



AAC FRIENDLY SOCIAL GAMES

Would You Rather

How to Play: Ask silly or age-appropriate questions like “Would you rather be a superhero or a wizard?”

- **AAC Opportunities:** Choosing between options, commenting (“That’s silly!”), asking others what they’d pick.
- **Supports:**
 - Pre-program “Would you rather...” and common answers on devices.
 - Visual choice boards for non-readers or emerging users.

Animal Charades

How to Play: One student acts like an animal, others guess.

- **AAC Opportunities:** Guessing animals using the device, using question words (“Is it big?”), commenting (“That’s funny!”).
- **Supports:**
 - Pre-program animal names and describing words (fast, big, furry).
 - Use visual supports or low-tech AAC boards if needed.

Show & Tell

How to Play: Students bring or choose an object to talk about.

- **AAC Opportunities:** Sharing favorite things, asking/answering questions, describing objects.
- **Supports:**
 - Pre-plan how with the student how they want to present their object. Use visual supports.
 - Use question prompts: “What is it?”, “Where did you get it?”, “Why do you like it?”

Pass The Compliment

How to Play: Sit in a circle and pass a “compliment ball” — when it’s your turn, give a compliment to someone.

- **AAC Opportunities:** Giving compliments, saying thank you, expressing emotions.
- **Supports:**
 - Practice a few compliments with the student (“You’re a great friend,” “I like your shirt,” “You’re kind”).
 - Use visuals or sentence strips to model and prompt language.

Tips for Success

- **Always pre-plan:** Preview vocabulary needed for the activity and program devices ahead of time if needed with help from the SLP.
- **Model language:** Model language on the AAC system and help the student expand their language as needed.
- **Make it a routine:** complex communicators benefit from lots of practice to build new skills.
- **Use peers as communication partners:** Teach them to wait, watch, and respond.
- **Celebrate all participation** — even one-word contributions are meaningful!

