

# Summary of Sequenced Unity Language Patterns

Designed for use with the Vantage Lite, Vantage Plus Software versions 5.0 or higher from PRC

The Vantage Lite and Vantage Plus device has built in Unity language software. This language system gives the user the ability to produce generative language by accessing icons arranged in similar locations on the different versions of the vocabulary. This enables individuals to utilize motor planning to get to vocabularies more efficiently, as they learn.

## Color Coded Icons

Before we begin working with patterns, it is important to note that the icons in the Unity language system are color coded. This applies to grammar markers, i.e. verbs, pronouns, adverbs etc.

Pronoun	Core Icon	Verb	Noun	Adjective	Adverb 60
Yellow	White w/colored icon	Green	Orange	Lt. Blue	White w/ black & white icon
					

***Please note that the patterns shown below are done in Unity 45 Sequenced and Unity 60 Sequenced User areas. The same patterns will apply in Unity 84 Sequenced; HOWEVER, we will be focusing on Unity 45 and Unity 60 for training purposes.***

***This handout also demonstrates the Unity Icon Patterns with Embellished Icons turned on. This handout does not cover the limited versions of sequenced Unity that are available in the 'Basic' and 'Transition' versions.***

[\*\*Jump to Video Lessons\*\*](#)

## Unity Patterns

There are **five** Unity Patterns within the Unity Language System. The organization of the patterns allows the device user to have access to core and fringe vocabulary within the device.

### Unity Pattern 1: NOUNS, VERBS, ADJECTIVES, ADVERBS

This pattern generates nouns, verbs and adjectives in the 45 sequenced user area. The pattern also generates adverbs ending in -ly in the 60 and 84 sequenced user areas. In 60 and 45 sequenced, this pattern also provides opposites for some core icons.

What it looks like:

First Touch	Second Touch
	
	
	
	 60 only
	
	

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Unity 45 and 60 only

## Unity Pattern 2: PRONOUNS: OBJECT, POSSESSIVE, POSSESSIVE ADJECTIVE, REFLEXIVE ADJECTIVES

Pronouns – What it looks like:

First Touch	Second Touch	First Touch	Second Touch
			
			
			
			

This set of patterns generate five different types of pronouns through motor memory sequences.

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Object Pronouns- What it looks like:

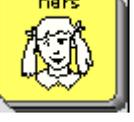
First Touch	Second Touch	Second Touch	First Touch	Second Touch
		60		
				
				
				

				
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**Possessive Pronouns – What it looks like:**

First Touch	Second Touch	Second Touch	First Touch	Second Touch
		60		
				
				
				
				

**Possessive Adjective – What it looks like:**

First Touch	Second Touch	First Touch	Second Touch
			
			
			

			
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**Reflexive Adjectives (Only exist in Unity 60 Sequenced) – What it looks like:**

First Touch	Second Touch	First Touch	Second Touch
	<b>60</b>		
			
			
			
			

**Unity Pattern 3: STATEMENTS AND QUESTIONS**

Pronoun statements and questions offer a quick way to produce the most commonly used phrases to produce generative communication and promote language development. The pronoun phrases can be used in positive or negative form with the same motor pattern.

[Jump to Video Lessons](#)

**Statement – What it looks like:**

First Touch	Second Touch	First Touch	Second Touch	First Touch	Second Touch
					

**Negative Statement – What it looks like:**

First Touch	Second Touch		Third Touch	First Touch	Second Touch		Third Touch
	45	60			45	60	
	 				 		
	 				 		
	 				 		
	 						

**Question – What it looks like:**

First Touch	Second Touch	First Touch	Second Touch
			
			
			
			

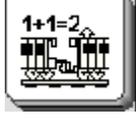
**Negative Question – What it looks like:**

First Touch	Second Touch	Third Touch	First Touch	Second Touch	Third Touch
	45      60			45      60	
	 			 	
	 			 	
					

## Unity Pattern 4: INTERJECTIONS, DETERMINERS, CONJUNCTIONS, PREPOSITIONS, QUESTION WORDS, ADVERBS

This pattern includes other parts of speech that are used to generate effective communication.

	First Touch	Second Touch		First Touch	Second Touch
<b>Interjections</b> Fireworks words: ha ha ha, ouch, sorry			<b>Prepositions</b> Bridge words: at, by, of, about		
<b>Determiners</b> Pointing words: this, that each			<b>Question words</b> Question words: what, who, where		
<b>Conjunctions</b> Linking words: and, but, or			<b>Adverbs 60 only</b> Adverbs not ending in -ly: much, yet, very		

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## Unity Pattern 5: ACTIVITY ROW

When you touch a core icon, the items in the activity row will automatically change to bring up another set of “fringe vocabulary” that is related to the core icon. This pattern is consistent for **most** core icons.

First Touch Sequenced	Second Touch Sequenced
	     
	      
	      

[Jump to Video Lessons](#)

## Video Lessons

- [Orientation \(duration 3:29\)](#)
- Pattern 1: Core Icon + Grammar Ending = Nouns, Verbs, Adjectives, Adverbs, Opposites
  - [Part 1](#)
  - [Part 2](#)
- Pattern 2: Pronouns
  - [Part 1](#)
  - [Part 2](#)
- Pattern 3: Pronoun Phrases
  - [Part 1](#)
  - [Part 2](#)
- Pattern 4: Interjections, Determiners, Conjunctions, Prepositions & Questions Words
  - [Part 1](#)
  - [Part 2](#)
- Pattern 5: Core Icon + Activity Row = Fringe Vocabulary
  - [Part 1](#)
  - [Part 2 \(includes instruction on the 'icon tutor'\)](#)
- [Tips for Teaching Unity](#)

