICE_M1	DICE	Games and playing words	You can play games with DICE.
	SUN_M1	SUN	Jokes, fun, happy, like	Everybody likes a SUNny day.
	HAMMER_M1	HAMMER	Work-related words	You can work with a HAMMER.
	MASKS_M1	MASKS	1 st hit = feelings 2 nd hit = actors	The MASKS icon shows a happy mask and a sad one.
	BOOK_M1	BOOK	1 st hit = reading-related words 2 nd hit = classes in school	You can read a BOOK
	MOREMUSI	MOREMUSIC	1 st hit = music-related; adjective "more" 2 nd hit = singers	Most people want to hear MORE MUSIC.
	STOP_M1	STOP	STOP; adverbs, word endings	You STOP at a STOP sign.
	DELTSELE	DELETE LAST SELECITON	Delete last selection: a tool that takes off the last entry.	DELTSELE = Delete Selection
	YOU_M1	YOU	1 st hit = beginning of you pronoun-verb phrases 2 nd hit = you pronoun	YOU = YOU pronoun.








ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	WNTED_M1	WANTED	1 st hit = people; verbs “want” and “meet” 2 nd hit = pronouns	The WANTED man is a person who WANTS to get out of jail.
	FAMIL_M1	FAMILY	Family	FAMILY = FAMILY
	REMEMBER	REMEMBER	1 st hit = Time; verbs “do” and “touch” 2 nd hit = Jewelry and accessories; verbs “remember” and “forget”	A string around your finger helps you to REMEMBER to do something; the ring and watch are jewelry and accessories; the watch = time.
	FROGHOUS	FROG/ HOUSE	1 st hit = rooms and room parts; verbs “go” and “visit” 2 nd hit = buildings; verbs “live” and “own”	The FROG is GOing; the HOUSE stands for rooms and buildings.
	MORNG_M3	MORNING	1 st hit = places in nature 2 nd hit = community places	The mountains are places in nature; we get up in the MORNING.
	RANBO_M1	RAINBOW	Colors	A RAINBOW is made up of many colors.
	HELP_M3	BATH	1 st hit = body parts 2 nd hit = toiletries	Sometimes a person needs help in the BATHroom
	BLANK	BLANK	A tool that clears the text display area.	BLANK = a blank icon.
	IT_M1	IT	1 st hit = beginning of it pronoun-verb phrases. 2 nd hit = IT	IT is a sheep. We don't know if IT is a male or a female.
	KNOT_M1	SENTENCE/ KNOT	Whole sentences; negatives	KNOT = negative concepts SENTENCE; the man and lady are talking to each other in sentences.
	APPLE_M1	APPLE/ BEE	1 st hit = food 2 nd hit = containers; (also being verbs)	You can eat an APPLE. The BEE stands for being verbs.















ICON	PRC FIEL	ICON NAME	REPRESENTS	RATIONALE
	GOD_M3	GODE	1 st hit = holidays 2 nd hit = shapes	People make cookies of various shapes to celebrate holidays (GOD).
	UMBRL_M1	UMBRELLA	1 st hit = weather-related 2 nd hit = negative concepts	The UMBRELLA icon stands for weather words. The THUMBS DOWN means negative words.
	JUICE_M1	JUICE	Drinks	You can drink JUICE.
	KITCHEN	KITCHEN	Dishes; kitchen-related words	You can cook in the KITCHEN.
	BED_M1	BED	Furniture; sleep-related words	A BED is a piece of furniture; you can sleep in a BED.
















Vantage/Vanguard Unity 45 Full - Core



Unity 45 Full Icon Information

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	UNITY	UNITY	Hidden Categories, link to Pages page	UNITY = symbol for PRC language system
	PHONE_M1	PHONE/ THUMBS UP	1 st hit – small appliances 2 nd hit – communication devices	PHONE = communication words. You can talk to someone on the PHONE. The THUMBS UP icon = positive words like “good” and “okay.”
	POSS_M2	POSSESSIVE/ SUIT	1 st hit – Names 2 nd hit - Clothing	The POSSESSIVE/SUIT icon shows a name tag and a suit jacket. You may have your name (POSSESSIVE) on a tag inside your jacket (SUIT).
	VERB_M1	VERB	Mr. Action Man is a verb ending; also the 1 st hit for linking verbs.	VERB = actions. Mr. Action Man is walking, working, whistling, and carrying.
	INTRJ_M1	INTERJECTION	INTERJECTIONS	INTERJECTIONS are words that pop up in conversations like fireworks.
	DET_M1	DETERMINER	DETERMINERS	DETERMINERS point out other words, just like Mr. Wizard is pointing with his wand. Examples: “this, these, that, those.”
	CONJ_M1	CONJUNCTION	CONJUNCTIONS	The CONJUNCTION icon shows two train cars joined together. CONJUNCTIONS like “and, or, both” join words together. Numbers are associated with the train because we can count the cars.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	PREP_M1	PREPOSTION	PREPOSITIONS	PREPOSITIONS show position. The cloud is <i>above</i> the bridge; water goes <i>under</i> the bridge; cars go <i>across</i> the bridge.
	QUEST_M1	QUESTION WORD	QUESTION WORDS	The QUESTION WORD icon shows a QUESTION mark.
	RETUR_M1	REUTRN	CHOOSE ACTIVITY- scrolls thru the activity row, closes an open activity	The turning arrows of the RETURN icon mean change. This key, CHOOSE ACTIVITY, is a tool that scrolls through the activity row (the row above core vocabulary).
	IFEML_M1	I	1 st hit = beginning of I pronoun-verb phrases 2 nd hit = I pronoun	I = the I pronoun
	DICE_M2	DICE	1 st hit = beginning of she pronoun-verb phrases 2 nd hit = she DICE represents games and play words	DICE/SHE = a combined icon for the pronoun “she” and DICE for games and play vocabulary.
	SUN_M2	SUN/WE	1 st hit = beginning of we pronoun-verb phrases 2 nd hit = pronoun we	SUN/WE = a combined icon for the pronoun “we” plus SUN for jokes, happy, fun, funny concept words.
	HAMMR_M2	HAMMER/ MONEY	1 st hit = work-related 2 nd hit = money-related	HAMMER/MONEY = a combined icon relating to work, workers, and money. You can work with a HAMMER; when you work you get paid with MONEY.
	MASKS_M1	MAKSKS	1 st hit = feelings 2 nd hit = actors	The MASKS icon shows a happy mask and a sad one.
	BOOK_M1	BOOK	1 st hit = books and reading related words 2 nd hit = classes in school	You can read a BOOK
	MOREMUSI	MOREMUSIC	1 st hit = music-related; adjective “more” 2 nd hit = singers	Most people want to hear MORE MUSIC.
	STOP_M1	STOP	STOP; adverbs, word endings	You STOP at a STOP sign.
	DELTSELE	DELETE LAST SELECTION	Delete last selection: a tool that takes off the last entry.	DELTSELE = Delete Selection
	YOU_M1	YOU	1 st hit = beginning of you pronoun-verb phrases 2 nd hit = you pronoun	YOU = YOU pronoun.
	WNTEDE_M2	WANTED/ HE	1 st hit = beginning of he pronoun-verb phrases 2 nd hit = he.	HE = he; the WANTED man WANTs to get out of jail.



















ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	FAMIL_M2	FAMILY	THEY pronoun and FAMILY	THEY are your FAMILY.
	REMEMBER	REMEMBER	1 st hit = Time; verbs "do" and "touch" 2 nd hit = Jewelry and accessories; verbs "remember" and "forget"	A string around your finger helps you to REMEMBER to do something; the ring and watch are jewelry and accessories; the watch = time.
	FROGHOUS	FROG/ HOUSE	1 st hit = rooms and room parts; verbs "go" and "visit" 2 nd hit = buildings; verbs "live" and "own"	The FROG is GOing; the HOUSE stands for rooms and buildings.
	MORNG_M3	MORNING	1 st hit = places in nature 2 nd hit = community places	The mountains are places in nature; we get up in the MORNING.
	RAINTRUK	RAINBOW/ TRUCK	1 st hit = colors and art supplies 2 nd hit = vehicles	RAINBOW = colors; TRUCK = vehicles
	HELP_M3	BATH	1 st hit = body parts 2 nd hit = toiletries	Sometimes a person needs HELP in the bathroom.
	BLANK	BLANK	A tool that clears the text display area.	BLANK = a blank icon.
	IT_M1	IT	1 st hit = beginning of it pronoun-verb phrases. 2 nd hit = IT	IT is a sheep. We don't know if IT is a male or a female.
	KNOT_M1	SENTENCE/ KNOT	Whole sentences; negatives	KNOT = negative concepts SENTENCE; the man and lady are talking to each other in sentences.
	APPLE_M1	APPLE/ BEE	1 st hit = food 2 nd hit = containers; (also being verbs)	You can eat an APPLE. The BEE stands for being verbs.
	GOD_M3	GOD	1 st hit = holidays 2 nd hit = shapes	People make cookies of various shapes to celebrate holidays (GOD).
	UMBRL_M1	UMBRELLA/ THUMBS DOWN	1 st hit = weather-related 2 nd hit = negative concepts	The UMBRELLA icon stands for weather words. The THUMBS DOWN means negative words.
	JUICE_M2	JUICE/ TV	1 st hit = drinking-related words 2 nd hit = TV-related	JUICE = drinks; TV = television words
	KITCHEN	KITCHEN/ TURN	1 st hit = Dishes 2 nd hit = Large appliances, kitche appliances	KITCHEN = KITCHEN items.
	BED_M2	BED/ OPEN	1 st hit = Furniture 2 nd hit = Toys, open and shut concpets	BED = Furniture and sleep-related words. OPEN = Toys, OPEN and shut concepts.



Vantage/Vanguard Unity 84 Single Hit - Core


















Unity 84 Single Hit – Icon Information










ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	OBJEC_M1	OBJECT	me	Give the present to me (OBJECTIVE).
	POSS_M1	POSSESSIVE	mine	The POSSESSIVE icon shows my name is on mine.
	GOTOSPEL	GO TO SPELL	A tool key that links to spelling pages.	GOTOSPEL = Go to Spell
	INTRJ_M1	INTERJECTION	please	INTERJECTIONS are words that pop up in conversations like fireworks.
	DET_M1	DETERMINER	that	DETERMINERS point out other words, just like Mr. Wizard is pointing with his wand. Examples: “this, these, that, those.”
	CONJ_M1	CONJUNCTION	and	The CONJUNCTION icon shows two train cars joined together. CONJUNCTIONS like “and, or, both” join words together.
	PREP_M1	PREPOSITION	in	PREPOSITIONS show position. The cloud is <i>above</i> the bridge; water goes <i>under</i> the bridge; cars go <i>across</i> the bridge.
	QUEST_M1	QUESTION WORD	what	The QUESTION WORD icon shows a QUESTION mark.
	ADVER_M1	ADVERB	there	The ADVERB airplane has an “ly” banner. Many ADVERBS end in -ly.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	NOUN_M1	NOUN	a	The NOUN icon shows Mother Hubbard, a person; at her cupboard, a place; looking at a thing.
	NOUNP_M1	NOUN PLURAL	+s (makes a word plural)	The NOUN PLURAL icon shows Mother Hubbard at her cupboard looking at many things.
	EYE_M1	EYE	look	EYE = eye
	IFEML_M1	I	I	I = I.
	WE_M1	WE	we	WE = we
	VERB_M1	VERB	are	The VERB icon shows Mr. Action Man working, walking, whistling, and carrying.
	VERBS_M1	VERB +S	is	The VERBS icon shows one of Mr. Action man's buckets with an "s" on it. "Is" ends in "s".
	VBING_M1	VERB +ING	were	VBING = VERB +ING.
	VRBED_M1	VERB +ED	was	VRBED = VERB + ED.
	VRBEN_M1	VERB +EN	on	VERBEN = VERB + EN
	VRBTO_M1	TO +VERB	to	VRBTO = To + VERB
	ADJ_M1	ADJECTIVE	Key link to Numbers page	ADJ = ADJECTIVE
	ADJER_M1	ADJECTIVE +ER	an	ADJER = ADJECTIVE + ER
	ADJST_M1	ADJECTIVE +EST	the	ADJST = ADJECTIVE + EST
	RANBO_M1	RAINBOW	color	The RAINBOW is made of many colors.
	YOU_M1	YOU	you	YOU = you.
	THEY_M1	THEY	they	THEY = they
	KNOW_M2	KNOW	know	You can get a lot of KNOWledge in school.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	SUN_M1	SUN	like	Everybody likes a SUNny day.
	HAMMR_M1	HAMMER	work	You can work with a HAMMER.
	DICE_M1	DICE	play	You play games with DICE.
	SUIT_M1	SUIT	dress	Dad dressed up in a SUIT.
	EXIT_M1	EXIT	right	The EXIT sign is pointing right.
	SHOE_M1	SHOE	fast	SHOE = a sports shoe for running fast.
	BOY_M1	BOY	wet	The BOY will get wet in the pool.
	BOOK_M1	BOOK	read	You can read a BOOK.
	MOREMUSI	MORE MUSIC	more	Most people want to hear MORE MUSIC.
	HE_M1	HE	he	HE = he.
	none			
	WNTED_M1	WANTED	want	The WANTED man WANTs to get out of jail.
	EAR_M2	EAR	hear	You hear with your EARS.
	REMEM_M1	REMEMBER	do	If you tie a string around your finger, you will REMEMBER to do it.
	THINK_M1	THINK	think	The lady is THINKing.
	PEOPL_M1	PEOPLE	follow	PEOPLE follow other PEOPLE in line.
	FROG_M3	FROG	go	The FROG is going.
	PHONE_M1	PHONE	call	You can call people on the PHONE.

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	UMBRL_M1	UMBRELLA/ THUMBS DOWN	need	You need your UMBRELLA when it is raining.
	MAP_M1	ISLAND	end	The MAP shows you where your trip will end.
	TRUCK_M1	TRUCK	drive	You drive a TRUCK.
	SHE_M1	SHE	she	SHE = she
	IT_M1	IT	it	IT is a sheep. We don't know if IT is a male or a female.
	APPLE_M1	APPLE/ BEE	eat	You can eat an APPLE.
	SNAIL_M1	SNAIL	slow	A SNAIL is slow.
	DOG_M1	DOG	come	You call your DOG to come.
	FAMIL_M5	FAMILY	family	FAMILY = family
	AMBUL_M1	MEDICAL	help	The ambulance is bringing MEDICAL help.
	HOUSE	HOUSE	live	We live in a HOUSE.
	JUICE_M4	JUICE	drink	JUICE comes in a can.
	ELEPH_M1	ELEPHANT	big	ELEPHANTS are big.
	LOVE_M1	LOVE	new	The mother LOVEs her new baby.
	OPEN_M1	OPEN	put	You OPEN the chest to put things in.
	RETUR_M1	RETURN	CLEAR key clears the display and closes open activity rows.	The RETURN arrows = change.
	KNOT_M2	KNOT	not	KNOT = negatives
	WATCH_M1	WATCH	old	Old is a time (WATCH) word.

Van... Unity 84 Single Hit Core Icons
 June 06 – PASS 4.03.2


















ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
 sit	CHAIR_M1	CHAIR	sit	We sit on our CHAIRs.
 get	MORNG_M3	MORNING	get	We get up in the MORNING.
 make	GOD_M3	GOD	make	People make cookies in various shapes to celebrate holidays (GOD).
 have	MONEY_M1	MONEY	have	It is good to have MONEY.
 feel	MASKS_M1	MASKS	feel	There is one happy MASK and one sad one.
 stop	STOP_M1	STOP	stop	You STOP at a STOP sign.
 ask	TV_M1	TV	ask	Ask what is on TV.
 turn	KITCH_M1	KITCHEN	turn	Turn the thermometer around in the KITCHEN pan.
 sleep	BED_M1	BED	sleep	You sleep in a BED.

Vantage/Vanguard Unity 84 Sequenced - Core



















Unity 84 sequenced Icon Information
















ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	OBJEC_M1	OBJECT	OBJECT pronoun ending two hits = choose activity	Give the present to me (OBJECTIVE).
	POSS_M1	POSSESSIVE	POSSESSIVE pronoun ending.	It's mine (POSSESSIVE).
	GOTOSPEL	GO TO SPELL	Key link to spelling pages.	GOTOSPEL = Go to Spell.
	INTRJ_M1	INTERJECTION	INTERJECTIONS	INTERJECTIONS pop up in conversations like fireworks.
	DET_M1	DETERMINER	DETERMINERS	Mr. Wizard is pointing things out like DETERMINERS: "this," "that," "these," "those."
	CONJ_M1	CONJUNCTION	CONJUNCTIONS	CONJUNCTIONS join two other words together like the two train cars are joined.
	PREP_M1	PREPOSITION	PREPOSITIONS	PREPOSITIONS are position words. The cloud is <i>above</i> the bridge, the water goes <i>under</i> the bridge, cars og <i>across</i> the bridge.
	QUEST_M1	QUESTION WORD	QUESTION WORDs	QUESTION WORD = questions.
	ADVER_M1	ADVERB	ADVERBS	The ADVERB airplane is carrying an –ly banner. Many ADVERBS end in –ly.
















ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	NOUN_M1	NOUN	Single hit = a NOUN ending	NOUN = Mother Hubbard is a person; her cupboard is a place; there is a thing in the cupboard.
	NOUNP_M1	NOUN PLURAL	Single hit = adds a plural ending to a word. NOUN PLURAL	NOUN PLURAL = Mother Hubbard with many things in her cupboard.
	EYE_M1	EYE	EYE-related words	EYE = eye.
	IFEML_M1	I	I pronoun	IFEMAL = The pronoun I as a woman.
	WE_M1	WE	WE pronoun	The WE icon shows two friends.
	VERB_M1	VERB	Single hit = are VERB ending	Mr. Action Man is walking, working, whistling, and carrying.
	VERBS_M1	VERB +S	Single hit = is VERB + S ending	One of Mr. Action Man's buckets for VERBS ending in s.
	VBING_M1	VERB +ING	Single hit = were VERB + ING ending	One of Mr. Action Man's buckets for VERBS ending in ING
	VRBED_M1	VERB +ED	Single hit = was VERB + ED ending	One of Mr. Action Man's buckets for VERBs ending in ED
	VRBEN_M1	VERB +EN	Single hit = on VERB + EN	One of Mr. Action Man's buckets for VERBs ending in EN
	VRBTO_M1	TO +VERB	Single hit = to TO + VERB	One of Mr. Action Man's buckets for TO + VERBs.
	ADJ_M1	ADJECTIVE	Key link to Numbers Page. Ending key for simple form of ADJECTIVES.	ADJECTIVE = adjective. When you paint a picture with a paintbrush, you are describing something.
	ADJER_M1	ADJECTIVE +ER	Single hit = an Ending key for comparative adjectives.	ADJER = adjective + er.
	ADJST_M1	ADJECTIVE +EST	Single hit = the Ending key for superlative adjectives.	ADJST = adjective + est.
	RANBO_M1	RAINBOW	Colors	A RAINBOW is made up of many colors.
	YOU_M1	YOU	YOU pronoun	YOU = you.
	THEY_M1	THEY	THEY pronoun	THEY = they.

Van... Unity 84 Sequenced Core Icons
 June 06 – PASS 4.03.2

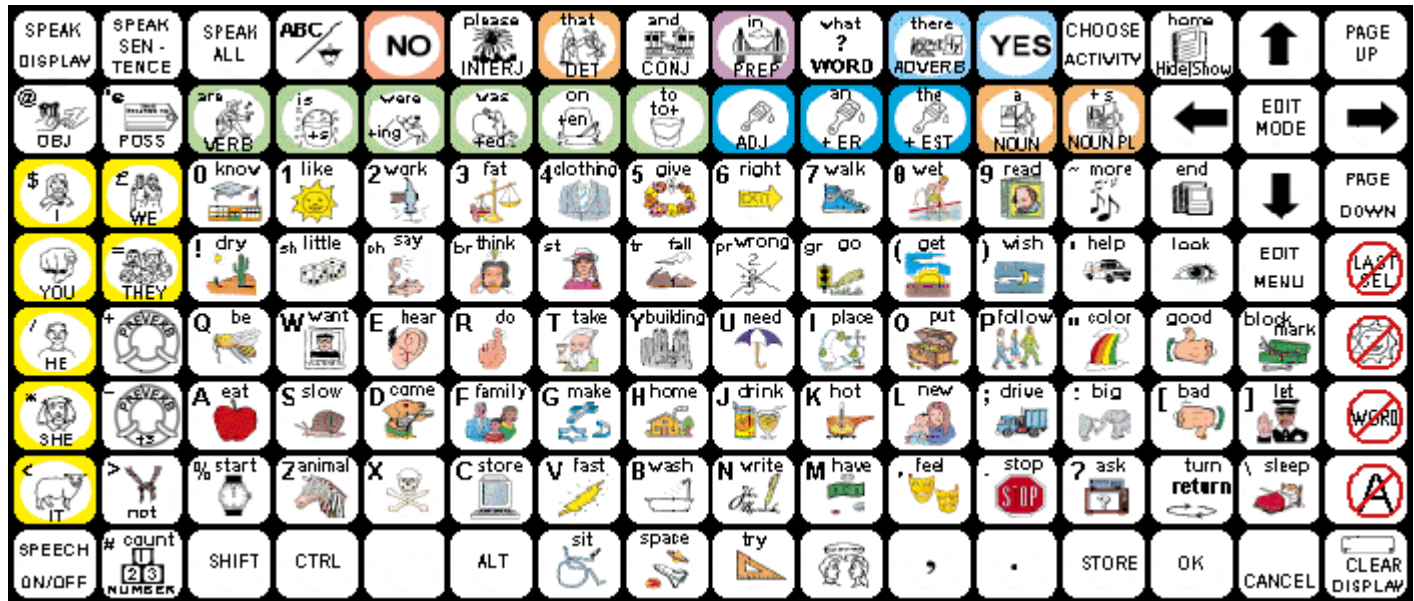
ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	KNOW_M2	KNOW	School and knowledge-related vocabulary	You go to school to get more KNOWledge.
	SUN_M1	SUN	Jokes, happy, fun, like, funny, silly concepts	Everybody likes a SUNny day.
	HAMMERN	HAMMER (N)	Work-related vocabulary	You can work with a HAMMER. The red N stands for “no” in the indefinite pronouns (nothing, nobody, no one...)
	DICE_M1	DICE	Game and playing related words	You can play games with DICE.
	SUIT_M1	SUIT	Clothing-related words	SUIT = suit.
	EXIT_M1	EXIT	Concept of leaving, going right, pointing...	EXIT = exit.
	SHOE_M1	SHOE	Concept of sports, things you do with your feet, whole body movements.	SHOE = shoe
	BOY_M1	BOY	Swimming, cleaning, toiletries	The BOY is going into clean, clear pool water.
	BOOK_M1	BOOK	Reading-related words	BOOK = book.
	MOREMUSI	MORE MUSIC	Music and musical instruments; more	Most people want to hear MORE MUSIC.
	HE_M1	HE	HE pronoun	HE = he.
	PREVR_M1	PREVERB	The PREVERB icon is used to say certain verbs without using a pronoun-verb phrase (could, would, might, can...)	PREVR = PREVERB, an icon that is used in place of a pronoun before a verb.
	WNTED_M1	WANTED	Want	The WANTED man WANTS to get out of jail.
	EARE	EAR (E)	Hearing-related words	EAR = ear. The red E stands for “every” in the indefinite pronouns “everybody,” “everything,” “everywhere...”
	REMEM_M1	REMEMBER	Concept of touch, things you do with your hands; remembering	If you tie a string around your finger, you will REMEMBER what to do.
	THINK_M1	THINK	Thinking-related words	The lady is THINKing.

Van... Unity 84 Sequenced Core Icons
 June 06 – PASS 4.03.2











ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	PEOPL_M1	PEOPLE	People and friends	PEOPLE follow other people in line.
	FROG_M3	FROG	Going-related words	The FROG is going.
	PHONE_M1	PHONE/ THUMBS UP	Communication concepts; positive concepts because of the thumbs up on the phone.	You can communicate to other people on the PHONE; the THUMBS UP icon means positive things.
	UMBRL_M1	UMBRELLA/ THUMBS DOWN	Weather concepts; Negative concepts because of the thumbs down on the umbrella	You need your UMBRELLA when it is raining (weather). The THUMBS DOWN means negative ideas.
	MAP_M1	ISLAND	Places and travel	The MAP of the island show where your travels will end.
	TRUCK_M1	TRUCK	Vehicles and transportation words	A TRUCK is a vehicle.
	SHE_M1	SHE	SHE pronoun	SHE = she.
	IT_M1	IT	IT pronoun	IT is a sheep. We don't know whether it is a male or a female.
	APPLEA	APPLE (A)/ BEE	Food-related words	You can eat an APPLE. The red A stands for "any" in the indefinite pronouns "anything," "anybody," "anywhere..."
	SNAILS	SNAIL (S)	Slow and relaxed	SNAILS are slow. The red S stands for "some" in the indefinite pronouns "somebody," "somewhere," "sometime..."
	DOG_M1	DOG	Animals; concepts of come, bring, carry	DOG = dog.
	FAMIL_M5	FAMILY	Family-related words	FAMILY = family.
	AMBUL_M1	MEDICAL	Medical and health-related words	An AMBULANCE brings medical help.
	HOUSE	HOUSE	House-related words; buildings	A HOUSE is a building.
	JUICE_M4	JUICE	Drinking-related words	JUICE comes in a can.

ICON	PRC FILE	ICON NAME	CONCEPT/WORDS	RATIONALE
	ELEPH_M1	ELEPHANT	Concept of strength, and power; also meeting-related words	The ELEPHANTS are meeting.
	LOVE_M1	LOVE	Love-related words	The mother LOVEs her new baby.
	OPEN_M1	OPEN	Chest-related words.	You OPEN the chest to put things in.
	RETUR_M1	RETURN	This key is a tool that clears the text display area and changes the activity row.	The turning arrows on the RETURN icon stand for change.
	KNOT_M2	KNOT	negation	KNOT = not.
	WATCH_M1	WATCH	Time concepts	WATCH = watch
	CHAIR_M1	CHAIR	Assistive technology	CHAIR = chair
	MORNG_M3	MORNING	Things in nature; MORNING	We get up in the MORNING.
	GOD_M3	GOD	Holidays, religion, spatial concepts, shapes	People make cookies in various shapes to celebrate holidays (GOD).
	MONEY_M1	MONEY	Money-related words	MONEY = money.
	MASKS_M1	MASKS	Feelings; actors	MASKS = feelings because there is one happy mask, and one sad.
	STOP_M1	STOP	STOP	STOP = stop
	TV_M1	TV	TV; questions	TV = TV.
	KITCH_M1	KITCHEN/ TURN	Kitchen-related words	KITCHEN = kitchen
	BED_M1	BED	Furniture and sleeping-related words	You sleep in a BED.





















Pathfinder Unity 128 Single Hit - Core
















PF Unity 128 Single Hit – Icon Information

ICON	FILE NAME	ICON NAME	WORD	ICON RATIONALE
	NO4	NO	NO	NO = no
	INTRJ_M1	INTERJ	well	INTERJECTIONS are words that pop up in conversation like fireworks.
	DET_M1	DET	that	Mr. Wizard is pointing things out like DETERMINERS, “this,” “that,” “these,” “those.”
	CONJ_M1	CONJ	and	CONJUNCTIONS join words like the train cars are joined together.
	PREP_M1	PREP	of	PREPOSITIONS are position words. The cloud is <i>above</i> the bridge; water goes <i>under</i> the bridge.
	QUEST_M1	? WORD	what	QUESTION WORD = questions.
	ADVER_M1	ADVERB	there	The ADVERB airplane is carrying an -ly banner. Most ADVERBS end in ly.
	YES5	YES	yes	YES = yes.
	HIDESHO	ICON_N1		This key is a tool for either hiding or showing an open notebook.
	OBJEC_M1	OBJ		Give the present to me (OBJECTIVE).




PF Unity 128 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	POSS_M1	POSS		The name tag shows POSSESSIVE.
	VERB_M1	VERB	are	Mr. Action Man represents verbs because he is walking, whistling, working, and carrying.
	VERBS_M1	VERB+S	is	One of Mr. Action Man's buckets, this one says "is" because it has an "s" on it.
	VBING_M1	VERB+ING	were	This is Mr. Action Man's "-ing" bucket.
	VRBED_M1	VERB+ED	was	This is Mr. Action Man's "-ed" bucket. "Was" means in the past, and "-ed" means in the past.
	VRBEN_M1	VERB+EN	on	"en" is two letters and "on" is two letters.
	VRBTO_M1	TO+VERB	to	This is Mr. Action Man's "to" bucket.
	ADJ_M1	ADJ		ADJ = ADJECTIVE. When you paint a picture, you are describing something.
	ADJER_M1	ADJ+ER	an	"er" is two letters and "an" is two letters. Most comparative adjectives end in -er.
	ADJST_M1	ADJ+EST	the	Remember the phrase, "I like it the best." Best ends in "est."
	NOUN_M1	NOUN	a	Mother Hubbard is looking at "a" thing in her cupboard.
	NOUNP_M1	NOUN PL	+s	This is the plural ending key. Mother Hubbard is looking at many things in her cupboard
	IFEML_M1	I	I	I = I.
	WE_M1	WE	we	WE = we
	KNOW_M2	KNOW	know	The more you study in school, the more you KNOW.
	SUN_M1	SUN	like	Everybody likes a SUNny day.
	HAMMR_M1	HAMMER	work	You can work with a HAMMER.
	SCALE_M1	SCALES	fat	The sausage on the SCALES is fat.
	SUIT_M1	SUIT	clothing	The SUIT is an article of clothing.
	FLOWR_M1	FLOWERS	give	It is nice to give FLOWERS.









PF Unity 128 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	EXIT_M1	EXIT	right	The EXIT arrow is pointing right.
	SHOE_M1	SHOE	walk	You put on your SHOES and go for a walk.
	BOY_M1	BOY	wet	The BOY will get wet in the pool.
	BOOK_M1	BOOK	read	You can read a BOOK.
	MUSIC_M3	MUSIC	more	Most people want to hear more MUSIC.
	NOTEBOO5	NOTEBOOK		
	YOU_M1	YOU	you	YOU = you.
	THEY_M1	THEY	they	THEY = they.
	CACTU_M1	CACTUS	dry	The cactus grows in a dry desert.
	DICE_M1	DICE	little	The DICE are little.
	PHONE_M3	PHONE	say	You say things to people on the PHONE.
	THINK_M1	THINK	think	The lady is THINKing.
	GIRL_M1	GIRL		
	MOUNT_M2	MOUNTAIN	fall	Don't fall down on the MOUNTAIN trail.
	WRONG_M1	WRONG	wrong	The math problem is WRONG.
	FROG_M3	FROG	go	The FROG is going.
	MORNG_M2	MORNING	get	We get up in the MORNING.
	NIGHT_M1	NIGHT	wish	You can wish upon a star (NIGHT).
	AMBUL_M1	MEDICAL	help	The ambulance is bringing MEDICAL help.
	EYE_M1	EYE	look	You look with your EYES.



PF Unity 128 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	DELTSELE	ICON_P4		
	HE_M1	HE	he	HE = he.
	PREVR_M1	PREVERB		
	BEE6	QUEENBEE	be	Be is a being verb (QUEENBEE).
	WNTED_M1	WANTED	want	The WANTED man wants to get out of jail.
	EAR_M2	EAR	hear	You hear with your EARS.
	REMEM_M1	REMEMBER	do	If you tie a string around your finger, you will REMEMBER to do it.
	TIME_M1	TIME	take	Take your TIME.
	YORK_M1	YORK	building	The cathedral of YORK is a building.
	UMBRL_M3	UMBRELLA	need	You need your UMBRELLA when it is raining.
	MAP_M1	ISLAND	place	The map shows a place on the ISLAND.
	OPEN_M1	OPEN	put	You have to OPEN the chest to put something in it.
	PEOPL_M1	PEOPLE	follow	PEOPLE follow other PEOPLE in a line.
	RANBO_M1	RAINBOW	color	A RAINBOW is made up of many colors.
	THMBU_M1	THMBS UP	good	A THUMBS UP sign means good.
	TOOLB_M1	TOOLS		
	DELTICON	DELETE ICON		
	SHE_M1	SHE	she	SHE = she
	PREVS_M1	PREVRB+S		
	APPLE_M2	APPLE	eat	You can eat an APPLE.

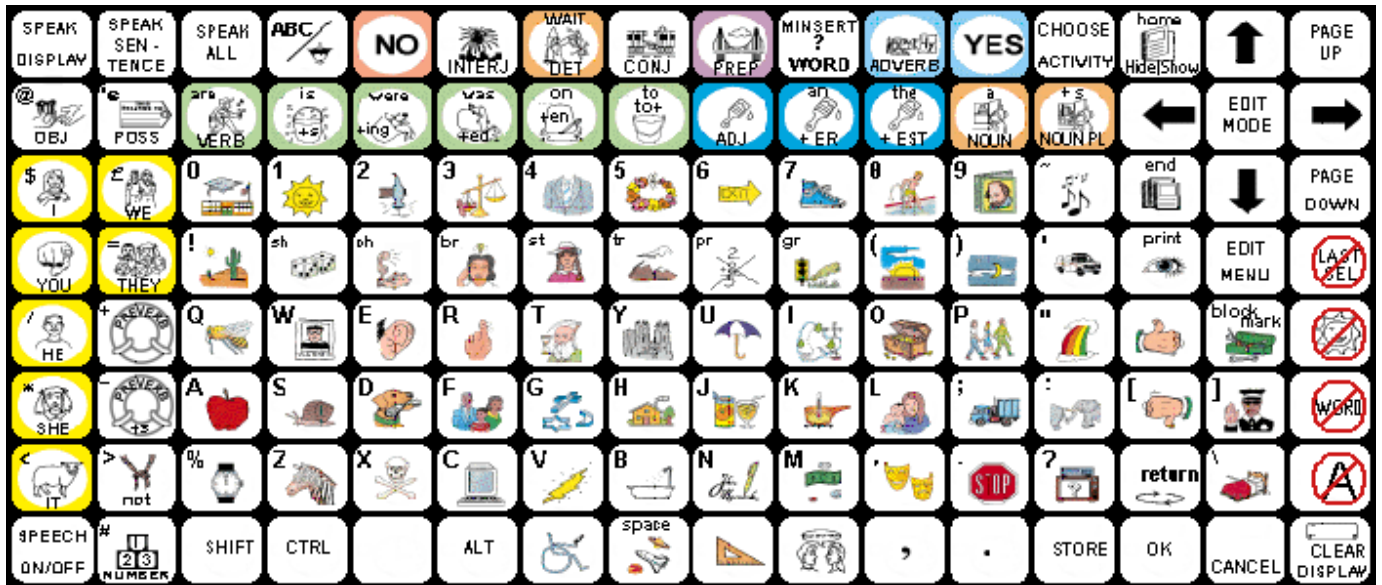
PF Unity 128 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	SNAIL_M1	SNAIL	slow	SNAILS are slow.
	DOG_M1	DOG	come	You call your dog to COME.
	FAMIL_M1	FAMILY	family	FAMILY = family
	GOD_M3	GOD	make	People make cookies of various shapes to celebrate holidays (GOD).
	HOUSE_M1	HOUSE	home	Your HOUSE is your home.
	JUICE_M4	JUICE	drink	You drink JUICE.
	KITCH_M1	KITCHEN	hot	The KITCHEN pan is hot.
	LOVE_M1	LOVE	new	The mother LOVEs her new baby.
	TRUCK_M1	TRUCK	drive	The driver drives a TRUCK.
	ELEPH_M1	ELEPHANT	big	The ELEPHANTS are big.
	THMBD_M1	THMBS DN	bad	A THUMBS DOWN signal means “bad.”
	POLIC_M1	POLICE	let	The POLICEman lets you through when you are in a traffic jam.
	DELTWORD	ICON_P6		
	IT_M1	IT	it	IT is a sheep. We don't know if it is a male or a female.
	KNOT_M2	KNOT	not	KNOT = negation.
	WATCH_M1	WATCH	start	The person with the WATCH starts the race.
	ZEBRA_M1	ZEBRA	animal	A ZEBRA is an animal.
	XRAY_M1	X-RAY		In an X-RAY you can see bones.
	COMPU_M1	COMPUTER	computer	COMPUTER = computer
	VOLT_M1	VOLT	fast	A VOLT of electricity is fast.

PF Unity 128 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	BATH_M1	BATH	wash	You can wash in the BATH tub.
	NAME_M1	NAME	write	You can WRITE your name with a pen.
	MONEY_M1	MONEY	have	It's good to have MONEY.
	MASKS_M1	MASKS	feel	The MASKS show happy and sad faces.
	STOP_M1	STOP	stop	STOP = stop
	TV_M1	TV	ask	Ask what is on TV.
	RETUR_M1	RETURN	turn	The arrows are RETURNing to where they started.
	BED_M1	BED	sleep	You sleep in a BED.
	DELTCHAR	ICON_P7		
	NUMBR_M1	NUMBER	count	You can count the blocks on the NUMBER icon.
	CHAIR_M1	CHAIR	sit	We sit on our CHAIRs.
	SPACE_M1	SPACE	(space key)	The rocket is blasting off into SPACE
	TRIGL_M1	TRIANGLE	try	Try to use the TRIANGLE.
	SENTENC2	SENTENCE		This key opens a dynamic activity row of all sentences.
	CLEARDI~	ICON_O8		This key is a tool that clears the display.




















Pathfinder Unity 128 Sequenced Core






















PF Unity 128 Sequenced – Icon Information

ICON	FILE NAME	ICON NAME	WORD/CONCEPT	ICON RATIONALE
	NO4	NO	no	NO = no
	INTRJ_M1	INTERJ	social words and phrases	INTERJECTIONS are words that pop up in conversation like fireworks.
	DET_M1	DET	articles, demonstrative adjectives	Mr. Wizard is pointing things out like DETERMINERS, “this,” “that,” “these,” “those.”
	CONJ_M1	CONJ	conjunctions	CONJUNCTIONS join words like the train cars are joined together.
	PREP_M1	PREP	prepositions	PREPOSITIONS are position words. The cloud is <i>above</i> the bridge; water goes <i>under</i> the bridge.
	QUEST_M1	? WORD	question words	QUESTION WORD = questions.
	ADVER_M1	ADVERB	adverbs	The ADVERB airplane is carrying an –ly banner. Most ADVERBs end in ly.
	YES5	YES	yes	
	HIDESHO	ICON_N1		This key hides or shows an open notebook.
	OBJEC_M1	OBJ	objective pronoun endings	Give the present to me (OBJECTIVE).





















PF Unity 128 Sequenced Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD/CONCEPT	RATIONALE
	POSS_M1	POSS	Possessive pronoun endings	The name tag shows POSSESSIVE.
	VERB_M1	VERB	are/ verb present tense endings	Mr. Action Man represents verbs because he is walking, whistling, working, and carrying.
	VERBS_M1	VERB+S	is/verb +s endings	Mr. Action Man walks, works, whistles, and carries a bucket.
	VBING_M1	VERB+ING	were/ verb + ing endings	Mr. Action Man represents verbs because he is walking, whistling, working, and carrying.
	VRBED_M1	VERB+ED	was/ verb +ed endings	Mr. Action man walked, worked, whistled, and carried.
	VRBEN_M1	VERB+EN	on/verb + en endings	Quick access to the frequently used word "on." On and en are only one letter different.
	VRBTO_M1	TO+VERB	to/verb infinitives	Quick access to the frequently used word "to."
	ADJ_M1	ADJ	describers	ADJ = ADJECTIVE. When you paint a picture, you are describing something.
	ADJER_M1	ADJ+ER	an/comparative adjective endings	"er" is two letters and "an" is two letters. Most comparative adjectives end in -er.
	ADJST_M1	ADJ+EST	the/ superlative adjective endings	Remember the phrase, "I like it the best." Best ends in "est."
	NOUN_M1	NOUN	a/ singular noun endings	Mother Hubbard is looking at "a" thing in her cupboard.
	NOUNP_M1	NOUN PL	+s/ plural noun endings	This is the plural ending key. Mother Hubbard is looking at many things in her cupboard
	IFEML_M1	I	beginning of I pronoun-verb phrases	I = I.
	WE_M1	WE	beginning of we pronoun-verb phrases	WE = we.
	KNOW_M2	KNOW	school and knowledge-related	The more you study in school, the more you KNOW.
	SUN_M1	SUN	funny, happy, silly, jokes, fun, like	Everybody likes a SUNny day.
	HAMMR_M1	HAMMER	work-related words	You can work with a HAMMER.
	SCALE_M1	SCALES	weight-related, meats, government	You weigh things on a SCALE.
	SUIT_M1	SUIT	clothing-related	A SUIT is an article of clothing.





















PF Unity 128 Sequenced Core Icons
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ICON	PRC FILE	ICON NAME	WORD/CONCEPT	RATIONALE
	FLOWR_M1	FLOWERS	nice, kind, give, thank	It is nice to give FLOWERS.
	EXIT_M1	EXIT	leave, arrive, way, send, right	The EXIT arrow is pointing the right way to the exit.
	SHOE_M1	SHOE	sports, whole body movements, things you do with your feet	You wear this kind of SHOE in some sports.
	BOY_M1	BOY	body parts, swim, steps	You can see most of the BOYs body.
	BOOK_M1	BOOK	reading-related words	You can read a BOOK.
	MUSIC_M3	MUSIC	music-related, more	Most people want to hear more MUSIC.
	NOTEBOO5	NOTEBOOK	notebooks	Use for opening the NOTEBOOKS that are store in Unity 128.
	YOU_M1	YOU	you pronouns	YOU = you
	THEY_M1	THEY	they pronouns	THEY = they
	CACTU_M1	CACTUS	dry, desert, afternoon	The CACTUS grows in a dry desert.
	DICE_M1	DICE	game-related	You can play games with DICE.
	PHONE_M3	PHONE	communication-related	You can communicate by talking on the PHONE.
	THINK_M1	THINK	thought-related	The lady is THINKing.
	GIRL_M1	GIRL	sister, girl, brunette	GIRL = girl
	MOUNT_M2	MOUNTAIN	places in nature	The MOUNTAINS are a part of nature.
	WRONG_M1	WRONG	math concepts, negative things	The problem has a WRONG answer.
	FROG_M3	FROG	go, hurry, jump, excited	The FROG is going.
	MORNG_M2	MORNING	get, early, morning	We get up in the MORNING.
	NIGHT_M1	NIGHT	wish, night, late	You can wish upon a star late at NIGHT.


















PF Unity 128 Sequenced Core Icons
June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD/CONCEPT	RATIONALE
	AMBUL_M1	MEDICAL	help/ medical-related	The ambulance is bringing MEDICAL help.
	EYE_M1	EYE	watch, look, see, show	You look with your EYES.
	DELTSELE	ICON_P4		This key deletes the last thing you did.
	HE_M1	HE	he pronouns	HE = he.
	PREVR_M1	PREVERB		Use this key before a verb in a pronoun-verb phrase when you are not using the pronoun. examples: can, might, could, would
	BEE6	QUEENBEE	being verbs, busy, bee	The QUEENBEE is busy.
	WNTED_M1	WANTED	want	The WANTED man wants to get out of jail.
	EAR_M2	EAR	hearing-related	You hear with your EARS.
	REMEM_M1	REMEMBER	things you do with your hands	If you tie a string around your finger, you will REMEMBER to do it.
	TIME_M1	TIME	time-related	Father TIME is old.
	YORK_M1	YORK	building-related	The YORK cathedral is a building.
	UMBRL_M3	UMBRELLA	weather-related	You need your UMBRELLA when it is raining.
	MAP_M1	ISLAND	places	The map shows the spot on the ISLAND where your trip will end.
	OPEN_M1	OPEN	toys, open, close, shut, keep	You have to OPEN the chest to put thing in.
	PEOPL_M1	PEOPLE	people	PEOPLE follow other people in line.
	RANBO_M1	RAINBOW	colors	A RAINBOW is made of many colors.
	THMBU_M1	THMBS UP	positives	A THUMBS UP signal means good.
	TOOLB_M1	TOOLS	for storing functions, not vocabulary	TOOLS = tools.
	DELTICON	ICON_P5		This key deletes the last icon you chose.
	SHE_M1	SHE	she pronouns	SHE = she

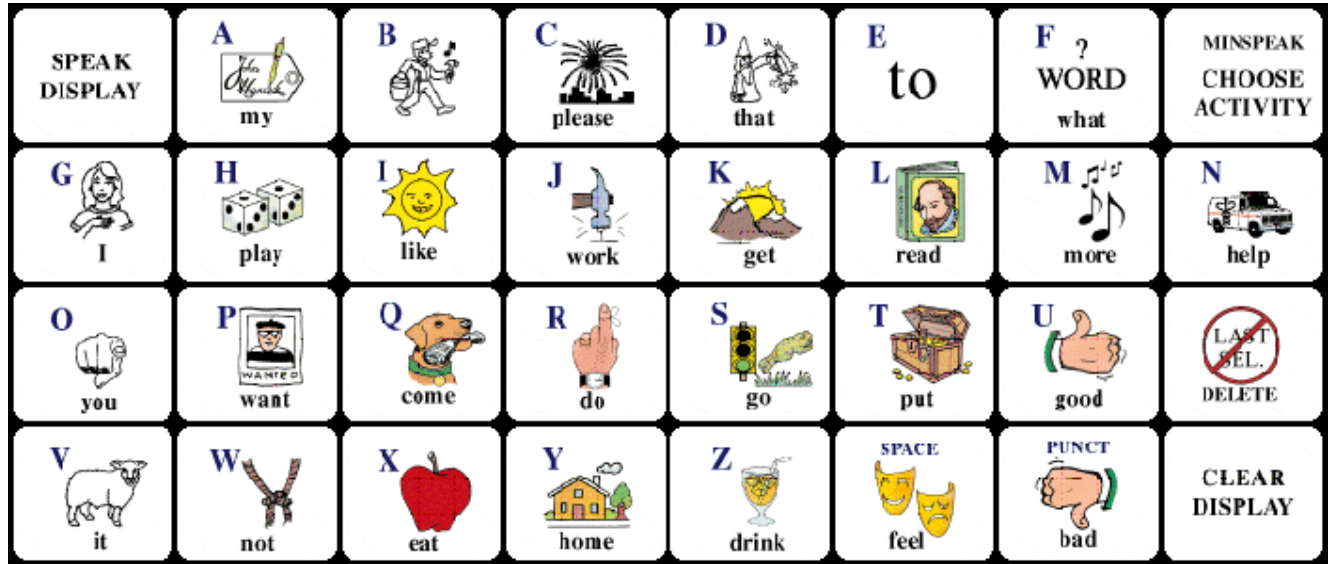
PF Unity 128 Sequenced Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	WORD/CONCEPT	RATIONALE
	PREVS_M1	PREVRB+S		Use this key before a verb in a pronoun-verb phrase when you are not using the pronoun. examples: has, does
	APPLE_M2	APPLE	food-related words	You can eat an APPLE.
	SNAIL_M1	SNAIL	slow, relaxed	SNAILS are slow.
	DOG_M1	DOG	receive, carry, come, bring	You call your DOG to come.
	FAMIL_M1	FAMILY	family-related	FAMILY = family.
	GOD_M3	GOD	religion, shapes	People make cookies of various shapes to celebrate holidays (GOD).
	HOUSE_M1	HOUSE	house-related	HOUSE = house
	JUICE_M4	JUICE	drinking-related	You drink JUICE.
	KITCH_M1	KITCHEN	kitchen-related	The pan on the KITCHEN stove is hot.
	LOVE_M1	LOVE	love-related, linens	The mother LOVEs her new baby.
	TRUCK_M1	TRUCK	vehicles	A TRUCK is a vehicle.
	ELEPH_M1	ELEPHANT	strength, power, meeting	The mighty ELEPHANTS are meeting.
	THMBD_M1	THMBS DN	negatives	The THUMBS DOWN signal means bad.
	POLIC_M1	POLICE	occupations	A POLICEman is a public worker (occupations).
	DELTWORD	DELETE WORD		This key deletes the last word you said.
	IT_M1	IT	it pronouns	IT is a sheep. We don't know if it is a male or a female.
	KNOT_M2	KNOT	negation	KNOT = not.
	WATCH_M1	WATCH	clock time concepts	WATCH the time.
	ZEBRA_M1	ZEBRA	animals, zoo animals	A ZEBRA is a zoo animal.
	XRAY_M1	X-RAY	internal body parts	You can see bones in an X-RAY.






PF Unity 128 Sequenced Core Icons
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ICON	PRC FILE	ICON NAME	WORD/CONCEPT	RATIONALE
	COMPU_M1	COMPUTER	computer-related	COMPUTER = computer.
	VOLT_M1	VOLT	speed-related/ electrical	An electrical VOLT travels fast.
	BATH_M1	BATH	wash, clean toiletries	You can wash in the BATH tub.
	NAME_M1	NAME	names	The pen is writing a NAME.
	MONEY_M1	MONEY	money-related	It's good to have MONEY.
	MASKS_M1	MASKS	feelings	There is one happy face and one sad MASK.
	STOP_M1	STOP	stop	STOP = stop
	TV_M1	TV	tv-related	TV = tv.
	RETUR_M1	RETURN	turn; change- related	The RETURN arrows mean something is changing.
	BED_M1	BED	bed;sleep	BED = bed.
	DELTCHAR	DELETE CHARACTER	takes off a character at a time	
	NUMBR_M1	NUMBER	number-related	NUMBER = number
	CHAIR_M1	CHAIR	assistive technology	CHAIR = chair
	SPACE_M1	SPACE	spatial concepts	The rocket is blasting off into SPACE.
	TRIGL_M1	TRIANGLE	math concepts and parts of ---	The carpenter's triangle is used for measuring (math).
	SENTENC2	SENTENCE	whole sentences	The man and lady are talking in SENTENCES.
	CLEARDI~	CLEAR DISPLAY	A tool	Clears the text display area.














Pathfinder Unity 32 Single Hit - Core












PF Unity 32 Single Hit – Icon Information

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	POSS_M5	POSSESSIVE	my	MY nametag is in the back of MY jacket. (Shows POSSESSIVE).
	VERB_M1	VERB	verbs	Mr. Action Man walks, works, carries, and whistles.
	INTRJ_M1	INTERJECTION	please	Please is a common INTERJECTION.
	DET_M1	DETERMINER	that	That is a frequently-used DETERMINER.
to	TO4	TO	to	TO = to.
? word	QUEST_M1	QUESTION WORD	what	What is a common QUESTION WORD.
	IFEML_M1	I	I	I = I.

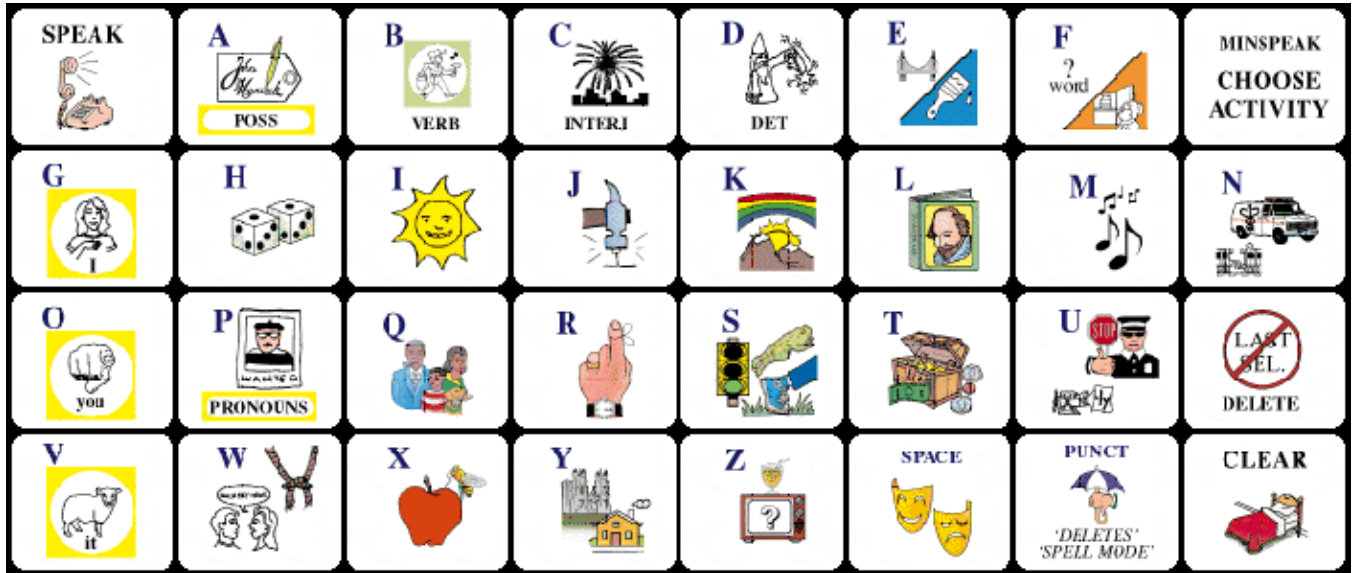
PF Unity 32 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	DICE_M1	DICE	play	You play games with DICE.
	SUN_M1	SUN	like	Everybody likes a SUNny day
	HAMMR_M1	HAMMER	work	You work with a HAMMER.
	MORNG_M3	MORNING	get	We get up in the MORNING.
	BOOK_M1	BOOK	read	You read a BOOK.
	MUSIC_M3	MUSIC	more	Most people like to hear more MUSIC.
	AMBUL_M1	MEDICAL	help	The ambulance is bringing MEDICAL help.
	YOU_M1	YOU	you	YOU = you.
	WNTED_M1	WANTED	want	The WANTED man wants to get out of jail.
	DOG_M1	DOG	come	You call your DOG to come.
	REMEMBER	REMEMBER	do	If you tie a string around your finger, you will REMEMBER to do it.
	FROG_M3	FROG	go	The FROG is going.
	OPEN_M1	OPEN	put	You OPEN the chest to put things in.

PF Unity 32 Single Hit Core Icons
 June 06 – PASS 3.00.1

ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	THMBU_M1	THUMBS UP	good	THUMBS UP is a signal for good things.
	DELTSELE	DELETE LAST SELECTION	takes off the last thing you did	
	IT_M1	IT	it	IT is a sheep; we don't know if IT is a male or a female.
	KNOT_M2	KNOT	not	KNOT = not; negatives
	APPLE_M2	APPLE	eat	You can eat an APPLE.
	HOUSE_M1	HOUSE	home	Your HOUSE is your home.
	JUICE_M1	JUICE	drink	You drink JUICE.
	MASKS_M1	MASKS	feel	There is one happy and one sad MASK.
	THMBD_M1	THUMBS DOWN	bad	THUMBS DOWN is a signal for bad things.




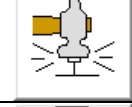


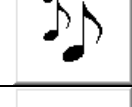






Pathfinder Unity 32 Sequenced - Core










PF Unity 32 Sequenced – Icon Information

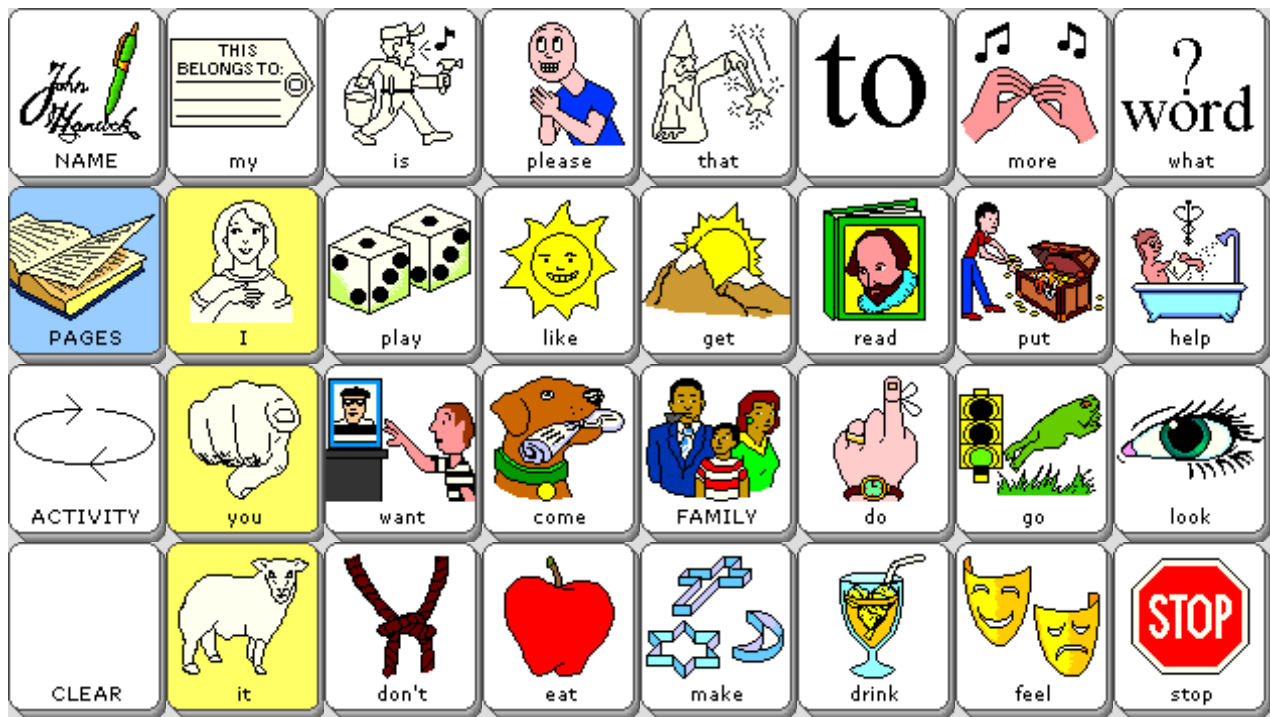
ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	PHONE1	PHONE	Communication-related; small appliances	You can communicate with someone on the PHONE. A PHONE is a small appliance.
	IPOSS_M5	POSSESSIVE	Names; possessive pronoun endings	MY name is on MY nametag.
	VERBCOLO	VERB	Action verbs and linking verbs	Mr. Action Man walks, works, whistles, and carries.
	INTRJ_M1	INTERJECTION	INTERJECTIONS, social words and phrases	INTERJECTIONS pop up in conversations like fireworks.
	DET_M1	DETERMINER	Articles, demonstratives	Mr. Wizard is pointing to something like DETERMINERS do.
	PREPADJ2	PREP/ADJ	PREPOSITIONS and ADJECTIVE endings	PREPOSITIONS – the cloud is <i>above</i> the bridge. ADJECTIVES – When you paint with a brush, you are describing something
	QWDNOUNC	?WORD/ NOUN	QUESTION WORDS and NOUN endings	QUESTION WORDS – The icon has a QUESTION mark; NOUNS Mother Hubbard, a person, her cupboard, a place, there is a thing in there/

PF Unity 32 Sequenced Core Icons
 June 06 – PASS 3.00.1






ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	IFEML_M1	I	I pronouns	I = I
	DICE_M1	DICE	Game-related words	You play games with DICE.
	SUN_M1	SUN	Like, fun, funny	Everybody likes a SUNny day.
	HAMMR_M1	HAMMER	Word-related words	You work with a HAMMER.
	MORNG_M4	MORNING/ RAINBOW	Colors, places in nature	A RAINBOW is made of many colors; the MOUNTAIN is a place in nature.
	BOOK_M1	BOOK	Reading-related words	You can read a BOOK.
	MUSIC_M3	MUSIC	More; music-related words	Most people want to hear more MUSIC.
	AMBUL_M1	MEDICAL	Help, medical-related	The ambulance is bringing MEDICAL help.
	YOU_M5	YOU	You pronouns	YOU = you.
	WNTED_M1	WANTED	want	The WANTED man wants to get out of jail.
	FAMIL_M3	FAMILY	Family-related words	FAMILY = family
	REMEMBER	REMEMBER	Time concepts; jewelry and accessories; thinks you do with your hands	If you tie a string around your finger, you will REMEMBER to do it.
	FROG_M3	FROG	Go Sports-related words	The FROG is going.













ICON	PRC FILE	ICON NAME	REPRESENTS	RATIONALE
	OPEN_M2	OPEN	Toys, money, put, open close	You OPEN the chest to put money in.
	STOP6	POLICE/ ADVERBS	Stop; occupation-related	STOP = stop; the POLICEman is a public worker. ADVERBS tell how or when.
	DELTSELE	DELETE LAST SELECTION	A tool that deletes the last thing you did.	
	IT_M4	IT	It pronouns	IT is a sheep; we don't know if IT is a male or a female.
	KNOT_M1	KNOT/ SENTENCE	Whole sentences; negatives	KNOT = negatives; the man and lady are talking in whole SENTENCE.
	APPLE_M1	APPLE/ BEE	Food-related words; being verbs	You can eat an APPLE; the QUEENBEE stands for being verbs.
	HOUSYOR4	HOUSE/ YORK	House and building-related words	The HOUSE and the YORK cathedral are buildings.
	JUICE_M2	JUICE/ TV	Drinking-related; TV-related words	You can drink JUICE. The JUICE is on the TV.
	MASKS_M1	MASKS	Feeling-related words	There is one happy and one sad MASK>
	UMBRL_M1	UMBRELLA/ THUMBS DOWN	Weather-related words; Negative concepts	The UMBRELLA stands for weather; the THUMBS DOWN is a signal for bad things.
	BED_M1	BED	Furniture and sleep-related words	A BED is a piece of furniture; you sleep on a BED.








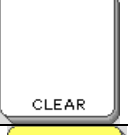




SpringBoard Unit 32 Child - Core






SpringBoard Unit 32 Icon Information








ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	NAME_M1	NAME	Link to NAMES page	The pen is writing a NAME.
	POSS_M1	POSSESSIVE	my	My name is on my nametag in the back of my jacket. (Shows POSSESSIVE).
	VERB_M1	VERB	is	Mr. Action Man is walking, working, whistling, and carrying
	PLEASE	PLEASE	please	The man looks like he is begging.
	DET_M1	DETERMINER	that	Mr. Wizard is pointing to that.

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	TO3	TO	to	TO = to
	MOREMUSI	MORE MUSIC	more	Most people want to hear MORE MUSIC.
	QUEST_M1	QUESTION WORD	what	What is a frequently-used QUESTION WORD.
	PAGE	PAGE		PAGE looks like a page
	IFEML_M1	I	I	I = I.
	DICE_M1	DICE	play	You play games with DICE.
	SUN_M1	SUN	like	Everybody likes a SUNny day.
	MORNG_M3	MORNING	get	We get up in the MORNING.
	BOOK_M1	BOOK	read	You can read a BOOK.
	PUT	PUT	put	The boy is putting something in the chest.
	BATH_M4	BATH	help	You may need help in the BATHroom.
	RETUR_M1	RETURN	A tool for Choose Activity	The RETURN arrows represent change.

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	YOU_M1	YOU	you	YOU = you.
	WNAT5	WANT	want	The boy WANTs the WANTed poster.
	DOG_M1	DOG	come	You call your DOG to come.
	FAMIL_M3	FAMILY	Link to FAMILY page	FAMILY = family
	REMEMBER	REMEMBER	do	If you tie a string around your finger, you will REMEMBER to do it.
	FROG_M3	FROG	go	The FROG is going.
	EYE_M1	EYE	look	You look with your EYEs.
	BLANK	BLANK	CLEAR DISPLAY tool	
	IT_M1	IT	IT	IT is a sheep; we don't know if IT is a male or a female.
	KNOT_M2	KNOT	don't	KNOT stands for negatives.
	APPLE_M2	APPLE	eat	You can eat an APPLE.
	GOD_M3	GOD	make	You can use cookie cutters to make cookies for the holidays (GOD).

ICON	PRC FILE	ICON NAME	WORD	RATIONALE
	JUICE_M1	JUICE	drink	You drink JUICE.
	MASKS_M1	MASKS	feel	There is one happy MASKS and one sad one.
	STOP_M1	STOP	stop	You STOP at the stop sign.

Vantage Activity Row Icons

ICON	PRC FILE	ICON NAME	ACTIVITY ROW	RATIONALE
	UNDERSTAN	UNDERSTAND	QUICK HITS	If you understand the Quick Hits, you can save a lot of time.
	FASTFWRD	FAST FORWARD	Every activity row has a MORE key.	You push fast forward to see more.
	MEET	MEET	GREETING	When you meet someone, you shake hands and greet the person.
	I_FEMALE	I	ME	I point to myself and say "me."
	CIRCLE TIM	CIRCLE TIME	CIRCLE TIME	The students gather in a circle for circle time.
	SURPRISE	SURPRISE	HAVE FUN	Have fun with the surprises in this activity row.
	VANTAGE	VANTAGE	DEVICE TOOLS	Looks like a Vantage.