


# Cars

## Unity Sequenced Activity Sets



This activity guide is to be used in conjunction with the Activity Sets found in the most recent version of **Unity 28, 36, 60 and 84 Sequenced** (software version 2.08 or greater). Select the Tools Key , then Vocabulary Builder. Select activities the individual enjoys and finds intrinsically motivating.

**Materials:** Cars and trucks etc.

**Words in Activity Set:** See smart charts.

Below are suggestions on how to expose someone to the words in this set. Suggestions for one, two, and three word target phrases are given. As always, show the learner how to find these words (model) as you are interacting. Respond naturally when the words are spoken. This is how he/she will learn what the words mean. For example say: "My car is going **up/slow**. Now it is going **down/fast**. **Oh no, crash!**" Model the words in bold. In general, make lots of comments about what you are doing and ask fewer questions.

Communication partner could say...	Learner could say... 1 word	Learner could say... 2 to 3 word phrases
What should we do? <b>Play</b> cars.	play, cars	play cars, let's play cars
<b>Red</b> or <b>green</b> ?	red, green etc.	red car, green car
The car is going <b>fast/slow/up/down</b> .	fast/slow, up/down	go fast/slow, go up/down
<b>Oh no! Crash!</b>	oh no, crash	Oh no! car crash
The car goes <b>honk/ in/out</b> .	honk, in, out	honk honk, go in/out
Hmmm... <b>more</b> or <b>all done</b> ?	more/ all done / stop	play more, let's stop