tonies® ablefamilies AbleNet LET THE CONVERSATION BEGIN



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QuickTalker Freestyle Companion Activities

A Tonie is an audio character you pop on top of a Toniebox to hear songs and stories. Pop it on and it plays. Lift it off and it stops. That simple, repeatable routines makes Tonies a natural partner for modeling language on the AAC device; from requesting a favorite character to singing, moving, and dancing together.

QuickTalker Freestyle Tips for All Activities:

Bringing the Device Into the Fun:

- Model vocabulary on the child's QuickTalker Freestyle device.
- Give the child time to answer. Counting to 10 in your head helps.
- Say each word aloud when you model words on the child's device.
- Respond to all communication attempts, even if they aren't perfect.
- Repeat target words/phrases multiple times in natural contexts.
- Use words or phrases that can be used throughout everyday routines.
- Ask the child to make requests, ask questions, and share opinions and feelings during communication opportunities.

Programming & Set-Up Tips:

- Add icons for the child's favorite characters before you start.
- Add song and story words to the device: "listen", "sing", "dance", "again", "my song".
- Place the Toniebox where the child can reach it, so setting the figure down and lifting it off becomes a communication turn.
- Keep a few figures in a bin or bag so the child has a real choice to request which Tonie they want.

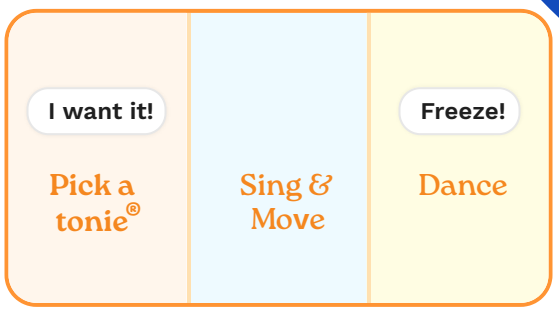
Ideas to Adapt the Activities:

- **For emerging communicators:** Focus on single-word vocabulary (go, stop, more, again).
- **For expanding communicators:** Target 2-3 word phrases (I want ___, more music, my turn).
- **For advanced communicators:** Practice full sentences and describing the song or story.
- **For gestalt language processors:** Use whole phrases that repeat, like "put it on," "let's dance," and "again please".

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Theme/Focus: What You'll Practice Together

Requesting, Music & Movement, Cause & Effect, Turn-Taking, Following Directions



Play Idea 1: tonies® Roll Call

Hold up two or three figures and let the child request which character to hear on their QuickTalker Freestyle device. Before the song starts, model "I want," the character, and "go". Setting the figure on the box makes it play, and lifting it off makes it stop, so each placement is a chance to model "on", "off", "more", and "again". Follow the child's lead and celebrate every request.

Target Vocabulary: I want, go, stop, on, off, more, again, my turn, put on, take off, which one, listen, that one

Play Idea 2: The Sing-Along

Play a favorite song and pair each line with a simple motion, such as clap, stomp, wave, or spin. Pause the music by lifting the figure and wait for the child to request the next motion or ask for more on their device. Model action words as you move together and let the child pick which motion comes next.

Target Vocabulary: sing, more, again, clap, stomp, jump, wave, spin, up, down, fast, slow, my turn, do it

Play Idea 3: Freeze Dance Party

Turn on a song and dance together. When you lift the figure and the music stops, everyone freezes! The child uses the device to start and stop the game with "go", "stop", and "freeze", and to choose the next dance move. Add silly moves to keep it playful and take turns being the one who calls freeze.

Target Vocabulary: go, stop, freeze, dance, again, fast, slow, spin, wiggle, move, my turn, silly, fun

Play Activity 4: Story Star

Play a Tonie story. Pause at big moments to comment on the characters and what is happening, modeling short phrases on the device such as "I hear," "uh oh," or "he is happy." When the story ends, help the child retell it in order, using first, next, and last. Let the child choose the next story to keep them requesting.

Target Vocabulary: listen, look, I hear, who, what, happy, sad, scared, funny, first, next, last, then, again

Play Idea 5: Boogie Box

Put the child in charge of the music. They request a song on the device, set the figure on the box to start it, and dance until they lift the figure off to stop. Between songs, model choosing what comes next, such as I want, more, or a favorite character. The child runs the playlist and leads the dancing, so requesting and cause and effect happen with every song.

Target Vocabulary: I want, more, again, go, stop, on, off, dance, next, my song, put on, take off

Peer Play: Guest DJ

One child is the "DJ" and uses their QuickTalker Freestyle device to choose the character and the song, tell friends when to dance and when to freeze, and pass the turn to the next DJ. Peers request songs too, so everyone gets to lead and to respond. Cheer each other on between songs.

Target Vocabulary: my turn, your turn, go, stop, again, more, pick, you pick, dance, listen, good job, cool

Sensory Activity: Beat Keeper

While a song plays, add movement that matches the beat. Tap a drum, bounce on a ball, shake a scarf, or pat knees along with the music. Try the same song fast and slow, loud and quiet, and start and stop the sound by lifting the figure so the child can feel the change and request what comes next.

Target Vocabulary: fast, slow, loud, quiet, stop, go, more, shake, tap, bounce, again, feel

Keep the Conversation Going!
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