

Liberator Rugged 7 with LAMP Words for Life™ *Supplementary Vocabulary Guide v2.14.0*

Your Liberator Rugged 7 device has the LAMP Words for Life™ (WFL) vocabularies enabled. This supplementary vocabulary guide refers to features specific to the LAMP WFL vocabulary options.

For information on operating LR7 device hardware and more general programming features, please consult the comprehensive *User Guide* provided.



Terms you need to know

Core Vocabulary - Words that are most commonly used in English – they are used regardless of situation, communication partner or age/ disability of the communicator.

Fringe Vocabulary - Generally nouns that vary according to the situation. Fringe words might be different depending on the topic of conversation, and they might be different from communicator to communicator.

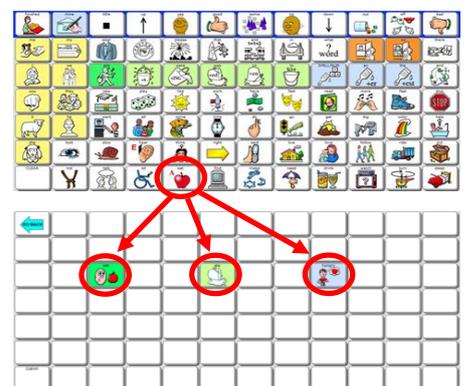
LAMP Words for Life Vocabulary Files

A vocabulary level DOES NOT need to be mastered before transitioning to the next vocabulary level. The decision on where to start will be influenced by factors such as ability to attend to sequenced steps, need for immediate reinforcement, and access to vocabulary. Always start at the highest level where the user demonstrates a moderate level of success.

One-Hit- 82 pre-stored words that require selecting one button to hear the word. One-hit allows for quick reinforcement of the learner's initial communication with the device. IT IS NOT NECESSARY TO START AT ONE-HIT.



Transition- Introduces a second button press to access 205 frequently occurring words. Offers more vocabulary (building on first 83 words) and introduces verb tense. This level allows learning of motor patterns without introducing the full vocabulary. IT IS NOT NECESSARY TO INTRODUCE THE TRANSITION LEVEL PRIOR TO THE FULL VOCABULARY.



Full – Access to thousands of words by selecting three or less buttons. Offers a robust vocabulary and full grammar, and allows for customization of personalized vocabulary.

TIP: Vocabulary Builder™ is an excellent tool to temporarily limit the number of words available on the display. It allows an individual to focus on a small set of target words while maintaining consistent motor patterns for those words. Use it during teaching moments, but remember to allow ample time for access to all vocabulary for independent exploration and learning!



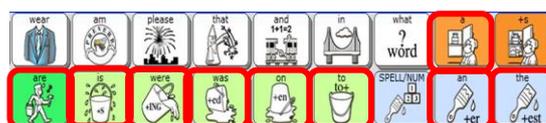
Guiding principles of the language system

1. A word-based program. A priority is placed on core vocabulary with access to fringe.
2. One motor plan per word allows for the development of quick effortless communication. No repeating words based on category; homonyms not present until full level.
3. No motor plan changes as language develops. Motor plans can grow but not change.
4. At the LAMP 84 full level, EVERY word can be accessed in 3 hits or less.
5. At the full level, the initial core word appears as a label on the first button.
6. No carrier phrases – You do not have to hear a word to get a word
7. First 4-5 spaces on the second row are empty in the transition and full levels. Storing personalized words here allows for the motor plan for these words to remain constant across levels.
8. No triple hits on one icon. No double hits on an icon before going to a third icon.

Organizational Structure

WFL is based on Unity®, the Minspeak language system in PRC devices. However, there are some differences based on LAMP principles. The rules governing the language structure are for the benefit of the individual teaching the language. We recommend that words be taught by emphasizing the motor pattern. The basic structure is described below:

1. WFL is organized in layers. The top layer or home screen is *always* the starting point. This allows for the pattern of a given word to remain consistent.
2. The home screen of WFL has several high-frequency words that can be said with 1-hit. These are: a/is/were/was/to/an/the.
3. The +s button adds an “s” to the end of a word to make it plural.
4. The SPELL/NUM key goes to a keyboard.



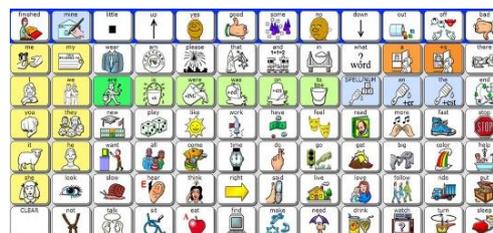
VERBS, ADJECTIVES, CATEGORY NOUNS

1. Select any icon on the home screen (e.g., eat). When selected, you gain access to another layer with words related to that icon (in this case, words related to eating such as “eat,” “hungry” and “food”).
2. Colors are important!
 - a. GREEN = verb
 - b. BLUE = adjective
 - c. ORANGE = category noun
 - d. YELLOW = pronouns
3. Placement is important in the 2nd layer! Try another icon (e.g., play), and notice the verbs, adjectives, & category nouns are color coded and always end in the same place.
4. Sometimes there will be a 3rd layer. After you push “eat” you not only see the word “eat” at the verb location, you also see “GROW,” “BITE,” and “CHEW.” You can tell there is a third layer because the 2nd button is in all caps. Choosing one of these buttons will take you to a third layer with forms of that word.



PRONOUNS

1. Pronouns can be found on the left-hand side of the screen.
2. Pronouns are color-coded yellow
3. At the full level, you have the option to reduce keystrokes by using pronoun phrases.



To follow the LAMP approach, we recommend that pronoun phrases not be used until the device user can access each word individually. So initially, instead of teaching the phrase “I want,” teach each word separately “I” + “want.”

GRAMMAR WORDS

These words start with the black and white icons on the 2nd row.



INTERJECTIONS: These words pop into conversation like fireworks pop into the sky (e.g. awesome/yuk/hello)



DETERMINERS: The wizard is using his wand to point to “this/that/those/these”



CONJUNCTIONS: Conjunctions join words together like the trains are joined together (this key also gives us some quick access to number words) – e.g. and/but/because



PREPOSITIONS: The cloud can go over/under/through the bridge.



QUESTION WORDS: Words like who/ what/ when/ where/ why.



ADVERBS: Words like very/ever/ready.

NOUNS

Nouns are typically found in the top two rows after pushing an icon on the home screen. In the transition and full vocabularies, the first four to five buttons on the second row are blank. These buttons are for storing favourite items. If a word is stored in the transition level, it should be stored in the same location in the full level to maintain consistent motor patterns.

	names		sports		people
	body parts		family		vehicles
	clothing		animals		food
	subjects/grades		time		holidays/shapes
	games/ toys		stores/community		weather
	jobs/ tools		nature/ places		drinks
	money		colors/art supplies		TV
	feelings		toiletries/sick		dishes/appliances
	things you read		rooms/ buildings		furniture/ linens
	music players				

Programming LAMP WFL

CHANGING VOCABULARY FILES

1. With the application open, choose **Menu > Library**.
2. Select one of the available vocabulary files (full, transition or one-hit), then select **Open**.

CREATE A COPY OF A VOCABULARY FILE – two methods

1. Choose **Menu > Library**.
 2. Choose the file to copy & **Duplicate**.
 3. Type in a name to represent the file.
 4. Select **Save**.
1. Open the file you want to copy.
 2. Choose **Menu > Edit Mode > Yes**.
 3. Type in a name to represent the file.
 4. Select **Save**.

WORD FINDER – two methods

1. Choose **Menu > Word Finder** (select **More** if not visible). If still not available, activate Word Finder under **Menu > Settings > Word Finder**.
 2. Type the desired word. If the word is stored in the device, the corresponding icon sequence will appear.
 3. Return to WFL home and hit the icon sequence to activate the word.
1. Choose the **SPELL/NUM** icon in the WFL vocabulary.
 2. Type the desired word, then tap the purple **Word Finder** key.
 3. If the word is stored in the device, the icon sequence will appear next to the word.
 4. Return to WFL home and hit the icon sequence to activate the word.

VOCABULARY BUILDER

Vocabulary Builder is an excellent tool to temporarily limit the number of words available on the display. It allows an individual to focus on a small set of target words while maintaining consistent motor patterns for those words. Use it during teaching moments, but remember to allow ample time for access to all vocabulary for independent exploration and learning. **Vocabulary builder is only available in a copy of a vocabulary.**

To build a list:

1. Choose **Menu > Vocabulary Builder**.
2. Choose **Menu > New**, type a new name, and **Save**.
3. Type the word you want to show, and tap the box to check. Touch the keyboard again and clear the word to show a new word, and continue with all words.
4. To enable or disable everything, select **Menu** and **Enable All** or **Disable All**.
5. When finished, tap **Back** button to hide the keyboard, then select **Save**.
6. Select **Yes** to enable this list now, or select **No** to save for later use.
7. Select **Back** button until you reach WFL Home.

To use a saved list:

1. Choose **Menu > Vocabulary Builder**.
2. Tap the list you wish to use, and select **Enable**.
3. Select **Back** button to reach WFL home.

To turn Vocabulary Builder off:

1. Choose **Menu > Vocabulary Builder**.
2. Tap the enabled list, and select **Disable**.
3. Select **Back** button until you reach WFL home.

To edit a list:

1. Choose **Menu > Vocabulary Builder**.
2. Press and hold the list to edit, select **Edit**.
3. Add desired words.
4. To see entire word list for review, select **Menu > Show Enabled**. Tap **Back** button to hide keyboard.
5. Select **Save**. (If edited list is not enabled, you will be asked if you want to enable it now.)
6. Select **Back** button until you reach WFL home.

EDIT/CREATE A BUTTON

1. In **Edit Mode**, tap & hold the button to modify. This evokes the context menu options.
2. Choose **Edit Button** or **Create Button**. The button properties will appear.
3. Edit the button label and/or message by entering text in the appropriate box.
4. To add a picture, choose one of these options:
 - **Import**: Bring a picture into the library from the images you have saved to your device.
 - **Camera**: Take a new picture with the front or rear camera on your device, and save it with an appropriate name for the image.
 - **Find**: Look for a picture that exists in the library by looking in presented categories, or using the search function.
 - **Remove**: Remove any image from the button so that it has text only.
5. Choose **Save** to apply your changes, or link the button to a page.

LINK A PAGE TO A BUTTON

1. In **Edit Mode**, tap & hold the button to modify.
2. Choose **Edit Button**. The button properties will appear.
3. Tap on the **Actions** tab across the top.
4. Tap **Add an Action**, and select **Jump To Page**.
5. To create a page, select **Template** and choose **LAMP 84 Template**. Select **OK**.
6. Enter a page name and select **Save**.
7. Tap the existing **Speech Message** action and select **Remove**.
8. Use the **General** Tab to change the button image and label if required.
9. Choose **Save** to apply your changes.

For additional support to use the LAMP Words for Life™ vocabularies with your Liberator device, please contact info@liberator.net.au, 08 8211 7766, or contact your local Liberator consultant.

For information and resources on the LAMP Words for Life™:

www.liberator.net.au
www.aacandautism.com
www.aaclanguagelab.com
www.youtube.com/PRCaccess