

Unity Password

Unity Password involves 2 teams. Each team includes a person who uses Unity (or knows Unity) and a communication partner who also knows (or is learning Unity). The object of Unity Password is for the augmented communicator to give words **that start with a specific icon and for the communication partner to guess the password – which is the FIRST ICON in the sequence.** The person's communication partner is to identify the FIRST ICON in the sequence by either pointing at the icon on the communication display or saying the name of the icon.

The two teams need to be seated in such a way as the communication partners cannot see the AAC device displays when the people are saying the clue words.

Unity Password emphasizes the use of verbs, nouns, and adjectives because these parts of speech are coded with an icon(s) and then the icon for the part of speech.

As a game to help learn vocabulary, the augmented communicator selects the ICON and then can continue to select any icons from the Unity display or Activity Row in order to give clue words. The key is that the augmented communicator must START all sequences with the icon shown on the list (see rule 1 below).

Ten game lists are pre-made. The game lists show the "root" icon that is part of the sequenced versions of Unity 45, 60, 84, and 144. The game can get a little "tricky" when the Unity program uses combined icons (e.g., apple/bee, hammer/money). Encourage the augmented communicator to give clues (e.g., work, fix, job = hammer; have, buy, expensive = money) that are consistent with the element in the combined icon. If necessary, you can make your own game lists.






























Rules of the Game:

1. Each team is given a different list of 3 icons that are on the main Unity display.
2. Team 1 starts.
3. Starting with icon 1, the augmented communicator says a clue word that starts with that icon. The communication partner tries to guess the icon. The augmented communicator can give up to three clue words. If the password is guessed on the 1st clue word, the team gets 3 points. If the password is guessed on the 2nd clue word, the team gets 2 points. If the password is guessed after the 3rd clue word, the team gets 1 point. There are no penalties for incorrect guesses.
4. If after 3 clue words, the word is NOT guessed, the other team has a chance to steal and is allowed to guess. If guessed correctly, that team earns a point. There is no penalty for an incorrect guess.
5. The play passes to Team 2.
6. Play continues until each team has had an even number of turns.

Construction of the Lists:

1. Print out the pages with the lists for the required version of Unity used by the augmented communicator(s).
2. Laminate the pages.
3. Cut the pages into the 10 game lists.

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<p>List #1</p> <p>dice</p> 	<p>List #2</p> <p>sun</p> 	<p>List #3</p> <p>hammer</p> 	<p>List #4</p> <p>masks</p> 	<p>List #5</p> <p>book</p> 
<p>music-more</p> 	<p>stop</p> 	<p>want</p> 	<p>bath</p> 	<p>apple</p> 
<p>frog</p> 	<p>phone/up</p> 	<p>mountain</p> 	<p>kitchen</p> 	<p>bed</p> 
<p>List #6</p> <p>suit</p> 	<p>List #7</p> <p>remember</p> 	<p>List #8</p> <p>money</p> 	<p>List #9</p> <p>medical</p> 	<p>List #10</p> <p>watch</p> 
<p>house</p> 	<p>down</p> 	<p>rainbow</p> 	<p>return</p> 	<p>bee</p> 
<p>god</p> 	<p>umbrella</p> 	<p>juice</p> 	<p>family</p> 	<p>chest</p> 