

## Language Arts Modifications

- Classmates can program short writing assignments into a Voice Output Device. The student can use the switch to play it back to the class for sharing time.



- Pre-record a short story for three to four classmates to listen to, then your student can ask comprehension questions using the Step-by-Step Communicator.

- Your student can play a piece of music, then classmates can write or tell a story about the music.



- Play pre-recorded news using voice output. A friend could record news sent in by the student's family.

- Use Accessible Books or Talking Books from the public library. Also check out the Accessible Books posted on the SET BC website. ([www.setbc.org](http://www.setbc.org))

- Use a Voice Output Device to record comments during a language arts game:
  - Roll the dice!
  - Move me, please
  - Whose turn is it next?
  - What's the score?
  - Rules/directions for the game

- Listen to a classmate read a story. The student hits a Voice Output Device (Step-by-Step Communicator) to indicate: "Turn the page now, please".

- Work with classmates to put on a play. The student could hit a switch to produce a sound effect or make a statement in a play.

- Interview or survey someone: The student could access a switch to ask questions prepared with a classmate. Various individuals could be interviewed.



- Read a short poem to the class recorded on a Voice Output Device.

- Greet the teacher or a buddy at the beginning of the language arts activity (e.g., High Five!) Practicing greetings is an important skill!



- Record a few different endings to a short story. The student uses a Voice Output Device to select the ending. The classmates have to act out the story as it is being read and improvise when the new ending is given. Endings can be silly, dramatic, scary, sad, etc.
- Classmates could write a pattern book with the student. The repetitious portion can be recorded on the student's augmentative communication device.
- With assistance, the student could make choices to write a letter to a friend or relative, particularly if a picture communication board is appropriate.
- Record a brief description of a story on the Voice Output Device without revealing the title or the characters' names. Classmates try to guess the title of the story.
- The student and classmates nominate someone for an award and explain why. This can be recorded on a Voice Output Device.

- Classmates could make up riddles based on a story. They could be recorded on a Step-by-Step Communicator and the student could access a switch to play them back during sharing time. Classmates try to guess the riddles.



- Create clues for a Treasure Hunt. The student could work with the teaching assistant or a fellow classmate to record clues on a Voice Output device. This activity could be used to assist with listening to directions.



- Make a picture map of a story and the main events as they occur. Photocopy pictures of the main events in the story. The student could make choices of what comes next. These could be glued onto a large sheet and coloured later, or the student could then draw or paint (with hand over hand assistance), the events for the story map as s/he selects them.

- The student could work with classmates to create a storyboard. Classmates could make the figures out of construction paper and back them with felt. They would move the figures about as the student "tells" the story, prerecorded on a Voice Output Device.

- Write a song related to a classroom theme. Take a very basic, simple song that the class all knows. The student could help make choices to substitute characters and/or activities or events with those relating to a particular theme. [The student could also access the switch to light up the overhead projector to assist classmates to learn the song. (e.g., "Twinkle, Twinkle, Little Star" could be rewritten with words and phrases about Jupiter).]

- When students finish reading a selection, they could go to the student to hear pre-recorded comprehension questions on a Step-by-Step Communicator. This classmate has also learned how to prompt the student at the elbow, to touch her switch, and wait for her to respond.



- Make a poster to advertise a book the class is studying. The student could make choices around the colours and characters used.

- Make a recipe, which could relate to a story. (e.g., gingerbread for the Gingerbread Boy) The student could operate a mixer with a switch and make choices around items to be placed in the recipe at a centre with peers.

- Make a T.V. commercial. The student could record his/her speaking part on a Voice Output Device.

- Select a theme from a story or novel and make a stencil for the student to use with sponge painting. (Workbook covers or bulletin board borders.)



- Make up a crossword puzzle. The assistant could record the questions (e.g., #2 down...) on a Step-by-Step Communicator, which is placed with the student at a centre with corresponding blank crossword puzzle sheets. The student would assist classmates to listen to the clues to fill in the crossword puzzle.

- The student could create a book about him/herself with photos and/or compressed objects placed in the book. Classmates could look through these books and talk about them. They are great conversation starters!

