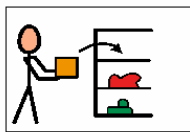


Using Boardmaker to create Visual Supports

Boardmaker is authoring software that creates print materials, like communication boards, with Picture Communication Symbols™ (PCS) and other pictures and graphics. Its use can be very beneficial for learners who are in the process of acquiring language and understanding school behaviours.

- Create a visual agenda using Boardmaker symbols. Display it in an area where children can touch and use it every day.
- Use the statement “First -----, then -----.” supported by boardmaker symbols to help children understand and be ready for what is going to happen next.
- Create boardmaker sequences for signalling routines e.g. entry, snack time, etc.
- Have boardmaker symbols readily available on cards to pass to a child rather than giving a verbal instruction (e.g. symbol for sitting cross-legged to pass to a wiggling child; symbol for washing hands to pass to a child on the way to the washroom; symbol of putting items on shelves to pass to a child at the end of an activity).
- Use boardmaker images as the basis for class-constructed stories; use the stories to build vocabulary of actions, time sequence, objects and their positions, etc.
- See some examples below.

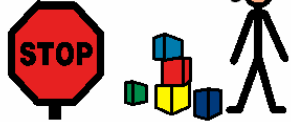
Clean-Up



The timer tells me there are 10 more minutes



When the time is up, I stop what I'm doing



I pick up the things I was playing with



I help others to clean up

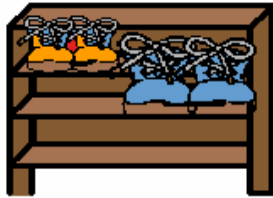


I sit on the carpet and read a book



When I Get to School

I put my shoes on the shelf



I hang up my coat and backpack



I get my indoor shoes



I go to the carpet and read a book



Bathroom Break

I line up with my hands by my side



I walk down the hall.
No running



I use the bathroom and wash my hands



I get a drink. I do not spit water



I join my friends in line

