

CORE WORD OF THE WEEK:

MORE

NOTE: MODELING WITHOUT EXPECTATION

- When engaging in these activities, and encouraging others to engage in carryover activities, remember that not all individuals will participate 100% of the time. **Communicating should be encouraged, not forced.** Additionally, all forms of communication should be honored. This includes verbalizations, the use of high tech AAC, gestures, etc. Multimodal communication is important and used by many!

ACTIVITY #1: INTRODUCTION TO "MORE"

- Produce and show a symbol of the word MORE (this can also be modeled using a sign/gesture). If the individual you are working with is using an AAC system (e.g., speech generating device/tablet), use the symbol that they have on their AAC system for visual consistency.
- Show MORE in a field of 2-4 other familiar buttons/symbols and ask the individual to select it from the field. You may use a visual aid (e.g. picture of the symbol) and encourage them to 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 MORE appearing several times. Ask the individual to search for it by circling or putting a sticker over all of the MORE buttons.



ACTIVITY #2: SHORT PHRASES

- Demonstrate how MORE can be used in many short phrases (seen below).
- 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 MORE as they participate in these activities.
- If able, provide different items that someone may request MORE of, and model the word/phrase within appropriate context(s).
- Examples: MORE song, MORE toy, MORE blocks, MORE water, MORE crackers, MORE slide, MORE playing, No MORE
- More complex examples (may not be most appropriate for all): I need MORE ____, Put MORE water in



ACTIVITY #3: SONGS

- There are many songs/videos that use MORE in different contexts (seen below). Play these songs and videos and emphasize when you hear MORE (e.g., modeling on the AAC user's device or using the sign). You may also sing the songs yourself.
- Hold up visuals and encourage individuals to select MORE or sign for MORE when they hear them in the songs.
- Bonus: Choose other preferred songs and pause them randomly, then encourage individuals to communicate "MORE" to request that the song continue playing or "No MORE" to protest and have it stop.
- Examples: *More | Core Vocabulary*, *The More We Get Together*, *Five Little Monkeys (No More Monkeys Jumping on the Bed)*
- Non-Children's Songs: Halsey *More*, Britney Spears *Gimme More* (clean version), Lynyrd Skynyrd *One More Time*, Queen *More of that Jazz*

ACTIVITY #4: BOOKS

- There are many books that use the same sentence structure and words throughout (seen below), which is a great way to target core words through consistency and practice.
- Read the books and emphasize when you hear MORE by increasing your volume or changing your tone. Encourage individuals to select or sign MORE when they hear it as well.
- You can add visuals to books to highlight MORE throughout. We had a great conversation with Rebecca Eisenberg about adapting books for AAC users - [check it out!](#)
- Bonus: while reading a preferred book, use an extended pause to encourage the individual to communicate MORE to continue reading.
- Note: Many of the examples below have the stories available on YouTube if you are unable to access a physical version or are working in a virtual setting.
- Books: *Just One More*, *Bear Wants More*, *Monster Needs One More*



ACTIVITY #5: TOYS

- Cause and effect toys and activities are great ways to teach the word MORE.
- Model the use of MORE while you start, then stop an activity. For example, you can have a play farm animal "running" around, stop, say MORE, then have it continue running.
- If you're playing in a sensory area, you can put a few toys in, then pause and add MORE. You may also search for an object, say MORE, and continue searching.
- While watching a video or listening to a song, pause it, say MORE, then press play.



ACTIVITY #6: CARRYOVER

- For AAC users, modeling MORE via aided language stimulation is a great way to demonstrate the wide use of this word!
- Model the use of MORE as you play with MORE toys, go to the store to get MORE food, add MORE salt to your dinner, and cut MORE apples. Also, model protesting as you say "no MORE" jumping or "no MORE" food if you're done eating.
- More examples: "MORE bubbles" "MORE dolls" "MORE [snack]" "Add MORE sugar [to recipe]" "No MORE [activity]" "MORE [preferred activity]" "MORE work to do" "You have MORE than me" "I want MORE"

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

- [Speech and Language Songs - More | Core Vocabulary](#)
- [The More We Get Together](#)
- [Five Little Monkeys \(No More Monkeys Jumping on the Bed\)](#)
- Non-Children's Songs:
- [Halsey "More"](#)
- [Britney Spears "Gimme More" \(clean version\)](#)
- [Lynyrd Skynyrd "One More Time"](#)
- [Queen "More of that Jazz"](#)

ACTIVITY #4: LINKS

- [Just One More by Jennifer Hansen Rolli](#)
- [Bear Wants More by Karma Wilson and Jane Chapman](#)
- [Monster Needs One More by Natalie Marshall](#)

ACTIVITY #5: LINKS

- [Sensory Table \(Sand/Water\)](#)
- [Dolls](#)
- [Farm set](#)
- [Knob and Pegged Puzzles](#)
- [24-piece Jigsaw Puzzles](#)

Like this resource? Check out our [Core Word of the Week: GO Activities Resource](#)

THANK YOU!

THANK YOU FOR YOUR CUSTOMER LOYALTY
AND FOR DOWNLOADING OUR RESOURCE



If you have enjoyed this product, we would kindly appreciate your review!

Check out some of our other AAC and free resources!

A green-bordered resource titled "DATA COLLECTION Speech Sounds Freebie!". It features a "Data Collection" table with columns for "Phoneme" and "Sound" and rows for "Initial", "Medial", and "Final" positions. Text on the left lists: "CLEAN & EASY DATA RECORDING", "USE FOR ALL WORD POSITIONS", and "ONE SHEET FOR MULTIPLE SESSION USE". A "DOWNLOAD NOW FOR FREE!" badge with five stars and the "communication community" logo is at the bottom.

A purple-bordered resource titled "AAC GOAL BANK". It includes a "GOAL WRITING FORMULA" section with a "GOAL" and "CRITERION" box, and a "LINGUISTIC, SOCIAL, LITERACY, OPERATIONAL/STRATEGIC COMPETENCIES & MORE!" section. It features an illustration of a child and an adult reading together. Text at the bottom says "THOUSANDS OF POSSIBLE GOAL COMBINATIONS!".

A green-bordered resource titled "WH-STORY QUESTIONS Freebie!". It includes a "WH- COMPREHENSION QUESTIONS" section with a "THE CAMPING TRIP" story and a list of questions: "1. Who went on the camping trip?", "2. Where did they go camping?", "3. What activities did they do on the trip?", and "4. How did they get to their camping site and back?". A "DOWNLOAD NOW FOR FREE!" badge with five stars and the "communication community" logo is at the bottom.

For additional resources and FREE materials - check out our blog communicationcommunity.com or visit our [TpT store](#). Both feature a variety of FREE speech and language resources

CONTACT



hello@communicationcommunity.com



[@communicationcommunity](https://www.instagram.com/communicationcommunity)



[.@communicationcommunityslp](https://www.facebook.com/communicationcommunityslp)



[@communicationcommunity](https://www.pinterest.com/communicationcommunity)

Disclaimer: information contained within this resource and on our website (communicationcommunity.com) is for general information purposes only. We advise that you assess your clients following evidence-based practice and implement activities using professional and clinical judgment. We may receive a (small) commission for any products purchased through our links, though all opinions are our own.

DO NOT REPRODUCE.
MADE ON CANVA.
VISUALS: SMARTY SYMBOLS
COPYRIGHT COMMUNICATION COMMUNITY, LLC. ALL RIGHTS RESERVED