AAC Language Lab Stages Chart

LANGUAGE STAGES

	Stage One	Stage Two	Stage Three	Stage Four	Stage Five	Stage Six
Language Stage	Talking with one word at a time	Talking with two and three word phrases	Building phrases and early sentences	Learning grammar and sentence structure	Using sentences and phrases with more grammar endings	Using correct grammar and syntax
Description of Language	• The person speaks one word at a time. • He or she learns to direct activities, request, and label.	• The person learns more words. • He or she begins to combine words to make phrases.	• The person combines words in meaningful order. • He or she begins using grammar endings for -ing verbs and plural nouns.	• The person begins to use whole sentences to ask questions and make negative statements. • He or she learns common irregular past tense verbs such as "said", "saw", "went", and "told."	• The person uses more grammar endings. • He or she learns to make nouns plural. • He or she learns to add "s" to third person present tense verbs and "ed" to past tense verbs.	• The person has an under-standing of most grammar rules. • He or she has the ability to speak spontaneously using whole sentences. Language continues to grow by adding vocabulary.
Expected Outcomes	The person will speak one word at a time, and will increase vocabulary.	The person will speak two and three word phrases in meaningful contexts.	The person will increase the number of words combined to speak in full sentences.	The person will be able to use "wh" words to ask questions. The person will show an understanding of actions that happened in the past by using common irregular past tense verbs.	The person will use correct grammar endings for past and present tense verbs. The person will increase his or her ability to communicate in more complex whole sentences.	The person has full commun-ication skills to express his or her own thoughts, and can use full language for any purpose. The person will continue to learn new words.
Unity® Programs	Any **Unity 1-Hit** program – May begin with hidden key to simplify **OR** Any **Unity Sequenced** program – May begin with Vocabulary Builder lists to simplify word choices.		Any **Unity Sequenced** program – May begin with Vocabulary Builder lists to simplify word choices.			

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