**In order to receive CEUs please complete both sections**

**Core Language Learning: Making It Fun and Interactive!**

**September 12-14, 2017**

**CEU Evaluation Form**

 **Underline/highlight/circle** the answer that you wish to indicate.

1. Content of the materials presented was: Not Useful Neutral Useful
2. Duration of the presentations was: Too Long About right Too Short

 3. Research evidence and outcomes data were used to support the presentations: Disagree Neutral Agree

 4. I think the impact of this work on my clients who use assistive technology will be: Adverse Neutral Beneficial

1. I was provided with feedback on my ability

 to master the learning objectives: Disagree Neutral Agree

1. The information I learned will support my

ability to collect data and measure outcomes

as part of my evidence-based practices: Disagree Neutral Agree

1. I think the following could be improved: \_\_\_\_\_\_
2. I think the following was particularly good / useful: \_\_\_\_\_\_\_\_\_\_\_\_
3. In my assessment, my continuing education needs that relate to achieving the most effective communication for my clients who use assistive technology include the following: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. **Underline** items if you are 1) a member of ASHA; 2) a teacher; 3) an OT; 4) a PT; 5) a member of RESNA; 6) an ATP; 7) an ATS; 8) other: \_\_\_\_\_\_\_\_\_\_\_

**Core Language Learning: Making It Fun and Interactive!**

**September 12-14, 2017**

Learning Assessment Form

 Please answer the following questions:

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Completion of this quiz is a requirement to receive CEUs for attending this seminar. Underline/highlight/circle the correct answer to each question. You must pass with 80% correct to be eligible for CEUs.

1. Which of the following statements about core vocabulary is **NOT** true?
	1. Core vocabulary is a statistical concept related to overall vocabulary frequency.
	2. Core vocabulary is made up of easily pictured concepts such as people, places or things.
	3. Core vocabulary is essential for language development.
	4. Core vocabulary is consistent across demographic groups, activities, conversational topics and clinical populations.
2. A direct representation of an object or concept is considered:
	1. Primary Iconicity
	2. Secondary Iconicity
	3. Translucent
	4. Opaque
3. In comparing a language-based display to a needs-based display we find that:
	1. Language-based displays have vocabulary for objects in specific environments
	2. Language-based overlays are based on staff intuitions and are designed for specific needs.
	3. Language-based displays assume a multiplicity of pages with special words on each page connected to a topic, environment, or activity.
	4. Language-based displays have vocabulary that supports communication in all environments.
4. Evidence of a core vocabulary set has been found:
	1. Only among adult speakers of the English language.
	2. Across populations including typical speakers of all ages and individuals with physical and/or cognitive impairments.
	3. Solely amidst children with a common classroom teacher and adults working in large groups.
	4. Across populations of young children but fading as they reach adolescence.
5. What percentage of language use is comprised of core words?
	1. Approximately 50%
	2. Less than 25%
	3. More than 75%
	4. 100%
6. Which of the following is **NOT** a core word?
	1. spatula
	2. out
	3. mine
	4. go
7. Aided language input is essential to language development in individuals who use AAC because:
	1. It gives them an opportunity to use their device.
	2. It gives their communication partners the opportunity to learn where vocabulary is in the device.
	3. It models operational skills that are important in device use.
	4. Provides the student with a visual and auditory representation of how language is encoded within their AAC system.
8. When using aided language stimulation, how many words beyond the user’s current language output should you model?
	1. 1-2 words
	2. 2-3 words
	3. 3-4 words
	4. 4-5 words
9. What does RPM-GO stand for?
	1. Research, Publish, Mentor, Grouping
	2. Reading, Play, Music, Games
	3. Rehearse, Practice, Model, Generalize
	4. Red, Purple, Magenta, Green
10. Which of these is a key strategy for teaching core language through books?
	1. Retell events using very simple core language.
	2. Have students fill in repeated lines such as “Quiet voice, Elmo!”
	3. Have students answer the full range of WH-Questions (Who, What, Where, When, Why, How)
	4. Have students make positive comments such as “Epic,” “Awesome,” “Wow” or negative comments such as “Yikes,” “Bummer,” “Rats.”
11. Communication circles support core language because:
	1. Staff can model core language throughout the day.
	2. Peers can help students who use AAC explore categories such as: people, places, body parts, animals, foods, etc.
	3. Parents, siblings, and other family members practice aided language stimulation at home, at friends’ houses, and in the community.
	4. Peers work with students who use AAC to rehearse, practice, and model core language, then go into the school or community to continue support.
12. Which of the following is **NOT** a component of descriptive teaching?
	1. Students are taught to define key concepts using high frequency vocabulary.
	2. Curriculum words are programmed into the AAC device weekly.
	3. Language is modeled during instruction to support learning.
	4. Students can generate appropriate responses based on their level of language development.
13. Motor automaticity can be defined as:
	1. The ability to do something without conscious thought.
	2. The ability to conceive, plan and carry out a skilled, non-habitual motor act.
	3. A mental process by which the individual simulates movement.
	4. The trial and error process of adjusting movement to new demands.
14. Which of the following is a strategy that can enable students who use AAC to be successful with curriculum tasks developed around Bloom’s Taxonomy?
	1. Descriptive teaching of curriculum concepts
	2. Programming curriculum words into the device.
	3. Minimizing the amount of participation so that the student is not pressured to perform.
	4. Ask parent to complete homework with child to supplement vocabulary that is not in the device.
15. What is an icon family as used within the Unity® software?
	1. A group of verbs, nouns, adjectives and adverbs that are semantically related and anchored to the first icon in an icon sequence.
	2. The comprehensive vocabulary organization system within the sequenced Unity® software versions.
	3. A pattern for encoding the various parts of speech, such as verbs, nouns, adjectives and prepositions.
	4. A tool within Vocabulary Builder that generates a dictionary of programmed words by icon sequences.

 Please note any suggestions for improving this activity in terms of learning value.