Unit 3: Associations

Definition

To state associations, the student must attach meaning to a label (noun) and associate another noun with it based on a common characteristic. The student must recognize items that are generally used or occur together in a particular situation and then link the items by their shared characteristics.

Functional Outcome

A student will recognize and name two related words within a functional situation and describe how the words are associated.

Developmental Level

Preschool level skill
Emerges at approximately 30-36 months with mastery by 42-48 months

➥ Long-Term Objective

The student will state a minimum of five words associated with a situation with 90% accuracy.

➥ Short-Term Objectives

1. When presented with objects, the student will select associated objects with 90% accuracy.
2. When presented with pictures, the student will identify associated pictures with 90% accuracy.
3. When given verbal labels, the student will receptively choose associated pictures with 90% accuracy.
4. When given pictures, the student will state associated labels with 90% accuracy.
5. When given verbal labels, the student will generate associated items with 90% accuracy.
6. When verbally presented with a situation, the student will select associated pictures with 90% accuracy.
7. When verbally presented with a situation, the student will generate three to five associated items with 90% accuracy.
8. When given associated pairs, the student will explain the associations with 90% accuracy.

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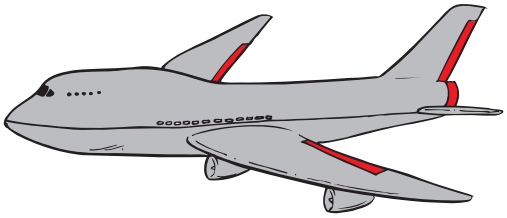

1-A **airplane**

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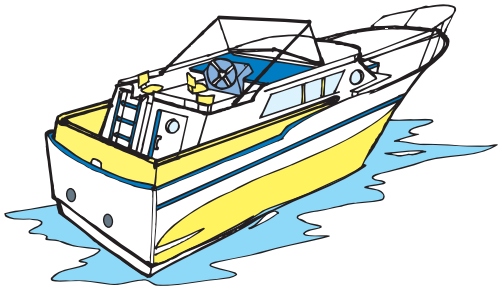

5-A **boat**

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2-A **backpack**

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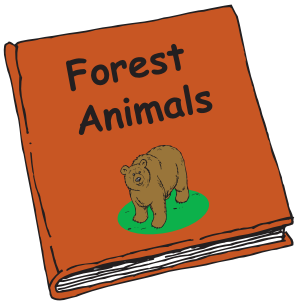

6-A **book**

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3-A **bike**

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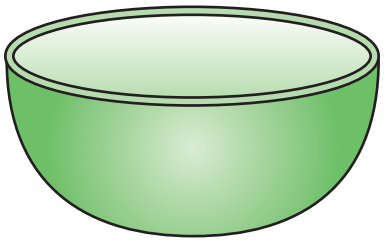

7-A **bowl**

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4-A **bird**

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8-A **brush**

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Rationale for Structuring Activities

- Make sure the activity is age-appropriate for the student.
- Make sure the environment is relatively free of distractions.
- Keep directions simple and clear; don't overtalk.
- Maintain focus on the primary language objective.
- Consider the number of stimulus items (i.e., objects or pictures) to include in each activity to be consistent with the student's developmental level and attention.

➥ Sample Activities by Short-Term Objective

1. **When presented with objects, the student will select associated objects with 90% accuracy.**

   - Place objects on the table. Choose and name an object. Have the student select an associated object.
   - Place objects on the table and simulate a shopping activity. Name an item to purchase. Have the student locate an associated item to purchase.
   - Place one item of an associated pair on the table and place the other somewhere in the room. Select an item and have the student find the associated object in the room.

2. **When presented with pictures, the student will identify associated pictures with 90% accuracy.**

   - Place one picture from an associated pair in a bag and put the other picture on the table. Have the student draw a picture from the bag and place it next to the associated picture on the table. Some example associations:

     backpack—book
     bowl—plate
     cat—dog
     cup—glass
     fork—knife—spoon
     golf club—tennis racket
     shoes—socks
     sun—moon
     swing—slide

   - Place a set of pictures on the table. Have the student select a picture and find an object associated with it in the room.
   - Place pictures on the table. Hand the student a picture and have him pair it with an associated picture.

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3. **When given verbal labels, the student will receptively choose associated pictures with 90% accuracy.**

   - Place pictures on the table. Name a picture and have the student find an associated picture.
   - Place pictures on the table. Name an object and have the student shine a flashlight on an associated picture.
   - Name an object and have the student find an associated object in the room.

4. **When given pictures, the student will state associated labels with 90% accuracy.**

   - Place pictures on the table. Select one and have the student name an associated item.
   - Place pictures in a bag. Have the student choose a picture from the bag and name an associated item.
   - Place pictures faceup on the table or floor. Have the student toss a beanbag to select a picture and then name an associated item. If he is correct, remove the picture. The goal is to remove all of the pictures.

5. **When given verbal labels, the student will generate associated items with 90% accuracy.**

   - State a noun and have the student generate an associated noun. Use a Nerf basketball or another motor activity for motivation. Have the student keep a tally—every five correct responses equals a turn at the game.
   - State a word and have the student state an associated word. Do as many as possible within one minute.
   - Use a motivational game such as *Jenga* or *Connect Four*. Name an object and have the student generate an associated object. (See the object list on page 49.) For each correct response, the student takes a turn at the game.

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Object List

aquarium	computer	ice cream	river
baby	cooler	iron	rug
backpack	cow	key	salt
baseball bat	doctor	library	shirt
bed	dog	money	shoes
bicycle	envelope	museum	soap
bird	eyes	needle	soccer ball
boots	farmer	notebook	squirrel
bowl	flower	paint	stove
broom	football	parade	swing
car	garage	peanut butter	teacher
carpenter	grill	pencil	thunder
castle	hammer	pitcher	toaster
cereal	hat	police officer	towel
chef	horse	rake	washing machine
chicken	hot dog	restaurant	zoo

6. When verbally presented with a situation, the student will select associated pictures with 90% accuracy.

- Place pictures on the table. State a situation and ask the student to find two pictures associated with the situation. Here are some examples:

doing the laundry	looking at the sky
getting ready in the morning	taking a trip
getting ready to eat	visiting a playground
going to a sporting goods store	visiting a zoo
having a picnic	working at school

- Place pictures on the table. State a situation and ask the student to find as many pictures as possible associated with that situation.
- Play a game similar to the *Memory Game*. Place pictures facedown on the table. Then name a situation. Have the student turn over three to five pictures and decide if each one is associated with the situation. If he determines there is an association between a picture and the situation, remove that picture from the table. Turn each picture that is not associated with the situation facedown again.

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7. When verbally presented with a situation, the student will generate three to five associated items with 90% accuracy.

- State a situation and ask the student to generate three to five items associated with it. Tally responses to earn a turn at a motivational game. Some suggested situations are:

boating	going on a picnic	making a bed
camping	going on vacation	making popcorn
cleaning house	going to a party	playing at a playground
eating breakfast	going to a toy store	playing baseball
eating at a restaurant	going to a video store	playing football
fingerpainting	going to school	playing video games
flying in an airplane	going to the circus	shopping
fishing	going to the doctor	swimming
gardening	going to the library	taking a bath/shower
getting a haircut	going to the zoo	visiting a farm

- State a situation and ask the student to name as many associated items as possible within 30 seconds.

8. When given associated pairs, the student will explain the associations with 90% accuracy.

- State two items that are associated. Ask the student to explain why they are related. Some suggested pairings are:

actor—singer	clock—watch	morning—evening
ball—sun	coat—sweater	pen—pencil
baseball—bat	dog—bone	pitcher—catcher
bathtub—shower	door—window	pony—horse
blanket—sheet	firefighter—police officer	refrigerator—stove
brush—comb	gas station—store	salt—pepper
butter—jelly	glove—mitten	stamp—envelope
cash register—money	golf—tennis	sugar—flour
cashier—waiter	hamburger-bun	sun—moon
charcoal—grill	hammer—nail	tent—house
chef—artist	helmet—shoulder pads	touchdown—home run
cherry—strawberry	hockey stick—golf club	trumpet—piano
chicken—egg	ketchup—mustard	wheelchair—hearing aid

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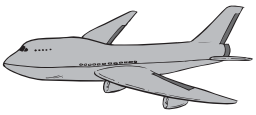
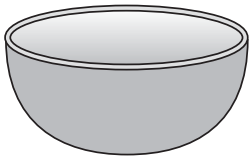
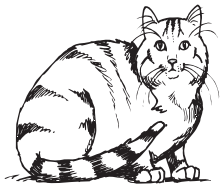
Picture Cards



1-A airplane



7-A bowl

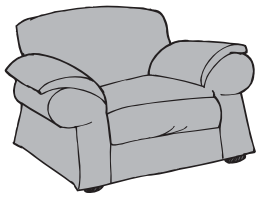


13-A cat

19-A crayons

2-A backpack

8-A brush

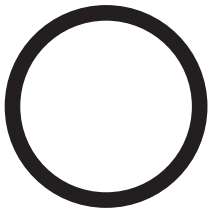


14-A chair

20-A cup

3-A bike

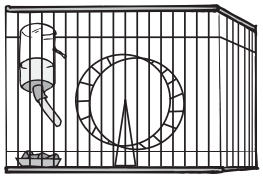
9-A butterfly



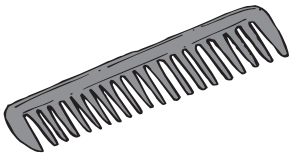
15-A circle

21-A dog

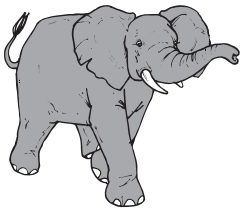
4-A bird



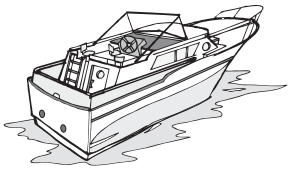
10-A cage



16-A comb

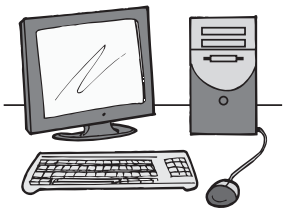


22-A elephant



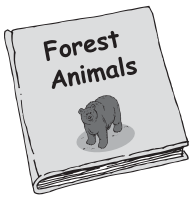
5-A boat

11-A camel

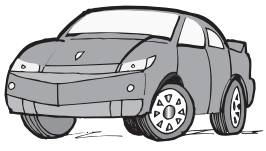


17-A computer

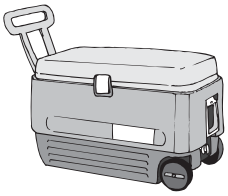
23-A flower



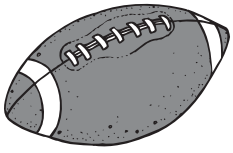
6-A book



12-A car



18-A cooler



24-A football

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