

Core Words Grab & Go

A quick-reference modeling guide for the whole AAC team, ready to hand to anyone who helps model on the device.



Why core vocabulary

A little modeling, woven through the day.

Core vocabulary can support communication in any setting, encourage robust language development, and help with self-advocacy and independence. A fun and effective way to implement core words is a “Core Word of the Week.” When modeling, remember you don’t have to model in full sentences.

A few core words to start with

go

want

more

help

stop

like

out

in

How to use this guide

Pick a “Core Word of the Week” and keep these pages handy. Each one gives quick modeling phrases grouped by setting (*games, snack, structured activities, daily living, and transitions*) so everyone on the team models the same word the same way. Hand a page to anyone who supports the child.

When the AAC team models together, **the user progresses.**

More

A few ways to model “more” across the day

✓ Games/Toys

- “Let’s play **more**!”
- “**More** please”
- “**More** turns”
- “**More** dice”
- “**More** game!”

✓ Activities of Daily Living

- “**More** soap”
- “**More** washing”
- “**More** water”
- “I need **more** help”
- “Let’s put on one **more** shoe”

✓ Snack Time

- “**More** snack”
- “**More** time”
- “I want **more** chips”
- “All done, no **more**”

✓ Structured Activities

- “**More** work, then break”
- “One **more** time”
- “5 **more** minutes”

✓ Transitions

- “I need **more** time”
- “I want to play **more**”

Let the conversation **begin**



A few ways to model “go” across the day

✓ Games/Toys

- “Ready, set, **go!**”
- “You **go**”, “I **go**”
- “**Go**, **go**, **go!**”
- “**Go** fast / slow”

✓ Activities of Daily Living

- “**Go** wash hands”
- “**Go** bathroom”
- “**Go** get your jacket”
- “Arms **go** in”
- “Our folder **goes** in the backpack”

✓ Transitions

- “Let’s **go** outside!”
- “Time to **go!**”
- “Where will we **go**?”
- “**Go** get your backpack”

✓ Structured Activities

- “**Go** to table”
- “**Go** get your pencil”
- “**Go** home / lunch / school”

Like

A few ways to model “like” across the day

✓ Games/Toys

- “**Like** games”
- “**Like** winning”
- “I don’t **like** losing”

✓ Snack Time

- “I **like** this”
- “**Like** chips / drink”
- “I don’t **like** this”

✓ Activities of Daily Living

- “I **like** these shoes!”
- “Don’t **like** wet hands”

✓ Transitions

- “I don’t **like** this, let’s get something different”
- “I **like** snack time”

Stop

A few ways to model “stop” across the day

AbleNet

ableteams
LET THE CONVERSATION BEGIN

✓ Games/Toys

- “**Stop** / go”
- “Cows / car / person **stops!**”
- “I want to **stop** game”

✓ Snack Time

- “**Stop** snack / eating”
- “**Stop** gummies, more chips”

✓ Structured Activities

- “Time to **stop**”
- “5 more minutes then **stop**”
- “**Stop** coloring, start book”

✓ Activities of Daily Living

- “Wash hands 3...2...1 **stop!**”
- “**Stop** soap”
- “**Stop** water”

✓ Transitions

- “Let’s **stop**”
- “Time to **stop**”
- “I want to **stop**”

Let the conversation **begin**

Help

A few ways to model “help” across the day

✓ Games/Toys

- “**Help** push / roll / pull / play”
- “**Help** turn”
- “**Help** me!”

✓ Snack Time

- “**Help** open”
- “**Help** + snack item”

✓ Structured Activities

- “I need **help**”
- “**Help** me find a pencil”

✓ Activities of Daily Living

- “**Help** turn on the water”
- “Bathroom **help**”
- “**Help** me coat / shoes / shirt”

✓ Transitions

- “Time to **help** clean”
- “**Help** me get your shoes”

Let the conversation **begin**



Write in your word, then jot down
modeling ideas for each setting

✓ Games/Toys

✓ Snack Time

✓ Structured Activities

✓ Activities of Daily Living

✓ Transitions
