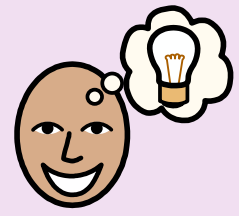
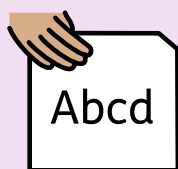


# Help Communication Board



# Ideas

- Model conversation using the boards
- Point and verbalise
- Encourage the user to make choices by pointing



Words



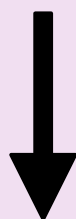
to help



on



off



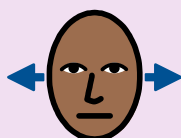
in



out



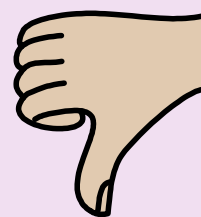
yes



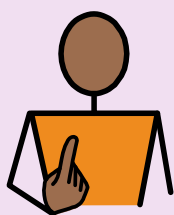
no



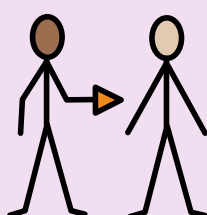
good



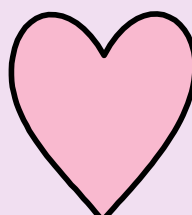
bad



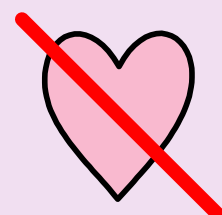
me



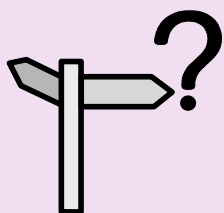
you



like



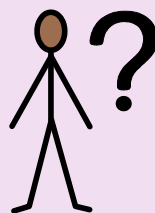
don't like



where



when

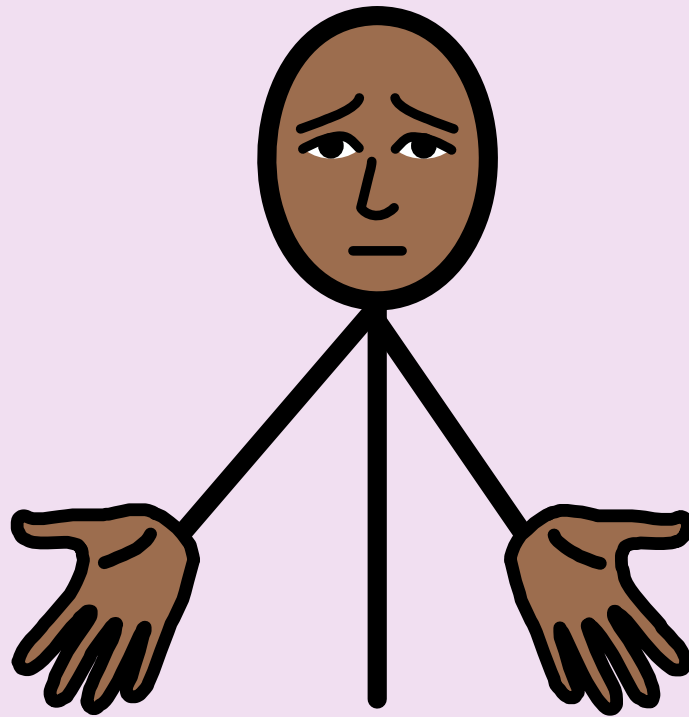


who

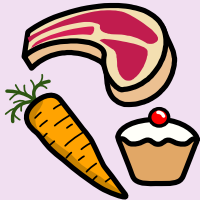


why





# I need



food



drink



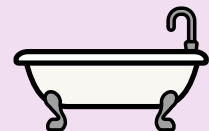
sleep



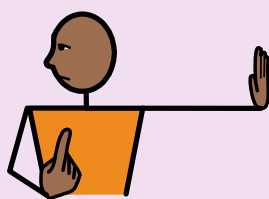
toilet



shower



bath



to be alone

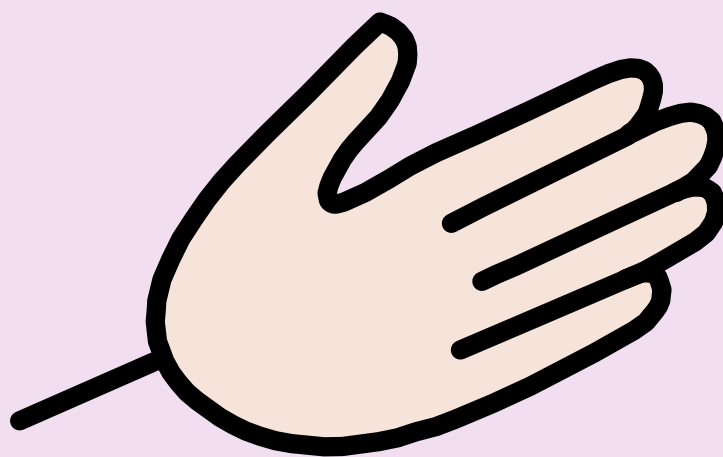


medicine



something else





# I need help with



toilet



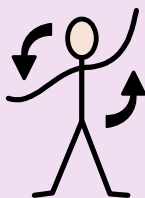
tissue



wiping



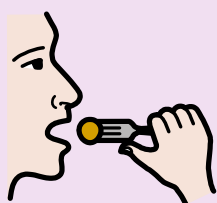
medicine



moving



washing



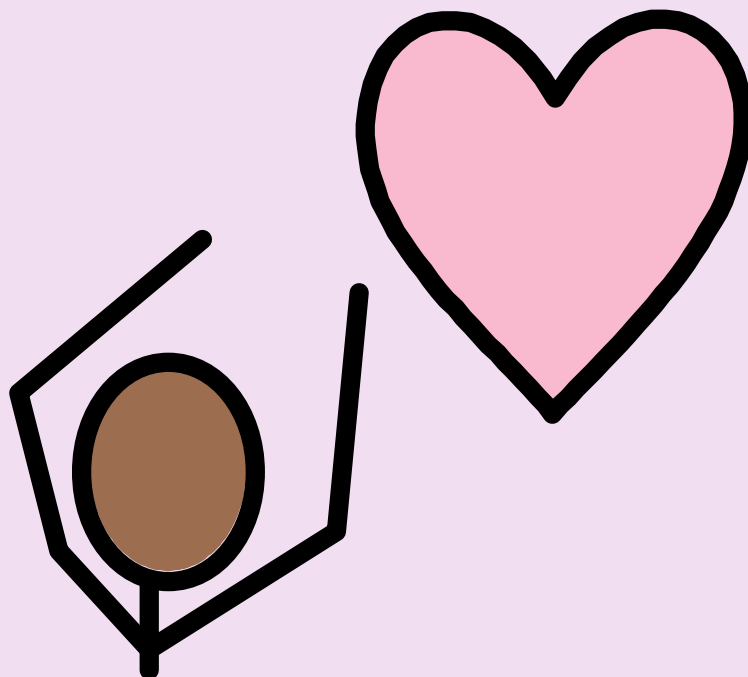
eating



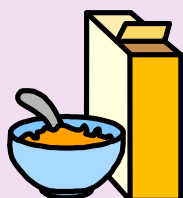
drinking



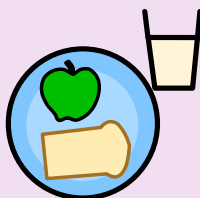
something else



# I want



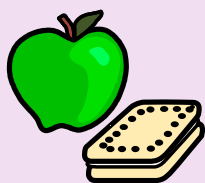
breakfast



lunch



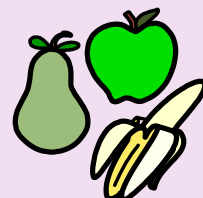
dinner



snack



pudding



fruit



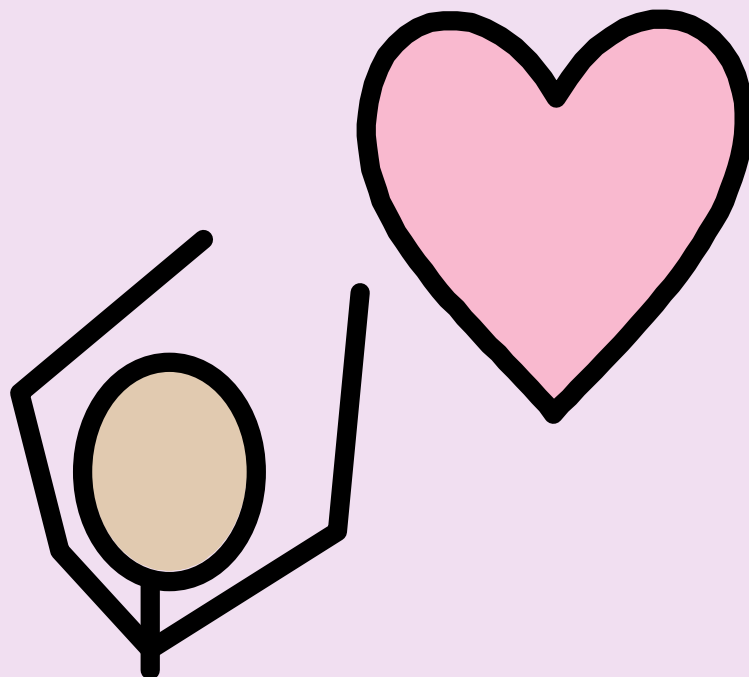
hot drink



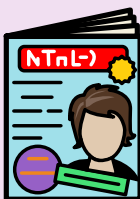
cold drink



something else



# I want



magazine



books



newspaper



teddy



doll



blanket



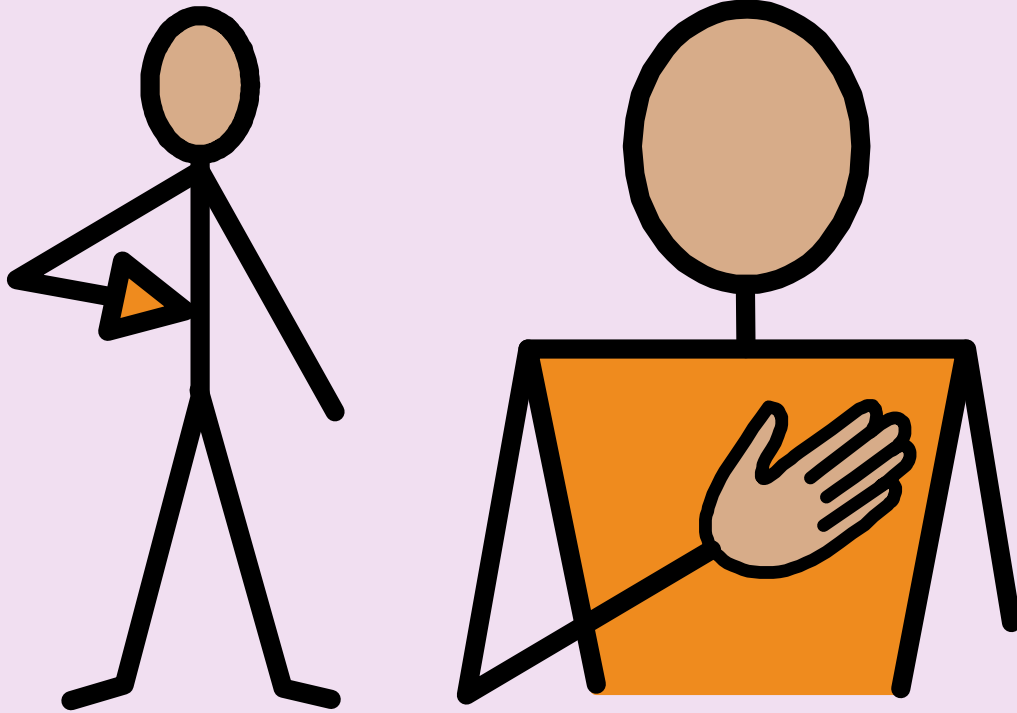
cushion



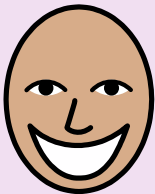
cuddle



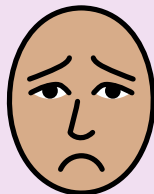
something else



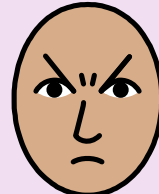
# I feel



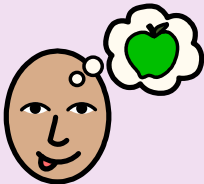
happy



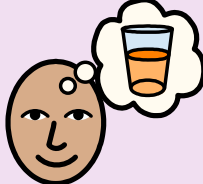
sad



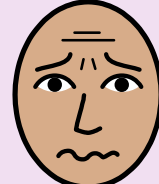
angry



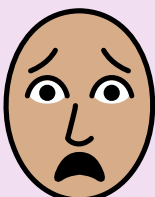
hungry



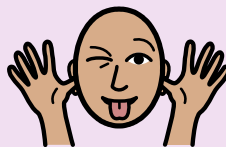
thirsty



nervous



scared

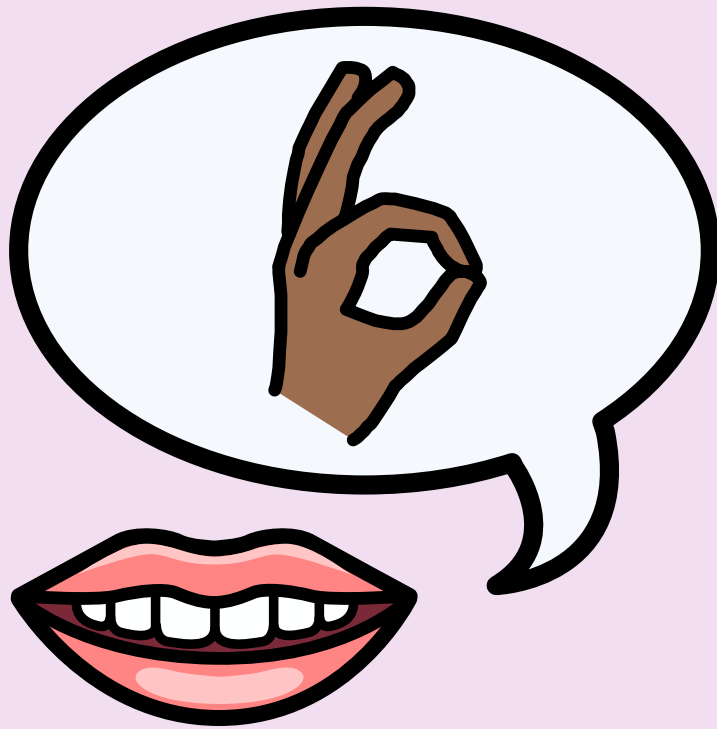


silly



something else





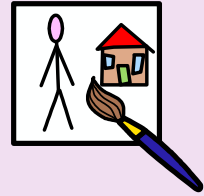
# Let's



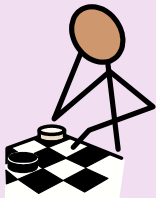
drum



play piano



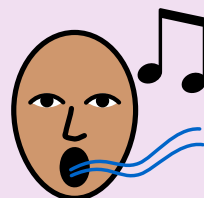
paint



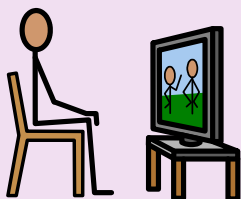
play a game



dance



sing



watch TV

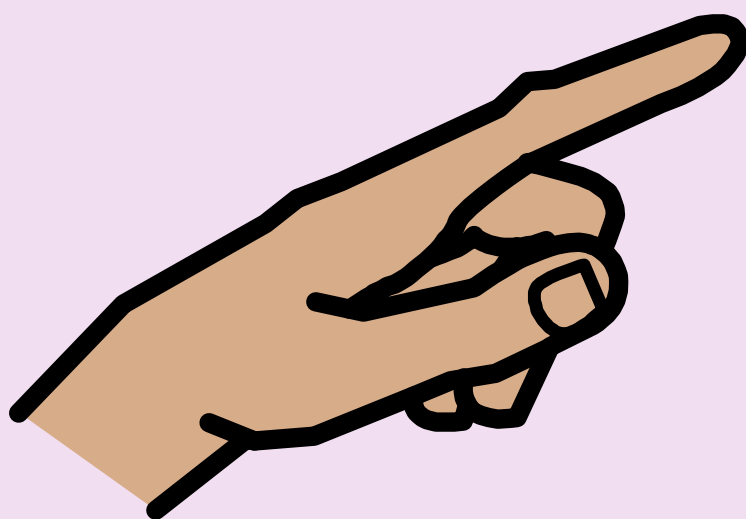


talk

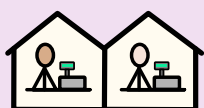


relax

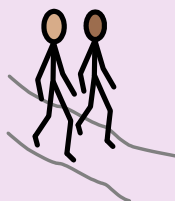




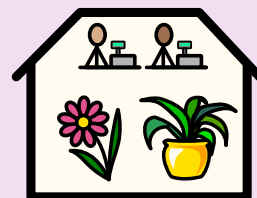
# Let's go



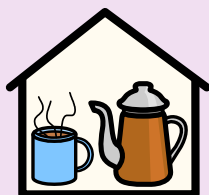
to the shops



for a walk



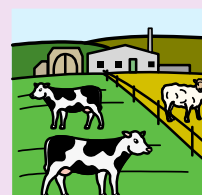
to the garden centre



to a cafe



to the pub



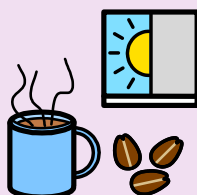
to the farm



visit



family



to coffee morning



something else

