

Sequenced Unity Patterns Quick Ref Guide (Based on Unity 60 Sequenced)

Unity

This is the way that vocabulary is organised within all PRC devices. Each word in **Unity** has a unique & consistent motor plan to allow for automaticity to occur.

Words in **Unity** are organised in patterns and these patterns are rule-based. This quick reference guide will help guide you through these patterns.

Unity 45/ 60/ 84/ 144

The numbers refer to the number of buttons that are on the screen. A **Device User/ Team** may prefer one area to another based on factors including: **Motor Skills/Visual Discrimination Skills/ Cognitive** or **Language Skills**.

This quick reference guide is based on **Unity 60**, but can be used as a foundation for the other areas as well.

Activity Row

The **Top Row** in **Unity** programmes.

Core Keys

All the **Rows** below the **Activity Row**.

Core Vocabulary

Words that are most commonly used in English – they are used regardless of situation, communication partner or age/ disability of the communicator. Device users must have access to **Core Vocabulary** in order to get their message across!

Fringe Vocabulary

Generally nouns that vary according to a situation we are in. **Fringe** might be different if we are talking about a football game versus doing an art project. It might also be different from communicator to communicator.

VISUALISING UNITY

1. **Unity** is organised in layers. The **TOP** layer is always the starting point. This allows for the pattern of a given word to remain consistent.
2. The **Top** layer of **Unity** has several high frequency words that can be said with 1-hit, indicated by lower case words on the button. **On 60**, these are: **a/is/were/was/to/an/the**.



3. The **+s** button adds an “s” to the end of the last word on the display (e.g. for **plurals**)
4. The **NUMBERS** key goes to a numbers page.


UNITY PATTERN #1:

VERBS, ADJECTIVES, CATEGORY NOUNS

1. Start with any coloured icon in the **CORE** area (e.g. **APPLE**). When you push it, you will delve one layer deeper to get more words related to the icon (in this case, words related to **Eating**).
2. Colours are important on the 2nd layer!
 - a. GREEN = **Verb**
 - b. BLUE = **Adjective**
 - c. ORANGE = **Category Noun**



3. Placement is also important in the **2nd Layer!** Try another icon (e.g., **DICE**), and notice the **Verbs, Adjectives, & Category Nouns** are always in the same place.
4. Sometimes there will be a **3rd Layer**. A good example is the **RAINBOW/ TRUCK** icon; when you push it the first time, you get words related to **Colours/ Art**. When you push it again,


you get words related to transportation.
5. You can tell there is a **Third Layer** because the 2nd button is in all caps and has a light shaded outline.

UNITY PATTERN #2:

Pronouns: Indicated in YELLOW

1. **Subject Pronouns** (e.g., **I/ you/ it**): Select the corresponding **Yellow Pronoun** 2 times



2. **Object Pronouns** (e.g., **me/ him/ them**): Select the **Pronoun** button then the present



3. **Possessive Adjectives** (e.g., **my/ his/ their**): Touch the pronoun button then nametag.



4. **Reflexive Pronouns** (e.g., **myself/ itself/ themselves**): Select the present then **Pronoun** (*I give a present to myself*)



5. **Possessive Pronouns** (e.g., **mine/ his/ ours**): Select the **Nametag** then the **Pronoun** (*I put a nametag on it and it's mine*)




UNITY PATTERN #3:

PRONOUN PHRASES

1. **Positive Pronoun** statements (e.g., **I will/ you can/ we should**): Select the **Pronoun** button then the phrase to the right. The pattern will be consistent across **Pronouns** (e.g., “**I will**” and “**you will**” have the same 2nd hit



(PATTERN 3, CONT)

2. **Negative Pronoun** statements (e.g., **I won't/ You can't/ he wouldn't**): Select the **Pronoun** button, then the **KNOT**  and then the **Negative Phrase**.



I won't:

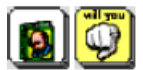


You can't:

3. **Pronoun** questions (e.g., **Will I, Can you?**): Start with the corresponding **Core Icon** and then move to the right to get the **Pronoun phrase**.



Will I:



Will you:



Can he:

4. **Negative Pronoun** questions (e.g., **Won't I, Can't you, Can't he?**): Start with the corresponding **Core Icon**, hit the **KNOT** to indicate negation, then the **Pronoun**.



Won't I:









Can't you:



Can't he:

UNITY PATTERN 4:

Grammar Words (INTERJECTIONS, DETERMINERS, CONJUNCTIONS, PREPOSITIONS, QUESTION WORDS, ADVERBS)

- These words start with the black and white icons on the 2nd row.
- INTERJECTIONS:** Start with . These words pop into conversation like fireworks pop into the sky (e.g., **Awesome/Yuk/Hello**)
- DETERMINERS:** Start with . The wizard is using his wand to point to **"this/that/those/these"**
- CONJUNCTIONS:** Start with . **Conjunctions** join words together like the trains are joined together (it also gives us some quick access to Numbers/ Math words because lots of children like to count trains!) – (e.g., **and/but/because**)
- PREPOSITIONS:** Start with . The cloud can go **over/under/through** the bridge.
- QUESTION WORDS:** Start with . Words like **who/what/when/where/why**.
- ADVERBS:** Start with . Words like **very/ever/ready**.

TIP: There are lots of resources available to help teach Unity to children/adults at all different language levels! www.ACLanguageLab.com is a wealth of information on language stages and how to teach different language functions/vocabulary.

Liberator contacts


























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UNITY PATTERN #5

Nouns

Nouns are found in the **Activity Row** after you have selected a **Core Icon**. See the list of categories to the right associated with each icon in **Unity 60 Sequenced**.

	Names/ clothing
	Games/ sports
	jokes
	Jobs/ tools
	money
	Feelings/ actors
	Books/ classes/ grades
	Music/ singers
	people
	family
	Time/ accessories
	Rooms/ buildings
	small appliance/ computer/asst tech
	Nature/ places
	Colors/ art/vehicles
	Body/medical Sensory/bath/ cosmetics
	animals
	sentences
	food
	Holidays/ shapes
	Weather/negative
	Drinks/ TV
	Dishes/ large appliances
	Containers/toys
	Furniture/ linens