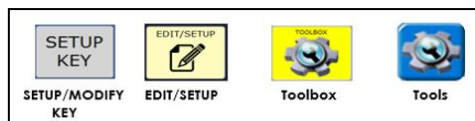


UNITY® Vocabulary: Quick Reference Guide



Click [HERE](#) to download NuVoice PASS

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Unity

...is a way to organize the English language that is unique to PRC devices. It is primarily based on the single words we say most often. It grows from early first words to adult language. It has two versions: 1-hit and Sequenced.

4/8/15/28/36/45/60/84/144

The numbers refer to the number of keys that are on the screen. Don't assume that versions with fewer keys on the home screen are easier. Work with a speech pathologist, AAC Specialist, and/or PRC Regional Consultant to help you decide where to start.

Core Vocabulary

Words that are most commonly used in English – they are used regardless of situation, communication partner, or age/ disability of the communicator. Core vocabulary lets individuals get their message across.

Core Keys

In Unity 28/36/45 1-hit or Sequenced, the entire home screen is core with a few exceptions. In Unity 60/84/144 1-hit or Sequenced, everything but the top row is core.

Fringe Vocabulary

... generally consists of nouns that are used less frequently and vary according to a situation. Fringe words might be different when we are talking about a basketball game than when we are doing an art project. Fringe vocabulary is found in the activity row.

Activity Row

In Unity 28/36/45 1-hit or Sequenced, the activity row (top row) appears after you select a core key. It houses nouns. In Unity 60/84/144 1-hit or Sequenced, the activity row (top row) appears on the home screen as well as after you select a core key. Home screen activities house quick phrases and tools. Fringe words appear after you select a core key.

Unity 4/8/15*/28/36/45/60/84/144 1-hit

The core keys in these vocabularies speak immediately when selected, and the activity row changes to nouns/words that may follow that core word. The only word ending is plural "s". This vocabulary can be simplified by using hide and show.

* There is an extra area called 15 phrase. It is for simple phrase-based communication.

Unity 28/36/45/60/84/144 Sequenced

The core keys in these vocabularies do not speak immediately when selected, but rather lead to other words associated with that icon. Thousands of words are pre-programmed, and all word endings are represented. This is a robust vocabulary that gives access to adult forms of grammar. This vocabulary can be greatly simplified (using Vocabulary Builder™) for beginning communicators.

VISUALISING UNITY SEQUENCED

(Examples from Unity 84 Sequenced – the most popular version)

1. Unity Sequenced is organized in layers. The top layer is *always* the starting point. This allows for the pattern of a word to remain consistent.
2. The top layer has several high-frequency words that can be said with 1-hit, indicated by lower case labels on the keys. In 84, these are: are/is/were/was/on/to/a/an/the.



3. The +s key adds an "s/es" to the end of the last word on the display (e.g., for plurals).
4. The KEYBOARD key goes to a keyboard for spelling your thoughts.

TIP: You can search for a word using **WORD FINDER**. Word Finder is located in different places depending on the version of Unity you are using. It will either be in the top

row , on the keyboard or in pages .

Select . Type the word you want to find. Select **OK**.

It will tell you the icons to select to say the word.

Remember the icons, select **OK**, and then say it! If the word is not in Unity, it will tell you "no matches found".

UNITY PATTERN #1: VERBS, ADJECTIVES, CATEGORY NOUNS

1. Start with any coloured icon in the Core area (e.g., APPLE). When you select it, get more words associated with that icon (in this case, words related to eating: *eat, hungry, food*).



2. Colours are important on the 2nd layer.
 - a. GREEN = verb
 - b. BLUE = adjective
 - c. ORANGE = category noun
3. Placement is also important on the 2nd layer. Try another icon (e.g., JUICE), and notice the verbs, adjectives, and category nouns are always in the same place (*drink, thirsty, beverage*).
4. Usually there is a 3rd layer. There are additional verbs, adjectives, and nouns associated with the core icon. For example, the words *bite, chew, taste, feed, delicious, crunchy*, and *fresh* are also associated with the APPLE. You can tell there is a 3rd layer because the 2nd key is grey with a label in all caps.

TIP: Please do not think someone has to graduate through the levels of Unity. Beginning communicators can start at Unity 84 Sequenced and use Vocabulary Builder to initially limit the number of words available.

UNITY PATTERN #2: NOUNS

Nouns are found in the activity row (top row) after you select a core icon.

	sentences
	school
	games
	jokes
	jobs/tools
	money
	feelings/actors
	reading material
	instruments /music
	sports
	family/people
	animals
	time
	accessories
	places
	nature
	colors/art supplies
	body parts/ toiletries
	technology
	rooms
	medical
	vehicles
	toys/containers
	clothes
	food
	computer
	holidays/shapes
	weather

	drinks
	TV
	dishes/ large appliances
	furniture/linens

UNITY PATTERN #3: PRONOUNS (are yellow)

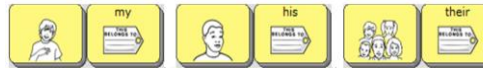
1. Subject pronouns (e.g., I/ you/ it): Select the corresponding yellow pronoun 2 times.



2. Object pronouns (e.g., me/ him/ them): Select the pronoun key then the present.



3. Possessive adjectives (e.g., my/ his/ their): Select the pronoun key then nametag.



4. Reflexive pronoun (e.g., myself/ himself/ themselves): Select the present then pronoun.



5. Possessive pronoun (e.g., mine/ his/ theirs): Select the nametag then the pronoun.



UNITY PATTERN #4: PRONOUN PHRASES

1. **Positive pronoun statements:** Select the pronoun key and then the phrase to the right.

I can:



You like:



2. **Negative pronoun statements:** Select the pronoun key, then NOT, and then the negative phrase.

I can't:



You don't like:



3. **Pronoun questions:** Start with the corresponding core icon and then move to the left to get the pronoun question.

Can I:



Do you like:



4. **Negative pronoun questions:** Start with the corresponding core icon, then NOT, and then the pronoun.

Can't I:



Don't you like:



UNITY PATTERN #5: GRAMMAR WORDS (Interjections, Determiners, Conjunctions, Prepositions, Question Words, Adverbs)

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

1. **HELPING VERBS:** Start with . These words help a main verb. Words like *can/will/should*.
2. **INTERJECTIONS:** Start with . These words pop into conversation like fireworks pop into the sky. Words like *awesome/yuk/hello*.
3. **DETERMINERS:** Start with . The wizard is using his wand to point to *this/that/these/those*.
4. **CONJUNCTIONS:** Start with . Conjunctions join words together like the trains are joined together. Words like *and/but/because*.
5. **PREPOSITIONS:** Start with . The cloud can go *over/under/through* the bridge.
6. **QUESTION WORDS:** Start with . Words like *who/what/when/where/why*.
7. **ADVERBS:** Start with . Words like *very/again/ready*.