# Funny Fish Jokes

In this Remarkable Idea, students have fun telling a variety of fish jokes.



### This activity addresses:

- Social skills
- Cause and effect
- Alternative methods of access

#### What you need:

- iTalk2 or iTalk4
- ☑ LITTLE Step-by-Step or BIG Step-by-Step
- Construction paper
- Printed or hand drawn symbol overlays

## **Preparation:**

- **1.** Create several fish jokes and record them to the iTalk2 or iTalk4. Here are a couple to get started.
  - Q: What fish is the most valuable?
  - A: A goldfish!
  - Q: Why is it so easy to weigh fish?
  - A: They come with their own scales!
  - Q: What do you get when you cross an elephant with a fish?
  - A: Swimming trunks!
- **2.** Using the AbleNet Symbol Overlay Maker app create question and answer picture symbol overlays and apply them to the corresponding question and answer sides of the iTalk2 or iTalk4.
- **3.** On the LITTLE Step-by-Step or BIG Step-by-Step, record a series of messages that can be used to start the joke.
  - Here are a few examples:
    - Hi! Do you like jokes?
    - I have a great joke for you. Would you like to hear it?
    - OK, here it goes!

#### What to do:

- **1.** Start by explaining to the students what a joke is. A common script would be, "A joke is told with the intention of making people laugh. Sometimes jokes are stories with a funny punch-line at the end and other times jokes are short sayings. Today we are going to share funny fish jokes."
- **2.** Ask the students if they have any funny jokes they would like to share before beginning the activity.
- **3.** Students gather in groups of two. One student will ask the other if they would like to hear a joke. Students needing assistance speaking can use the LITTLE Step-by-Step or BIG Step-by-Step to communicate with the other student. The student will then use the iTalk2 or iTalk4 to tell the fish joke.
- **4.** The students will switch places and the other student will now tell a joke.