

SPARK: Simple Play Adaptations to Reference for Kids

GoTalk One

Description:

The GoTalk One is a single message, Augmentative and Alternative Communication (AAC) device that supports communication throughout daily activities. It offers a large picture display and play button with easy set-up. The device is slim and lightweight for transport. The GoTalk One is approximately 2¼ x 4¾ x ¼ inches and weighs 1.6 oz. The device requires two button batteries.

Image:



[Purchasing Information](#)

Who Might Benefit?

Those who...

- Have difficulty understanding only oral directions given by others.
 - Have difficulty talking and communicating with others.
 - Have difficulty completing multi-step activities (schedules, routines, directions).
 - Have adequate fine motor skills to isolate a finger to poke to activate the button on the device.
- This skill is specific to this device, however there are many different access methods that can be used with other communication devices if needed.

Why Use?

Provides an opportunity to...

- Make choices.
- Comment to others.
- View a multisensory (visual and auditory) non-transient cue (remains within view) to support following schedules, routines, and adult directions.
- Hear verbal directions paired with a visual cue as many times as needed.

Instructions for Use:

Environmental Considerations

- Easily use in almost any environment because of the small size, weight, and easy transportability. The device could be carried in a pocket, fanny pack or purse for easy access on the go.
- It may be difficult to use in an unusually loud environment as the speaker on the device may

Adaptation Ideas:

Optional Additional Materials/Supplies

- Velcro
- Foam Board
- Dycem/Cabinet Liner

Build It Up

- Velcro a plastic bottle cap to the button to build up the surface.

not be loud enough to be heard by the child or communication partner over loud environmental noise.

- The user of the device will need to learn when it is appropriate to use the device in quiet environments in the same way that children who are speakers learn when they need to talk or not talk in quiet environments.
- If the GoTalk One is used as a part of a child's total communication system they should be available in the child's environment, at all times, and without restriction.

Positioning

- Use in any position due to the size, portability, and minimal weight.
- Use on a table top, attached to a wall with Velcro, placed on the floor, positioned on a slant board, etc.
- A child could interact with the device in a position such as sitting, standing, prone (Tummy Time position), supine (laying on their back), kneeling, etc.

Alternate Positioning

- GoTalk also offers a Talk Four Folder and Talk 6 Frame (not included but could be purchased separately) which allows you to combine multiple GoTalk Ones into a single case. Mounting several GoTalks onto a foam board with velcro attached to both the foam board and GoTalks would provide a similar type of positioning for multiple device.

Basic Play/Use

- Place a picture symbol into the covered frame that represents the word that will be recorded.
- Slide the switch on the back to "Record".
- Press the "Play" button on the front.
- Record the message for up to 10 seconds.
- Slide the switch on the back to "Play".
- Press the front "Play" button to activate the message.

Extended Play/Use

- Instruction: Provide directions, such as what to wear or what's next on the schedule.

- If the size of the button is too small for the child to activate there are other [single message devices](#) available in the OCALI Lending Library that have larger activation surfaces.

Stabilize It

- Velcro on most surfaces or place Dycem underneath to help stabilize the switch so it doesn't move away when the child tries to activate it.

Add Sensory Cues

- Add to the activation button- puffy stickers, puffy paints, different textures. The color of the button could also be changed if needed.

Alternative Uses

- Multiple GoTalk Ones could be placed side-by-side and velcroed onto a foam board strip to allow a child: choices among several toys or activities, provide a visual and auditory cue for the sequence and steps in an activity, provide first/then support, or to sequence and construct a simple sentence, etc.

- Requests: Make requests, such as ordering food, asking a question, or requesting a song.
- Participation: Participate in activities, such as turning the page, taking a turn, or repeating a phrase from a story (e.g. What do you see?).
- Information sharing: Share information, such as upcoming events or activities.
- Communication: Add communication to toys or appliances or send messages to others.
- Games: Make games interactive, such as by modifying a game to talk or playing Simon Says.
- Classroom management: Use as labels for areas or centers, as teaching prompts, or to greet others upon entering the classroom every morning.
- Support Self Care Skills: Use to indicate the need to go to the bathroom (can be carried in the child's pocket) or mounted outside the bathroom door. Caregiver can also provide the picture and recording to prompt a child to take a potty break.

Additional Considerations:

- Please keep in mind the device only has 10 seconds of recording time. If additional recording time is needed there are [other single message devices](#) available in the OCALI Lending Library that could offer extended recording and play time.

Resources:

[101+ Ideas for Single Message Communication Device Use](#) - This article focuses on Ablenet single message devices, but the activities can be used with the GoTalk One device also.

[Using Single Message Devices](#) - Tip of the month from TalkLink discussing the use of single message devices.

[Making the Most of Single Message Output Devices](#) - A list of ideas on how to use single message devices provided by Enabling Devices.

[Keep Talking](#) - This poster provides a quick reference and reminders for staff about the communication opportunities you can create with single message AAC devices. The poster was created by CALL Scotland, in collaboration with Tony Jones of TalkSens.