Generic Ideas

Commenting
- Selection of feelings/opinions available to comment on activities / during the good-morning session
- Say what the weather is like e.g. during good-morning session
- Generic overlay e.g. 'I' + 'finish' to indicate that they have finished their work, 'I' + 'want' + 'help' to indicate that they need help

Greeting
- 'Good-morning' and peers photos on switch

Requesting
- Pages set up (similar to Communication Book – core vocabulary to the left, choices to the right) – create 'I' + 'want' + 'choice' sentence e.g. when playing Pop-Up Pirate, snack time, choose time etc. Also 'I' + 'think' to encourage commenting

Giving Instructions
- Actions recorded for Simon Says

Telling a Joke
- Telling a joke e.g. sequencing a 'knock knock' joke
- Playing funny sound effects

Retelling Events
- Creating a short sentence to give a message to different classes
- Creating a short sentence to take home e.g. to say what has been done during the day

What is a Tech Talk 32?

A Tech Talk 32 is a switch with thirty-two buttons. There are also eight levels which can be recorded on and corresponding overlays can be created to match.

Tech Speak 32

Social Activities

Dinner Times
- Choose what to have for dinner and comment e.g. 'yummy!' / 'yukky'

Shopping
- Ordering food in a café e.g. 'I' + 'want' + 'burger'
- Shopping list

Games
- Colours / body parts recorded for Twister instructions
- Choosing who goes next (photos on switch)

Participate in Concert
- To say something in a concert or play

Curriculum Ideas

English
- A student can retell / sequence events e.g. familiar story
- A student can join in with story-telling e.g. using repetitive phrases
- To describe pictures / a character using concepts e.g. 'big', 'small', 'colours' etc.
- A student can comment on a story e.g. 'I' + 'think' + 'opinion'

Maths
- Simple number games (number overlay placed on switch) e.g. adding up, what comes next…
- Give instructions using number e.g. '2' + 'skittles'
- Comment on game e.g. '3' + 'spaces' when playing a board game

Music
- Play short extracts of music recorded onto device
- Comment on music played
- Choose e.g. musical instrument e.g. 'I' + 'want' + 'drum'

Group Activities

- Generic overlay to gain someone's attention, indicate 'my turn!', agree/disagree with someone, indicate 'more'/'finish' etc.

Programming a Tech Speak 32:

To record onto the device:
1. Switch the device on using the on / off / volume switch located at the back of the device
2. Select the desired level (choose from 1 – 8)
3. Press and hold the recording button. At the same time press and hold the button your wish to record on and speak.
4. Release the buttons once you have recorded your message.
5. Repeat with other buttons.
6. Ensure that the device is switched off when it is not being used!!

Who can use a Tech Speak 32?

- The student needs to be able to discriminate between up to 32 objects/photos or symbols
- The student needs to have an understanding of what is on the switch
- The student needs to be able to activate the switch (isolate each button) effectively
- Students who may be verbal but are too shy to communicate in a group situation
- Students who may be verbal but are too shy to communicate with unfamiliar adults
- Adults working with the switch should model its use e.g. when requesting / commenting, adult also uses it to communicate.

Why Use a Tech Speak 32?

- Simple to programme and easy to use
- Versatile – can be used throughout the day in a variety of situations
- Pre-programmed so that overlays can be changed easily and messages already recorded onto different levels
- Non-verbal students can be included into activities and given a voice
- Promotes independence – a student is able to give a message without relying on an adult
- Begin to create simple sentence structures e.g. 'I' + 'want' + 'choice'
- Can use same colours as in Communication Book (Language Through Colour)

Tech Speak 32

Who can help?

- **Speech and Language Therapist** can support with suitability / consideration of other devices if necessary
- **Occupational Therapist** can support with accessibility and positioning of the switch

Tech Speak 32 Golden Rules:

- **Labelling:** Always use an overlay with objects or photos or symbols or tactile cues to support the student to understand what they are communicating.
- **Accessibility:** Ensure that the switch is accessible to the student using it. Think about which hand / body part they will use to activate it and where it should be positioned.
- **Consistency:** Switches should be used consistently throughout the day. Students relying on these as a form of communication should have access to them regularly throughout the week. Responses to the student pressing the switches should be consistent as with other forms of communication.
- **Generalisation:** Students should be given opportunities to use the switches throughout the school day and to generalise skills e.g. requesting could be used throughout the day to request a snack, equipment, a choose activity etc. This should support the student to generalise the meaning of what has been recorded onto the switch and how to use it.
- **Model:** Model using the switch with the child e.g. you may model sentence and then play with toy, then the child can have a turn.
- *HAVE FUN!!*