

2.1 Autograph Book

Move around the school or centre collecting autographs from different members of staff. Tick the staff members off your list as you go and see how many you put in your book!



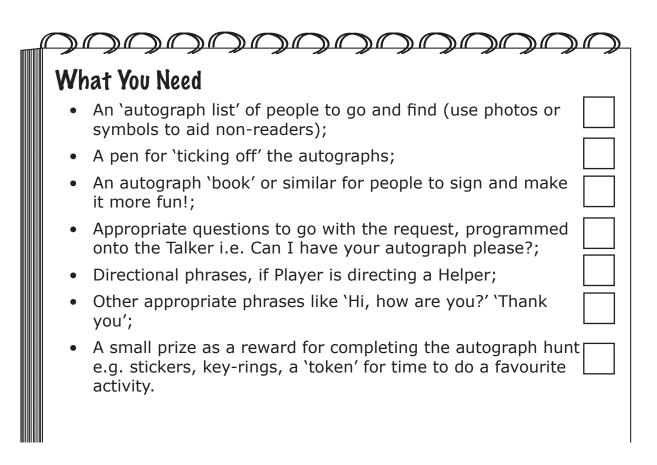
Communication Aims

- Look at the list of staff names and navigate your way to each one. (either by driving yourself or by directing a Helper using your Talker);
- Use appropriate questions to ask staff for autographs.

How to Play:

Who: 1 or more Players, with a Helper to facilitate.

- The Player reads their 'autograph list' of people and thinks about where they need to go to find them e.g. janitor, nurse, secretary, dinner lady, teacher;
- They then decide what is the best route to take to collect the autographs;
- The Player then drives or directs their Helper along the route using their Talker;
- As the Player gets to each person they must ask them for their autograph. As they collect them, the people can be ticked off the list;
- Once the Player has collected all the autographs on their list they need to bring them back to their teacher or key worker to collect a prize!



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Vocabulary

- Directional phrases e.g. *Straight ahead, Turn left, Turn right, Stop, Here we are* (if led by a Helper);
- A page with the question *Can I have your autograph?* to ask each person on the list;
- Also on the page, phrases like *Hi how are you today? I'm doing an Autograph Hunt, can you help? Thank you, I've finished, How many people are left?;*
- You might also want to have the names of the people being looked for and the phrase *I'm looking for....* and *Do you know where they are?*

Hints and Tips

• Look through the autograph list and check beforehand that the people you are likely to ask are in the school/centre that day!

Extension - Centres are often short of up to date photos of staff, to be used on communication boards, in computer programmes and activities and on Talkers. As well as collecting autographs, the Player could also ask if they can take a photo of the person - thus collecting very useful resources for further activities and for other pupils to use too. A switch operated camera could be used to fully involve the Player in the task - www.qedonline.co.uk, then search for switch camera.

Variation - Instead of asking for autographs, the Player could ask for a letter from a 'mystery word' from staff around the school or centre, so 'Do you have a letter for me? instead of 'Can I have your autograph?' The letters from the mystery word would need to be handed out to the staff on the list beforehand. Perhaps the mystery word could be the location of a prize for the Player e.g. Dining Hall.