Mirror and Amplify Activities



MIRROR the Speech Device User's statement by repeating and modeling it.

AMPLIFY the statement by incorporating an additional word, thus reflecting and modeling a richer version of the Speech Device User's initial expression.

Objects in a Room

Child: Chair Adult: Chair (MIRROR it). Blue chair (AMPLIFY by adding a descriptor).

During Playtime with Toys

Child: Blocks Adult: Blocks (MIRROR it). Stack Blocks (AMPLIFY by adding an action).

Reading a Book

Child: Dog Adult: Dog (MIRROR it). Happy dog (AMPLIFY by adding an emotion).

For Children with a More Advanced Grasp of Language:

Expressing a Desire

Child: Want Play Adult: I see. 'Want to play outside?' (AMPLIFY by specifying a location).

During Meal Conversations

Child: Like pizza Adult: Great! 'Like pepperoni pizza?' (AMPLIFY by specifying a type).

While Playing Sports

Child: Kick soccer ball. Adult: Right on! 'Kick the soccer ball into the goal? (AMPLIFY by adding a direction).

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