Modeling Language During Mealtime

How to Model a Variety of Communicative Functions on AAC

Mealtime is a great time to interact and talk with your child! During this time it is important to model a variety of different language functions beyond just requesting.

You can point to *multiple symbols* (e.g., **[I] + [like] + [apple])** or a *single symbol* (e.g., "I **[like]** apple!") on your child's AAC while saying each word verbally.

What Words Do I Model?

Questions

'Who has the cracker?'
'What do you want?'
'Where is the cheese?
'Do you want more or are you all done?

Protests

'no juice',
'I don't want cheese'
'I don't like it'

Requests

'more pizza'
'I want pizza'
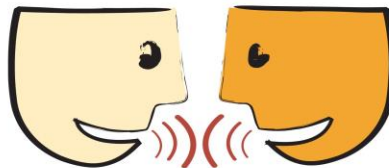'I want all the pizza'
'I want a big pizza'

Comments

Talk about the food you like, love and that is good
'I love it', 'it is good'
'I like grapes'

Follow your Child's Interests

Talk about what your child is doing

Interpret your child's non-verbal communication

Talk about what you are doing

Comments

Talk about where things go
'It is in your mouth'
'Cookies are on the table'

Comments

Talk about how things look
'That looks good' 'Apple is big'

Comments

Talk about how things feel
'That feels hard'
'The cookie feels soft'
'Yogurt feels sticky'

Comments

Talk about how things smell or how they sound
'That smells good'
'Listen, they are crunchy'