## **Conversation Map AAC Device Example**

Conversation Map Situation: Malik, a sixth grader, uses a communication device and wants to participate in an afterschool gaming club. Malik is interested in talking to Brandon, a member of the afterschool gaming club.

Questions	Answers
Person you would like to talk to or play with? (Name of person; Grade/class of person	Brandon; a sixth grader
Reason you would like to talk with the person? (To ask a question; to play with or hang out with the person; just to talk with the person)	Brandon is a member of the afterschool gaming club. Brandon seems interested in my device and smiles at me when I use it. I want to use my device to talk to Brandon about the club.
<b>Person's interest?</b> (Things he/she/they like to do; Things he/she/they like to talk about)	Brandon joined the afterschool gaming club so playing video games must be an interest.
Things you might say or talk about? (Would the other person be interested in talking about this?)	Since Brandon is a member of the afterschool gaming club, I could use my device to have a conversation about joining the club. We could also share our favorite video games to play.
<b>How might you begin conversation?</b> (What will you say?; How might the other child respond- 3 possible responses)?	<b>Me:</b> (programmed on device) "What's up Brandon? I'm thinking of joining the afterschool gaming club. Do you like it?"
	Brandon: Response #1: "Yeah, I like it." Response #2: "Sweet! You should." Response #3: "I don't know man. You might not like it."
	Me: Response #1: "Maybe we could play video games together." Response #2: "Cool! I'm going to join." Response #3: "I'd like to try. I'm really good at video games."
When would be the best location to talk to this person? (In class; in the hallway; at recess; when he/she/they are with other children; when he/she/they are by themselves)	I could use my device to talk to Brandon during 5th period since we both have lunch together.
Practice!	

Created by OCALI. Adapted from Building Social Relationships 2, Bellini, 2016