

Playdoh AAC Modeling

Step by Step Guide

TouchChat

PRE-ROUTINE

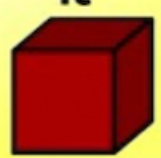
- Materials:
- 2–3 Play-Doh colors (not all at once)
- Tools: roller, cutter, knife, molds
- One “surprise” tool to build anticipation
- Napkin/wipes

On TouchChat:

- Stay on core page (WordPower)
- No pre-teaching required
- Decide 3–5 core targets to focus on (but model naturally)

Example targets:

- GO
- OPEN
- WANT
- MORE
- HELP
- STOP
- NOT
- LIKE
- MAKE
- BIG / LITTLE

PEOPLE 	QUESTIONS 	PLACES 	SOCIAL 	TIME 	GROUPS 	ABC 123
I 	can	to	ACTIONS 	come 	good 	DESCRIBE 
my 	do	drink 	eat 	feel 	a	more 
it 	have	finish 	help 	go 	the	that 
you 	is	like 	listen 	play 	stop 	EXTRA And It The WORDS Up
your 	don't 	.	want 	watch 	work 	clear

Routine

Communication Opportunity

hold the playdoh but don't open it

Model:

- OPEN
- OPEN + IT
- HELP + OPEN

Say naturally:

“Oh! It's closed.”

Wait 5–10 seconds.

If no response, model again and open it.

Action Phase (This Is Where the Language Explodes)

As you play, model 1–2 word phrases consistently.

Rolling

Model:

- ROLL
- GO
- FAST
- SLOW

Smashing

Model:

- SMASH
- AGAIN
- FUN

Cutting

Model:

- CUT
- MORE + CUT
- BIG
- LITTLE

Help

Model:

- OH NO
- BROKE
- FIX IT
- HELP

Tool Choice

Hold up two tool options

Model:

- WANT + ROLLER
- WANT + COOKIE CUTTER
- or just ROLLER

If they reach:

Model what they did:

- YOU + WANT + ROLLER

If they use mouth words:

Model what they said on device

Expand Naturally (Without Testing)

If child says:

“ball”

You model:

- MAKE + BALL
- or BIG + BALL

If they say nothing:

You still model:

- “I MAKE BALL.”

No prompts or pressure for imitation

Boundaries + Repetition

Boundaries

If they throw it:

Model:

- NOT + THROW
- PLAY
- STOP

If they’re done/or need a break:

Model:

- ALL DONE
- CLEAN UP
- BYE PLAYDOH
- BREAK

Repetition Framework

(Important for Gestalt + Early Communicators)

Keep the routine predictable:

- 1.Pick Color/Model Color
- 2.Open
- 3.Roll
- 4.Cut
- 5.Smash
- 6.Clean up

Same structure each time = stronger motor plan

Things to Avoid

- Don’t quiz (“What color is that?”)
- Don’t require imitation
- Don’t over-model 5-word sentences
- Don’t navigate all over the system

Goal Target Ideas

Core Words

Focus on:

- MORE
- GO
- STOP
- OPEN
- HELP

Gestalt Processors

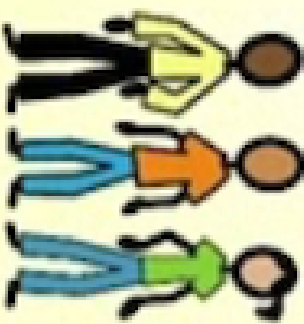
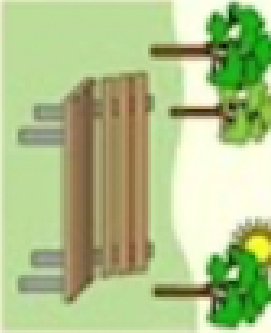
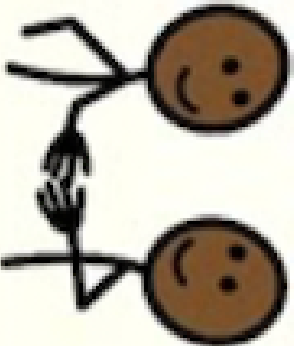
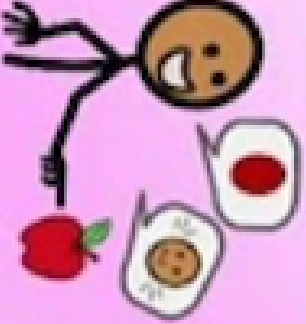
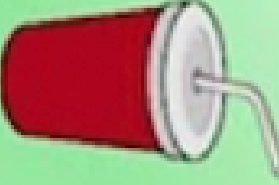
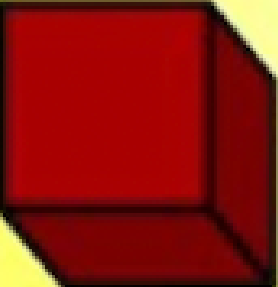
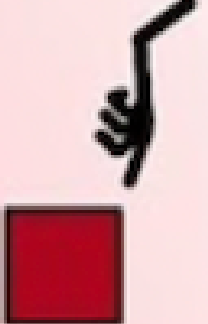
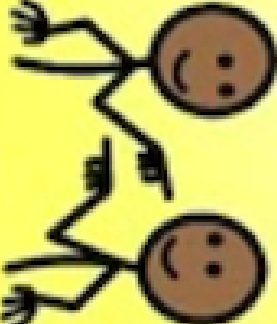
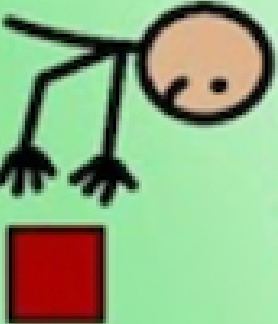
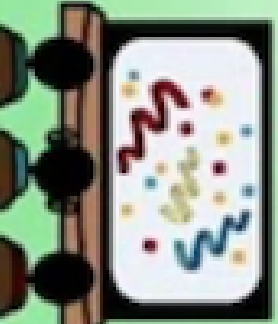
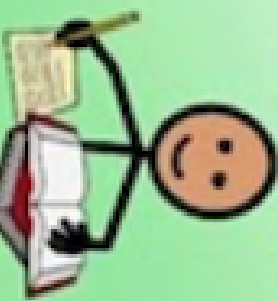
Model:

- LET’S MAKE IT
- READY SET GO
- OH NO BROKE
- SMASH IT

Comments

Model:

- I THINK
- MAYBE
- DIFFERENT
- THAT LOOKS GOOD
- I LIKE IT

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you 	is	like 	listen 	play 	stop 	EXTRA And The WORDS Up
your 	don't 	.	want 	watch 	work 	clear

PART 1: OPEN CONTAINER

Step 1

Hold the closed Play-Doh container.

Do not open it.

Step 2

Model on device:

- OPEN

Say:

“Oh! It’s closed.”

Step 3

Wait 5–10 seconds.

Do not talk.

Step 4

If no response, model:

- OPEN + IT

Wait 3–5 seconds

Step 5

If still no response, model:

- HELP + OPEN

Immediately open the container

PART 2: TOOL CHOICE

Place tool choices in view but out of reach.

Step 6

Model:

- WANT + ROLLER

Pause 5 seconds

Step 7

Model:

- WANT + COOKIE CUTTER

Pause 5 seconds

Step 8 (Optional simpler model)

Model single word:

- ROLLER
- or
- COOKIE CUTTER

Step 9

If child reaches for one, model:

- YOU + WANT + ROLLER
- (or cutter)

Give the tool

PART 3: ACTION PHASE

As soon as play starts, model
single words during action

Rolling

Model:

- ROLL

Pause

Smashing

Model:

- SMASH

Pause

If they repeat:

- AGAIN

During positive affect:

- FUN

- **Model 1–2 words only**
- **Do not ask questions**
- **Do not require imitation**
- **Always pause after modeling**
- **If no response, continue play naturally**