

Phase 4 Cheat Sheet

Purpose: To teach the use of “I want” to make requests.

Setting: Trainer will be sitting across a table from the child. Graphic symbols for several items and the “I want” symbol are displayed on the iPad.

1. Conduct a preference assessment. Repeat this every 5 trials.



Sub-Phase 1

2. Drag and drop the “I want” graphic symbol onto the sentence strip and entice the child to select an item from a tray.



3. Prompt the child to place the desired item symbol next to the “I want.” Fade out prompting.



4. Have the child activate both symbols to speak the full sentence. Guide his or her hand if necessary. Fade out prompting.



5. Read aloud sentence strip one more time by pointing to each symbol.



6. Provide desired item and say item name.

Mastery: Child independently activates “I want” + desired item two times in a row.



Sub-Phase 2

7. Place “I want” symbol on upper left-hand corner of iPad screen and entice child to select an item from the tray.



8. Wait for the child to select a graphic symbol.

⇒ If child tries to select preferred item symbol first, block access. Point to “I want” graphic symbol and if necessary physically guide child’s hand to move it.



⇒ Child should complete sentence construction as before.



9. Read aloud sentence strip one more time by pointing to each symbol.



10. Provide desired item and say item name.



11. Do backwards chaining if child places symbols in the wrong order (see error correction sheet).



Mastery: Child independently drags and drops “I want” + desired item and activates them in correct order two times in a row.

Sub-Phase 3

12. Repeat above procedures.

13. Before reading sentence aloud, say “now you say it.”

14. Point to “I want” symbol and briefly pause. Give expectant look at child to say desired item name.
⇒ If child says the word, give extra praise and an extra desired item.

⇒ If child does not respond, say “you try: (item name).”

⇒ If child still does not respond, provide the item but repeat the item name again.



15. Repeat with different communication partners.



Mastery: Child independently drags and drops “I want” + desired item, activates them in correct order, and gives an approximation of the desired item name 80% of the time across 3 sessions in a row.