

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

### Unity

This is the way that vocabulary is organized within all PRC devices. Each word in Unity has a consistent motor plan to allow for motor automaticity to occur. Words in Unity are organized 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 programs.

### 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 basketball 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 2<sup>nd</sup> 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. You can tell there is a third

5. 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): Touch the corresponding yellow pronoun 2 times  

2. Object pronouns (e.g., me/ him/ them): Touch the pronoun button then the present  

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

4. Reflexive Adjectives (e.g. myself/ itself/ themselves): Touch the present then pronoun (*I give a present to myself*)  

5. Possessive Adjectives (e.g., mine/ his/ ours): Touch 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): Touch 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): Touch the pronoun button, then the KNOT  then the negative phrase.

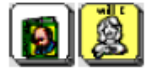


I won't:



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)**

1. These words start with the black and white icons on the 2nd row.
2. INTERJECTIONS: Start with . These words pop into conversation like fireworks pop into the sky (e.g., awesome/ yuk/ hello)
3. DETERMINERS: Start with . The wizard is using his wand to point to "this/that/ those/ these"
4. 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 kids like to count trains!) – e.g., and/ but/ because
5. PREPOSITIONS: Start with . The cloud can go over/ under/ through the bridge.
6. QUESTION WORDS: Start with . Words like who/ what/ when/ where/ why.
7. 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.AACLlanguageLab.com](http://www.AACLlanguageLab.com) is a wealth of information on language stages and how to teach different language functions/ vocabulary.

Please contact your Regional Consultant for more tips, trainings, and resources. Visit [www.liberator.co.uk](http://www.liberator.co.uk) or call 01733 370 470 for more information.

**UNITY PATTERN #5**

**Nouns**

Nouns are found in the activity row after you push a core icon. Below are the categories 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