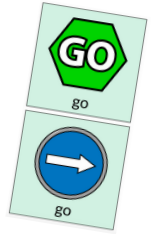


CORE WORD OF THE WEEK:

GO



ACTIVITY #1: INTRODUCTION TO "GO"

- Produce and show a symbol of the word GO. *If the individual you are working with is using an AAC system, use the symbol that they have on their AAC system.*
- Produce and model the gesture/sign for GO.
- Show GO in a field of 2-4 other buttons/symbols and have the individual select it. You may use a visual aid and have them label it, then move on to discrimination. If they are able, you may use a larger field size (e.g. 15-20 other buttons/symbols).
- Provide a printout of a communication page with GO appearing several times. Have the individual search for it and circle or put a sticker over all of the GO buttons.

ACTIVITY #2: SHORT PHRASES

- Demonstrate how GO can be used in many short phrases.
- Provide symbols as visual aids as you model the short phrases. You may hold them up and show pictures for guidance.
- Encourage individuals to use their AAC systems or gestures to select GO as they participate in these activities.
- If able, actively go to different locations and model the word/phrase within appropriate context(s).
- Examples: GO (to) playground, GO home, GO (to) gym, GO play, GO (to) sleep
- More complex examples (may not be most appropriate for all): GO away, GO around



ACTIVITY #3: SONGS

- There are many songs/videos that use GO in different contexts. Play these songs and videos and emphasize when you hear GO. You may also sing the songs yourself.
- Hold up visuals and encourage individuals to select GO or gesture for GO when they hear them in the songs.
- Bonus: choose other preferred songs and pause them randomly, then encourage individuals to communicate GO to continue playing the song.
- Examples: Cocomelon- *Go Before you Go*, *Wheels on the Bus*, Super Simple Songs- *Rain Rain Go Away*

ACTIVITY #4: BOOKS

- There are many books that use the same sentence structure and words throughout, which is a great way to target core words.
- Read the books and emphasize when you hear GO. Encourage individuals to select or gesture GO when they hear it as well.
- You can add visuals to books to highlight GO throughout. We had a great conversation with Rebecca Eisenberg about it - [check it out!](#)
- Bonus: choose preferred books and have the individual communicate GO to turn the page.
- Examples: *Go Go Go*, *Let's Go - Mickey & Friends*, *Go Away Big Green Monster*, *Go, Train, Go!*



ACTIVITY #5: CAUSE AND EFFECT (TOYS & GAMES)

- Cause and effect toys and activities are great ways to teach the word GO.
- Model the use of GO before blowing bubbles, sending a car down a ramp, pressing a button to open a popup, and more.
- You can also use GO as part of a turn-taking game. Say GO before each person's turn.
- GO can be used for group activities like musical chairs and freeze dance as well. Say GO before playing music.

ACTIVITY #6: CARRYOVER

- Model the use of GO as you leave your home, go to different areas in your home, go to sleep, go to eat, and more. For AAC users, modeling GO via [aided language stimulation](#) is a great way to demonstrate the wide use of this word!
- Examples: Go to school, Go in car, Go for a walk, Go to the bus stop, Go play, Go eat, Go to bathroom, Go to bath, Go away, Go upstairs, Go around, Let's go, Go for it, There you go.

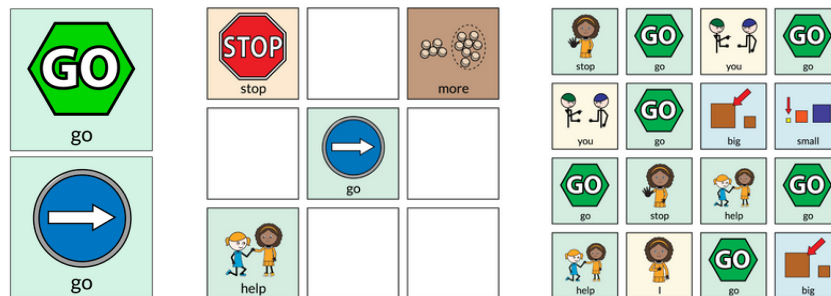


Find more AAC resources at communicationcommunity.com

CORE WORD OF THE WEEK: GO

LINKS AND VISUAL EXAMPLES

ACTIVITY #1: VISUALS (EXAMPLES ONLY - DO NOT REPRODUCE)



ACTIVITY #2: VISUALS (EXAMPLES ONLY - DO NOT REPRODUCE)



ACTIVITY #3: LINKS

- [Cocomelon Wheels on the Bus](#)
- [Cocomelon Go Before you Go](#)
- [Super Simple Rain Rain Go Away](#)

ACTIVITY #4: LINKS

- [Go Go Go](#)
- [Let's Go - Mickey & friends](#)
- [Go Away Big Green Monster](#)
- [Go, Train, Go!](#)

ACTIVITY #5: LINKS

- [Toy cars](#)
- [Bubble machine](#)
- [Pop the Pig](#)

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