



# WHAT IS A COMMUNICATION DISORDER?

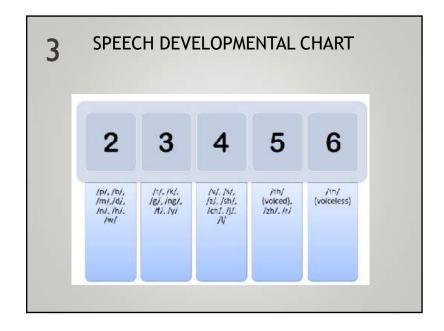
- A communication disorder happens when a person has trouble sending, receiving, processing, or understanding messages.
- This can affect speaking, understanding others, reading, writing, or using social cues.
- It is more than just being shy or quiet—it affects a person's ability to share ideas and connect with others.

# SPEECH DISORDERS VS. LANGUAGE DISORDERS

- **Speech Disorders** = How we say sounds and words
- Problems with pronunciation, stuttering, or voice quality.
- Language Disorders = What we say and how we use words
- Problems with vocabulary, grammar, understanding directions, or putting sentences together.

#### SPEECH - TWO MAIN AREAS

- Articulation making individual speech sounds correctly.
- Example: Saying /r/ correctly in "rabbit."
- Phonology understanding and using the rules for how sounds work in a language.
- Example: A child might use "tat" for "cat" because they don't yet apply the /k/ sound correctly in words.



# SLIDE 4:ARTICULATION IN PLAIN LANGUAGE

- Focuses on the "mechanics" of speech: lips, tongue, teeth, jaw, and voice.
- Problems can include:
- Substituting sounds ("wabbit" for "rabbit")
- Leaving out sounds ("nana" for "banana")
- Distorting sounds (a lisp on "s")

# LANGUAGE – THE BUILDING BLOCKS

- Language can be divided into easy-to-understand parts:
- Vocabulary (Words): Knowing and using enough words.
- **Grammar (Sentence Structure):** Putting words in the right order.
- Social Language (Pragmatics): Taking turns, staying on topic, reading body language.
- Narrative Skills: Telling a story or explaining an event so it makes sense.

# PHONOLOGY IN PLAIN LANGUAGE

- About sound patterns, not just single sounds.
- Example: A child might leave off all final sounds ("ca\_" for "cat," "do\_" for "dog").
- Children often "grow out" of some patterns, but if they last too long, they can make speech hard to understand.

#### **VOCABULARY (WORDS)**

- Includes naming objects, using action words, and understanding word meanings.
- Example difficulties:
- Child has trouble naming familiar items.
- · Child does not understand "before/after" or "under/over."

#### LIMITED VOCABULARY

- (And the) and the dog **pull** a bucket, house, dog.
- And a dog fall in the window.
- And the kid was <u>bad</u> for the dog.
- And the kid <u>say</u> <u>woooo</u>.
- And some bees <u>come</u>.
- And the dog smell the bees.
- (And the) and the kid say, "kooook."
- And there was the dog.

#### **GRAMMAR DIFFICULTIES**

- The kid (is) buy a frog and the dog see the frog.
- Now the frog and the boy fell asleep, was sleepy.
- And the frog **go** away. [verb error]
- (And the) and the kid and the dog gray up.
- And the old <u>one</u> wasn't there.
- And the frog is no more <u>allí</u>, not there.
- (And the, and the) and the kid [omit said], "Where are you, frog?
- Koook!

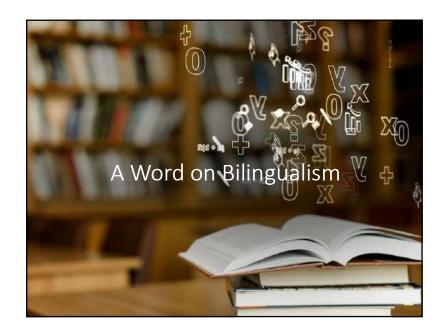
# GRAMMAR (SENTENCE STRUCTURE)

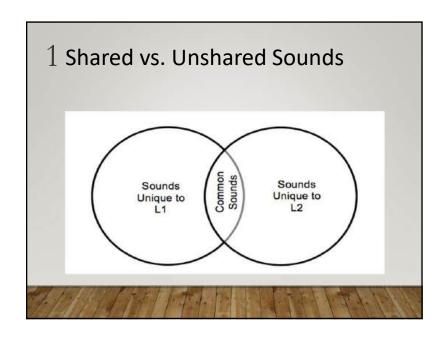
- Includes plurals, verb tenses, and word order.
- Example difficulties:
- "Him go store yesterday."
- "I runned fast."

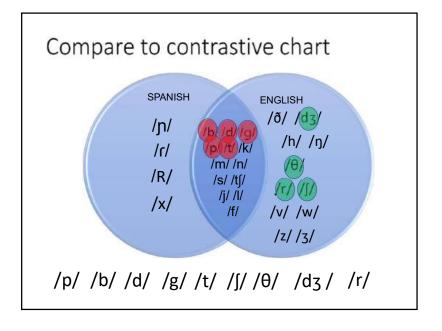
#### **SOCIAL LANGUAGE (PRAGMATICS)**

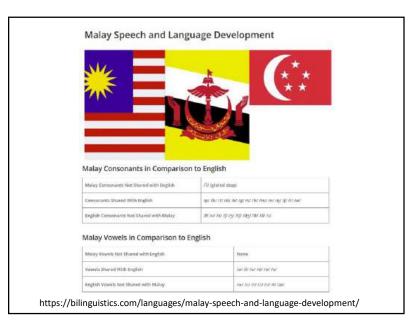
- Using language for different purposes: greeting, requesting, sharing.
- Following the rules of conversation: taking turns, staying on topic.
- Understanding others' tone of voice, facial expressions, and body language.

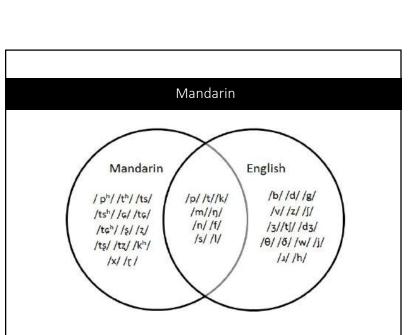


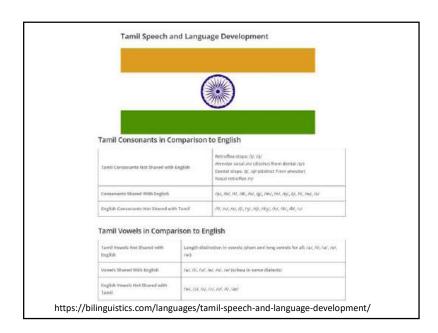


















#### SUPPORT FOR CURRICULUM-BASED INTERVENTION

Research and Case Studies

# Support for curriculum-based intervention



#### Children generally remember:

- 90% of what they learn when they teach someone else/use immediately.
- 75% of what they learn when they practice what they learned.
- 50% of what they learn when engaged in a group discussion.
- 30% of what they learn when they see a demonstration.
- 20% of what they learn from audio-visual.
- 10% of what they learn when they've learned from reading.
- 5% of what they learn when they've learned from lecture.

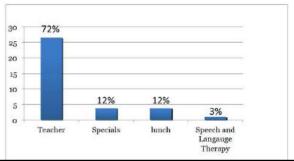
NTL Institute for Applied Behavioral Science Adapted from Audio-Visual Methods in Teaching, Edgar Dale. Dryden Press in New York, 1953

# Support for curriculum-based intervention



Teacher Involvement is Critical

Children spend the majority of their time with teachers in the classroom.



# Support for curriculum-based intervention



#### Teacher Involvement is Critical

- •The value that your student places on what you are teaching dramatically increases when the same words are used by their primary communicative partners.
- · Frequency and consistency are two important principles that are achieved when parents, teachers, and SLPs focus on the same topic.

# Support for curriculum-based intervention



#### Parent Involvement is Critical

- · Parents are the most consistent language models in their children's lives.
- · Parents' use of language-based strategies leads to greater receptive vocabulary at 12 years of age (Beckwith & Cohen, 1989).
- · Mothers' use of labeling and increased periods of interaction leads to increases in receptive vocabulary and greater expansion of expression in older children (Tomasello & Farrar, 1986).

# Support for curriculum-based intervention



#### Parent Involvement is Critical

- · Participation by fathers in early childhood programs is beneficial to the child, father and other family members (Frey, Fewell, & Vadasy, 1989; Krauss, 1993).
- · Empowerment leads to self-efficacy, or the belief that parents can make a difference in their child's development (Dempsey & Dunst, 2004).
- ·When families are involved in the intervention process, language enrichment is ongoing rather than during "therapy" only (Rosetti, 2006).

# Support for curriculum-based intervention



#### SLP knowledge is Critical

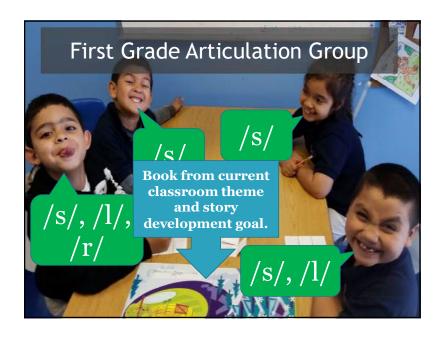
- By using classroom themes we not only access vocabulary topics, but we also provide a way for each student to practice newly acquired communication skills on a topic that she is familiar with.
- Teacher buy-in and opportunities for them to work on your student's goals are greatly enhanced when you align therapy to the school curriculum.

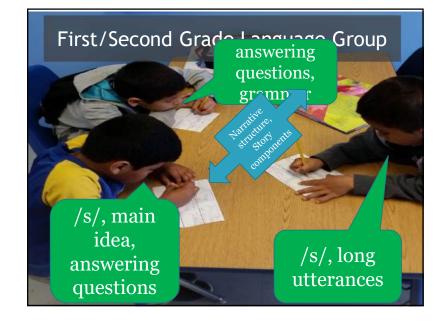
#### Research Take-Aways

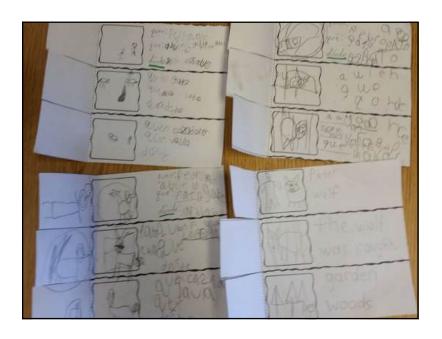


- SLPs only have 3% of the week
- Parents are powerfully motivated to help their children if we can clearly communicate how they should be working with their children.
- Teachers are motivated to collaborate when:
  - They clearly understand what to do
  - They know that you are invested in what they are teaching
  - Their efforts improve a child's performance on the measures that they are accountable for.









#### 50 Word - Core Vocabulary

- 1. Mario 2. Angry Birds
- 3. Minions
- 4. Maestra 5. Para
- 6. Con permiso
- 7. Por favor
- 8. Mrs.
- 9. Stop 10.Excuse me
- 12. Computadora 13. Silla 14. Mesa 15. Alfombra 16. Bolsa de libros 17. Computer 18. Chair

11. Please

19. Table

20. Carpet

- 21. Book bag 31. Amarillo 22. Color 32. Verde 23. Red 33. Azul
- 44. Sherissa 24. Yellow 34. Morado 45. Brother 25. Orange 35. Camisa 36. Pantalones 46. Sister 26. Green

27. Purple

28. Blue

29. Rojo

- 47. Mama 37. Zapatos 48. Papa 38. Shirt
- 39. Pants 49. Hermano 30. Anaranjado 40. Shoes 50. Hermana

41. Mom

42. Dad

43. Ray

#### **Academic Goals**

- Spell her name
- Copy letters
- 1-to-1 correspondence with letters and numbers
- Working for 5 minutes in one place

#### **Speech & Language Goals**

- · Following directions
- Stopping an activity with one verbal request
- Taking turns
- Making Eye Contact

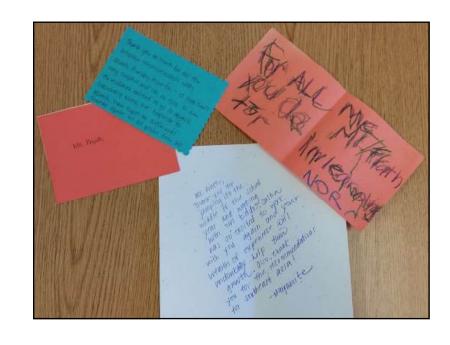
#### **Autism**

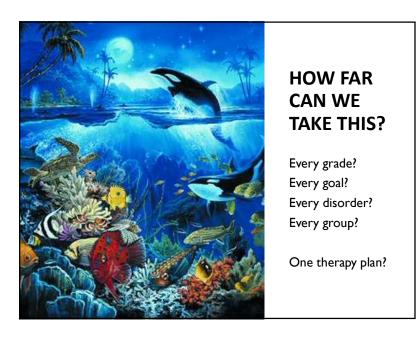


#### **Autism**

- Following Directions
- Eye Contact
- While Matching magnetic letters to words
- Increasing work time between breaks
- 30-60 second breaks consist of:
  - Music
  - Playing with String
  - Playing with a ball
  - Playing with a hoolahoop

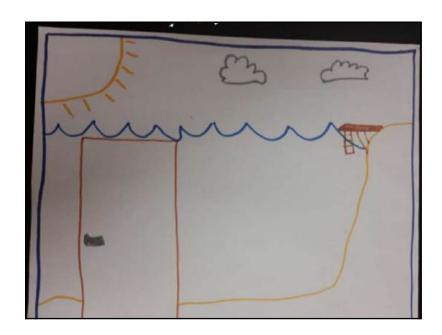
DATE	# of words spelled	# of sounds imitated	# of breaks		
1/14/16	1	0	6		
2/3/16	2	0	4		
2/12/16	10	1	2		
2/16/16	8/12	2	0		
2/23/16	13 (1 independent)*	2	2		
2/24/16	9	2	0		
3/3/16	14	6	2		
		*vevo			



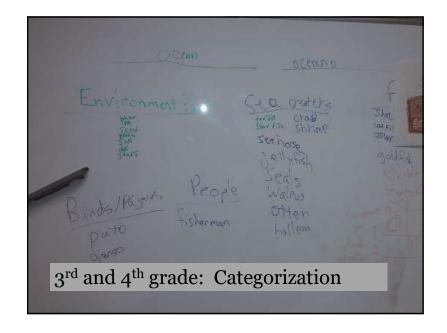


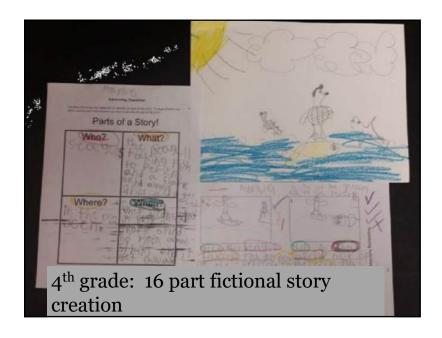


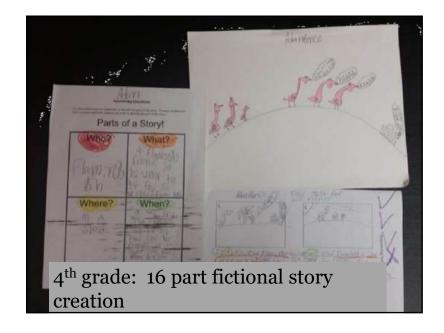


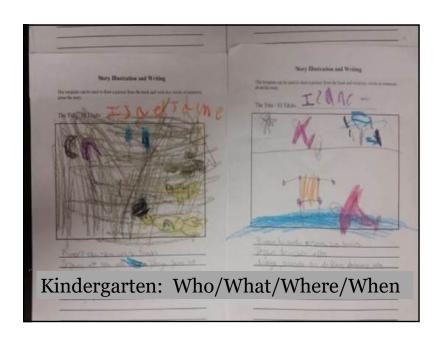


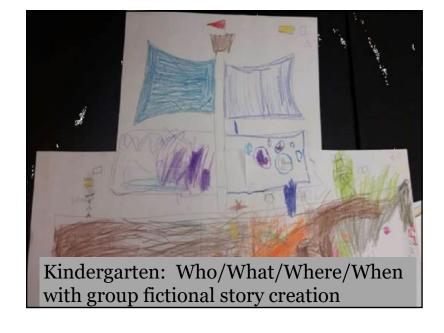


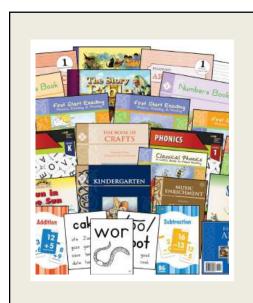












AN EXAMPLE FROM PRE-KINDERGARTEN AND KINDERGARTEN CURRICULUM

#### PPCD, Pre-K, K Academic Topics

- 1. Days of the Week
- 2. My body
- 3. Thinking / Feeling
- 4. Family
- 5. Fall
- 6. My friends
- 7. Pets
- 8. Opposite
- 9. Color / Shape / Size
- 10. Things that go together
- 11. Under construction
- 12. Things that grow
- 13. Food and Nutrition
- 14. Children's Songs
- 15. Sound and Movement

- 16. Music
- 17. Winter
- ${\bf 18.\ Workers}$
- 19. Folk Tales
- 20. Transportation
- 21. Trips
- 22. A celebration
- 23. Spring
- 24. Weather
- 25. Animals
- 26. Zoo Animals
- 27. Farm animals
- 28. The ocean
- 29. Summer

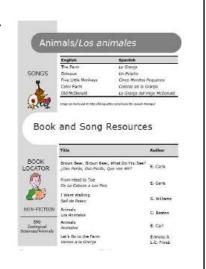


# Speech & Language Activities

There are only 12 main activities that make up most young children's day.

#### Example: 3-5 yearolds and the topic of animals





#### **Surprise Bag**

 The purpose of this activity is to introduce the theme and introduce related vocabulary.



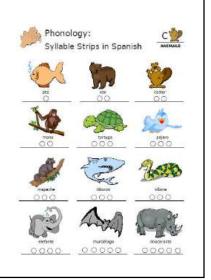
#### **Articulation**

 Review and practice targets from thematic articulation words



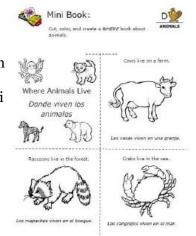
#### **Phonology**

 Have children identify the number of syllables in each word, and practice segmenting syllables by clapping or pointing to the circles under each word.



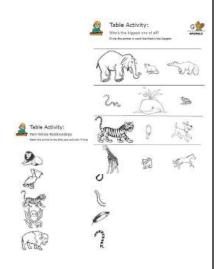
#### Mini Books

 While sitting at a table in a small group, students can make their own mini book about the theme.
 Students can work on sequencing the story, following directions to put the book together, and labeling or describing the book.



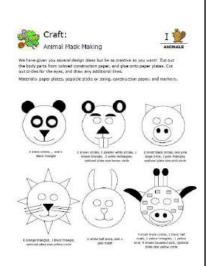
#### **Table Activities**

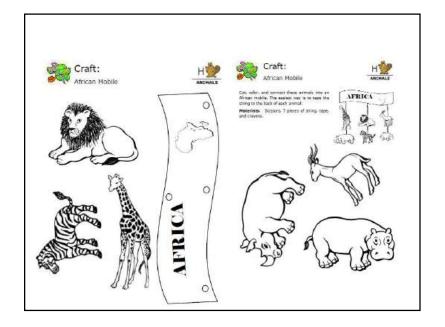
• Students can complete worksheets related to the theme.
Teachers often have worksheets ready so collaborate and find out what materials she has.



#### **Crafts**

 Crafts are great for students who benefit from hands-on activities. Gather the materials listed at the beginning of each session and make the minimal preparations.



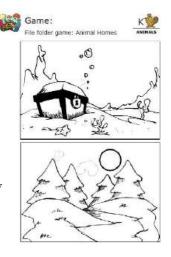


#### Game

Games are a great way for students to be exposed again to theme-based vocabulary.

We created file folder games for each theme which are printable and highly transportable.

Another great game is to go 'fishing' by tying a magnet to a piece of string tied to a stick, and use it to pick up vocabulary cards that have a paperclip on them.



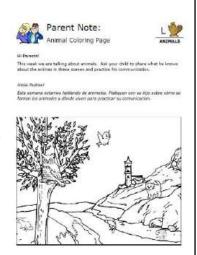
#### Recipe

- Recipes are great activity for more active students who benefit from handson activities.
- Use sequence cards and visuals to help students request materials, describe what they are doing and finally tell how they created the end product.

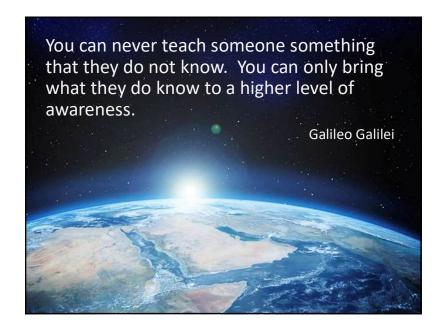


#### **Parent Note**

 Communication growth is stimulated by carryover into the classroom, reviewing of vocabulary, and shared participation by a student's teacher and parents.







#### WE WILL COVER:



I. WHY USE STORYBOOKS?



2. ASSESSING WHAT TO WORK ON, CHOOSING GOALS, AND TAKING DATA



3. STORYBOOK INTERVENTION

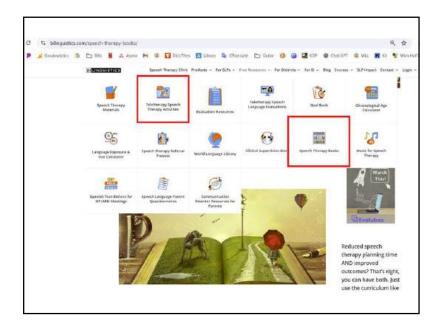


4. SUPPORTING SOCIAL COMMUNICATION AND RAISING SELF-ESTEEM

#### Communication Concerns:

- A. Difficulty in comprehending communication
- B. An underdeveloped sound system
- C. Reduced expressiveness









#### WHY USE STORYBOOKS?

#### Shared reading activities

- Increase development in multiple areas (Doyle & Bramwell, 2006; Debaryshe, 1993; Burner, 1978)
- Promote language development in children with typical development (Teale & Sulzby, 1986; Westby, 1985) and with language impairments (Gillam & Ukrainetz, 2006)
- Promote a greater desire to read (Mason & Blanton, 1971)
- Exposes student to printed materials and positive reading models (Teal, 1984)



#### WHY USE STORYBOOKS?

#### Develop Pre-linguistic Skills

- Play
  - Symbolic play predicts comprehension
- Gestures/Signs
  - Bridge to producing language
- · Joint Attention
  - Gaze, pointing, showing, directing attention
- Vocalizations
  - Diversity of sound types predicts expressive vocabulary and speech performance
- Comprehension
  - Predicts grammatical complexity and vocabulary

Watt, Wetherby & Shumway, 2006

#### WHY USE STORYBOOKS?

- By 3<sup>rd</sup> grade, children add about 3000 vocabulary words per year.
- An average reading program teaches about 400 words per year.

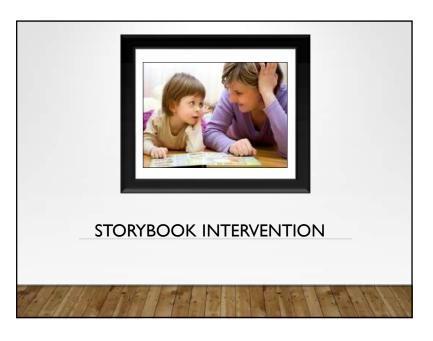
## LANGUAGE DISABILITIES AND READING DISABILITIES:

- 40% of preschool children with language impairments develop significant literacy learning difficulties (Aram & Nation, 1980; Rescorla, 2003) even if their delays appear to have been resolved by age 5 (Scarborough, 1990; 2002)
- Approximately 90% of individuals with severe communication impairments experience significant literacy learning difficulties (Koppenhaver & Yoder, 1992).
- Children with oral language impairment are at great risk for reading disabilities (Schuele, 2004)

Successful readers in first grade have a 20,000 word receptive vocabulary – poor readers have less than 5,000 words.

## LANGUAGE DISABILITIES AND READING DISABILITIES:

- Proficient reading requires integrated skills across decoding and comprehension that draw on basic language knowledge (semantics, syntax, and phonology) (Schuele, 2004)
- Emergent literacy weakness apparent prior to formal reading instruction and persist into adolescence and adulthood (schuele, 2004)
- Strengthens other interrelated areas: reading, writing, listening, speaking (Kraayenoord, 2001; Erickson et al, 1997)



# 4 KEYS TO SUCCESSFUL LITERACY-BASED INTERVENTION



I. PLANNING FOR INTERVENTION



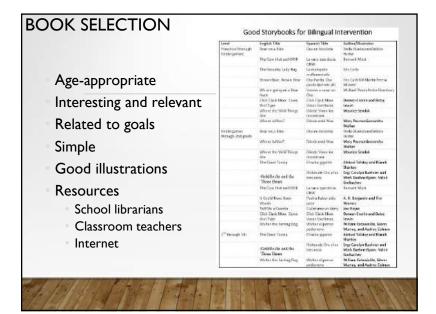
2. PRE-READING ACTIVITIES

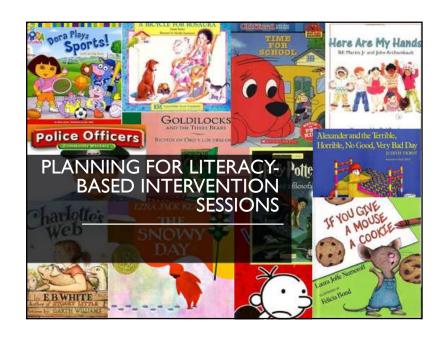


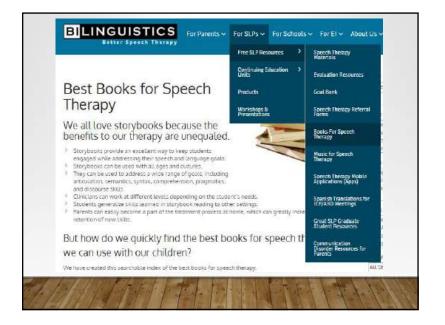
3. BOOK-READING ACTIVITIES

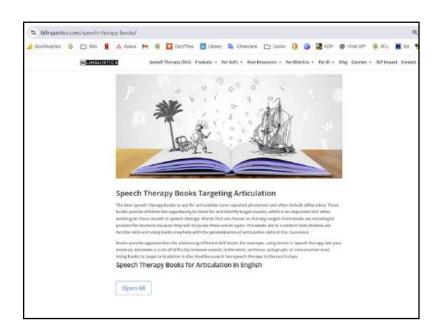


4. SUPPORT SOCIAL COMMUNICATION AND SELF-ESTEEM











#### **SELECTING COMMUNICATION ACTIVITIES**

#### Great Materials Should:

- provide repetitive structure
- be able to be used with all ages and cultures
- address goals across semantics, syntax,
- comprehension, pragmatics, and discourse
- decrease preparation time
- be fun and interesting for students
- make homework programs more relevant for parents
- allow for programmatic collection of intervention data
- apply to academic needs

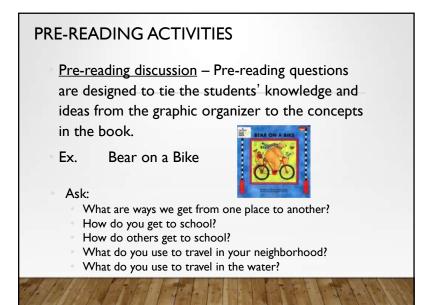
#### **PRE-READING ACTIVITIES**

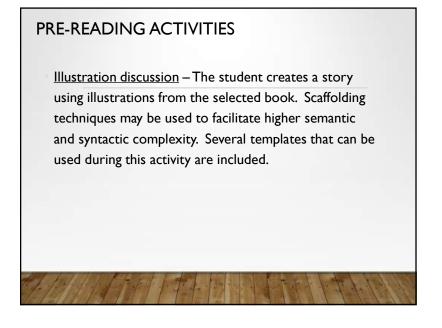
Semantic mapping/graphic organizers – the adult and students develop a list of words and concepts related to the story and then develop a visual representation or map of how the words and concepts are related to one another (Gillam & Ukrainetz, 2006; Hoggan & Strong, 1994).

Graphic organizer - ex. Bear on a Bike

Say: "We are going to read about a bear who goes on an adventure. On his adventure, he uses different types of transportation."













#### SCAFFOLDING TECHNIQUES

#### **Print reference**

The educator references a target from the book by pointing or commenting.

#### **Cloze procedures**

The educator provides the first part of an utterance and the student completes the thought The educator expands on an utterance provided by the student using the grammar and vocabulary targets.

#### **Comprehension questions**

The educator asks the student a question targeting an appropriate level of complexity for the student.

#### **Binary choice**

The educator offers the student two choices of responses.

#### Modeling

The educator models the target structure for the student.

#### LET'S START BY DEFINING ROBUST

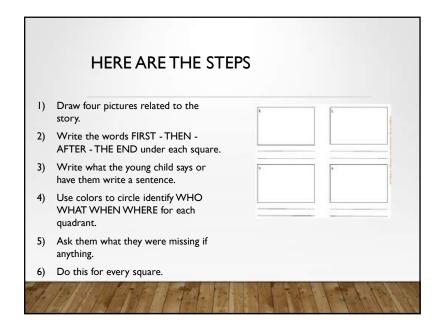


Robust means that a child tells a:

- √ 4 part story
- ✓ In the right sequence/order
- ✓ Using cohesive elements (first, then, after, at the end)
- ✓ Answering 4 questions for each part (who, what, where, when)

That's a 16 part correctly ordered story with all needed information! Boom!!!!

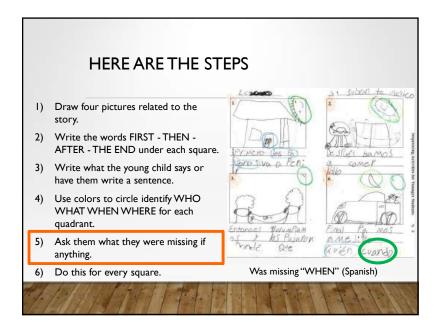


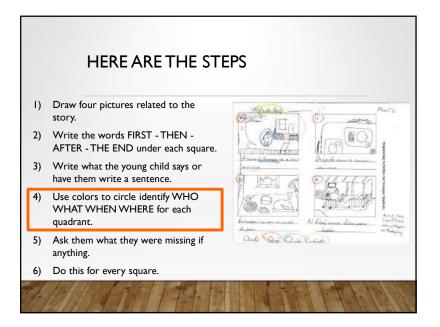


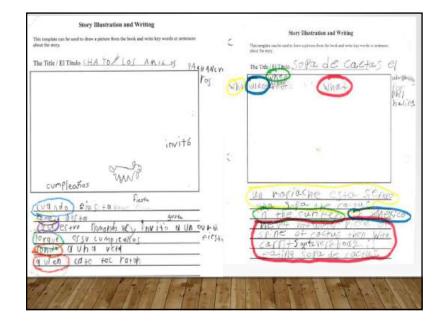


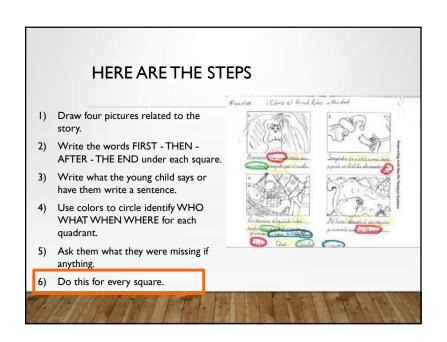
	HERE ARE THE STEPS							
I)	Draw four pictures related to the story.	l,	2.					
2)	Write the words FIRST - THEN - AFTER - THE END under each square.	First	Then					
3)	Write what the young child says or have them write a sentence.	3.	4.					
4)	Use colors to circle identify WHO WHAT WHEN WHERE for each quadrant.	2000						
5)	Ask them what they were missing if anything.	After	At the End					
6)	Do this for every square.							



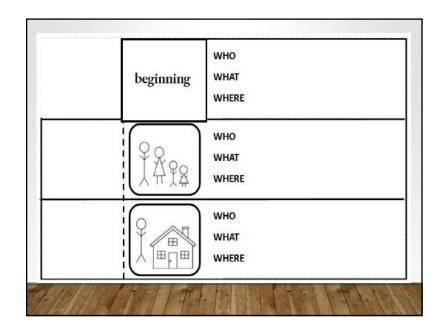


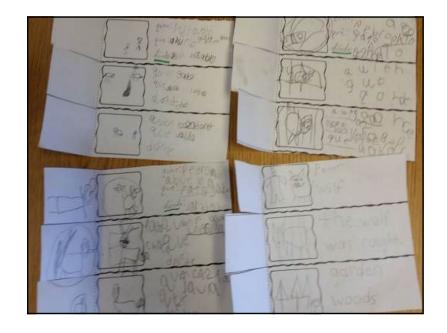


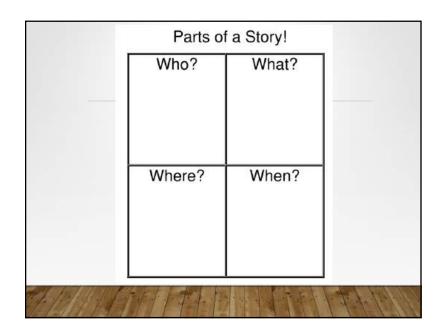


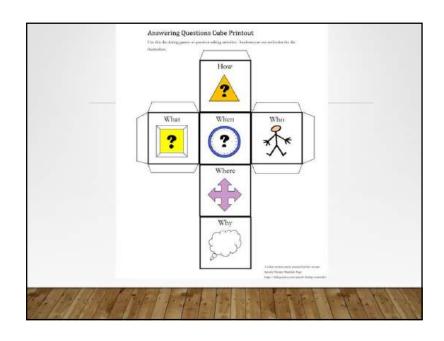




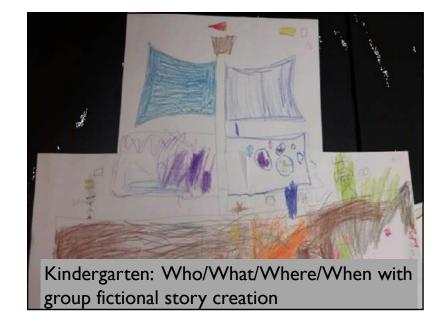






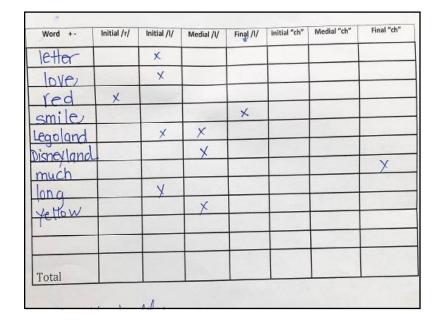


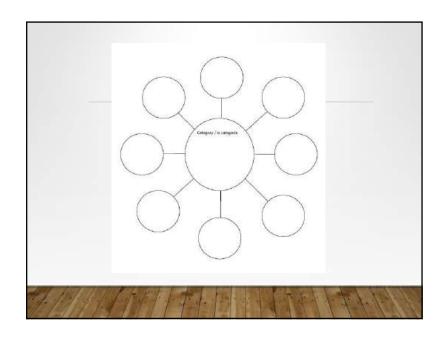
Name Ex. A ball	Category is a tey	Attribute that is round	Function that you can throw	
	is	that is	that you	

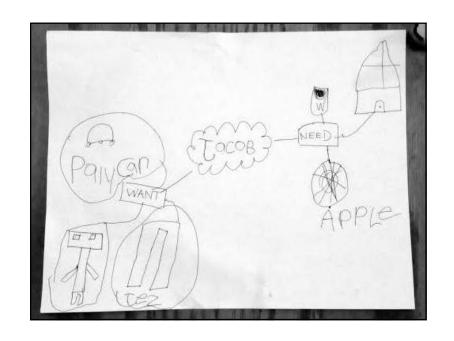


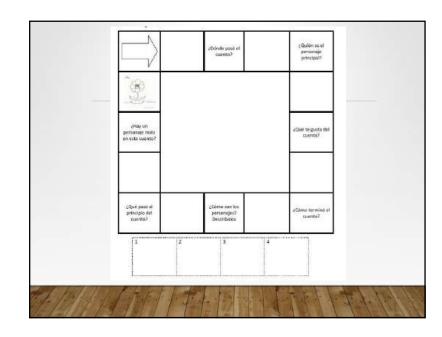


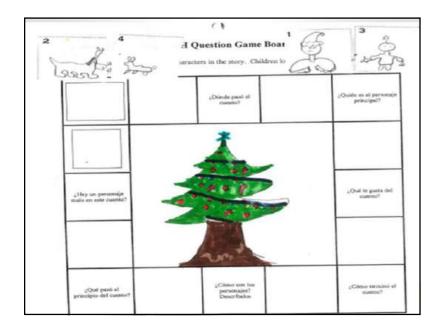


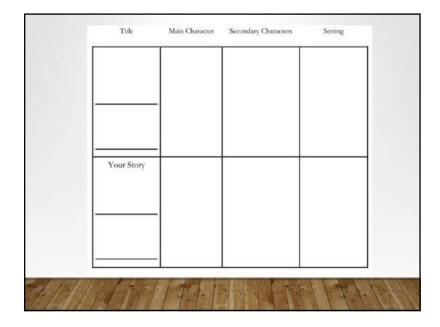


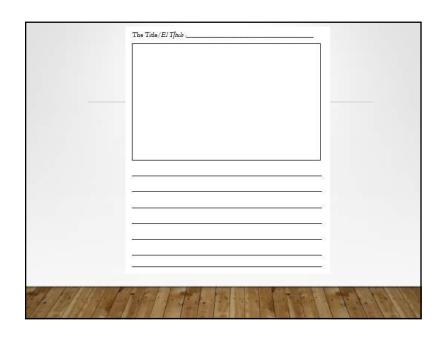


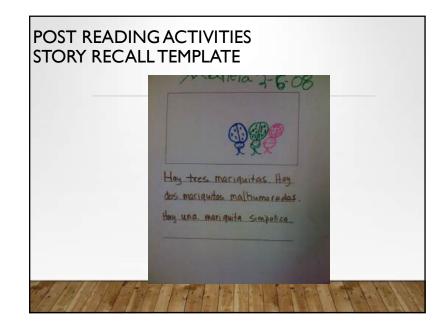


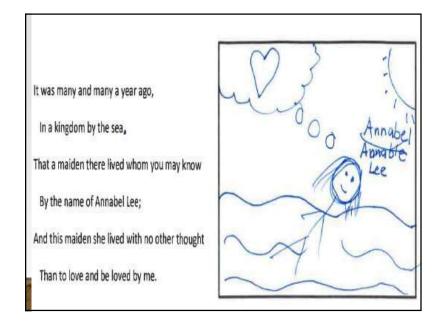


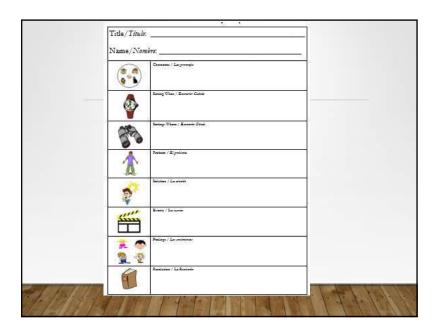


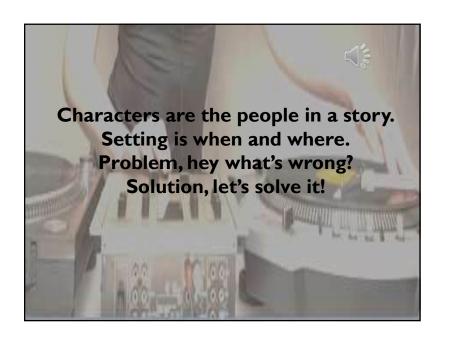






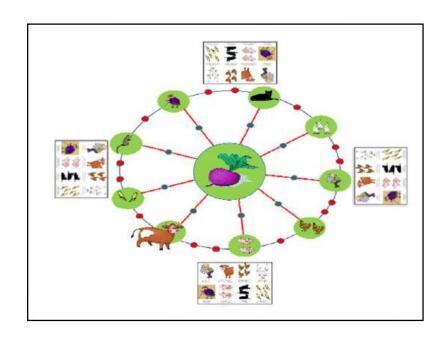












# MAKE UNIVERSAL CORRECTIONS SO STUDENTS AREN'T SINGLED OUT

- This might mean correcting a student who can say the sound our speaks well.
- The student who needs it with I) here a great example and 2) think: "Everyone gets these corrections.

#### THINK - PAIR - SHARE

- Groups students into pairs of 2.
- They students will decide who is Student A and who is Student B.
- Tell them that you will ask a question, they will discuss the correct answer. First Student A will answer.
- Ask a second question.
- Let them discuss.
- Allow Student B to answer.

# PRE-TEACH A TOPIC AND ASK YOUR STUDENT WITH GOALS IN A GROUP SETTING – CONFIDENCE BUILDING!

Example: A student is having difficulty answering WHO and WHERE questions.

Pre-read a story to him

Work on answering WHO and WHERE.

Read the story to the group.

Ask the student the question you know he can answer.



# USE TECHNOLOGY TO RAISE ENGAGEMENT AND EXCITEMENT





# TAKE AWAY POINTS FOR STORYBOOK INTERVENTION

- Language of intervention should mirror the child's environment
- Initial therapy targets should be elements that exist in both language
- Let the child and the classroom guide the topics
- Use the same book across multiple groups to save planning time

