

AiDEM: Visual Supports Package

These resources were developed by a Speech Pathologist at Indigo as part of a project funded by a grant received from the Non-Government Centre Support for Non-School (NGCS) Organisations of Western Australia in 2020.

Autonomy in Decision Making




















The project's founding principle was: Article 21 of the Convention on the Rights of Persons with Disabilities (PWD)

"Parties shall take all appropriate measures to ensure that PWD can exercise the right to freedom of expression and opinion, including the freedom to seek, receive and impart information and ideas on an equal basis with others and through forms of communication of their choice."


These resources have been made free to the public for personal and professional use and are not to be included in any paid resource package. Please include any appropriate acknowledgements.

Thank you!

Core Board








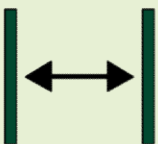






I 	no-not- none 	can	choose 	come 	do	careful 	get device 	school 	work 	home 
you 	drink 	eat 	feel 	get 	after 	again 	before 			
we-us 	go 	have 	hear- listen 	help 	later 	now 	afraid- scary 	all 	bad 	different 
someone 	am - is	like 	look-see 	who 	in 	out 	to 	fast 	finished 	full 
stranger 	make 	need - want 	open - close 	what 	on 	off 	up 	good 	great 	loud - noisy 
play 	put 	read 	say-tell 	when 	over 	under 	down 	more 	ready 	safe 
sit 	stand 	stop 	think - idea 	where 	away 	here 	there 	same 	slow 	some 
turn 	wait 	walk 	watch 	how 	and	because	but	with 	wrong 	turn page 

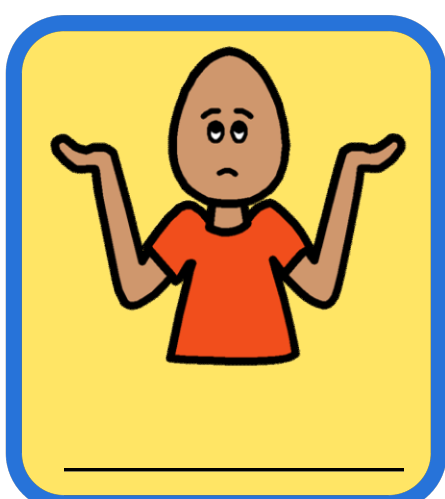
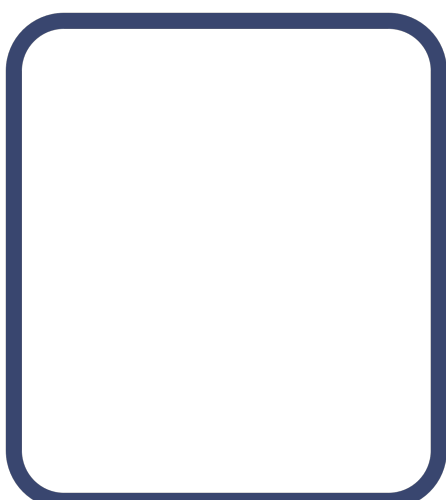
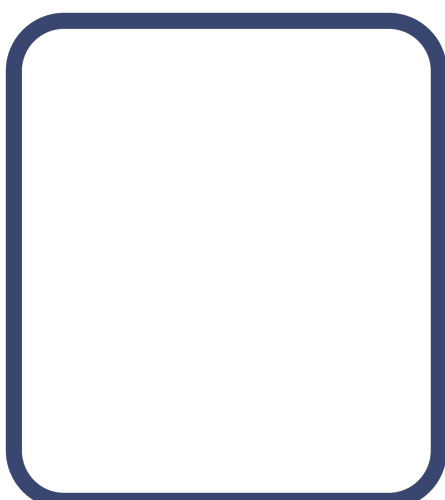
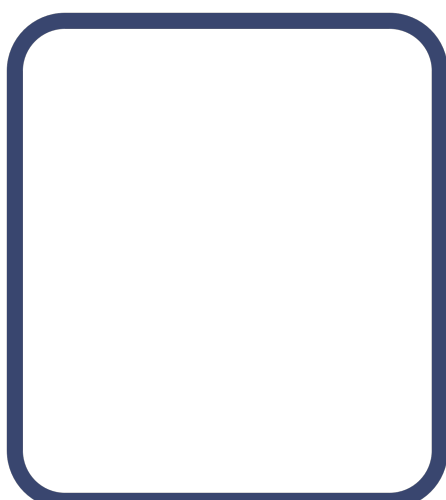
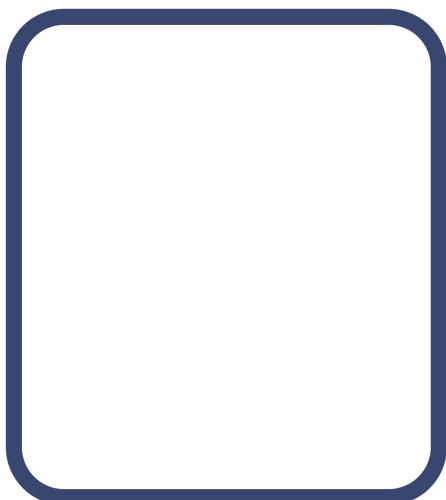
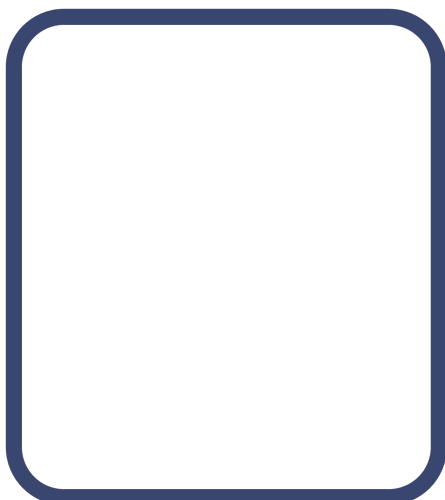
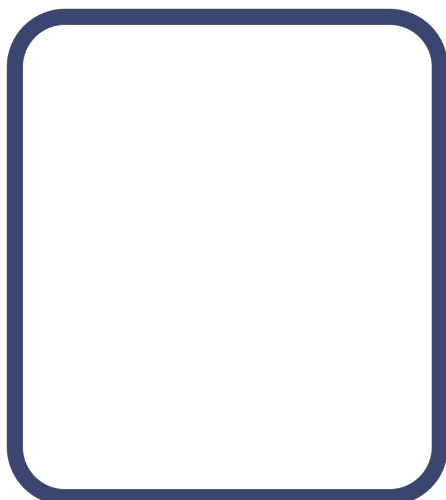
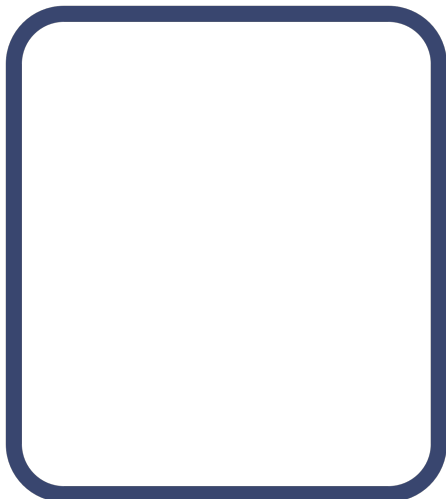
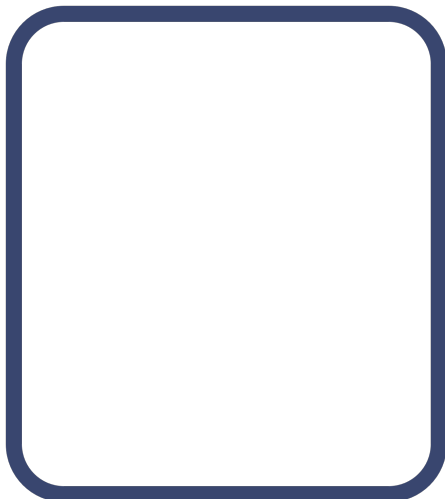
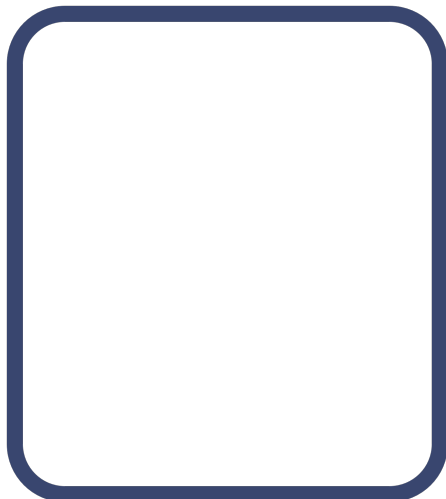
Core Board

I 	it 	who 	what 	am - is - are	come 	do	when 	careful 	all 	fun 	place 	problem 	why 
me 	mine 	not - don't 	drink 	eat 	feel 	get 	again 	now	some 	stuff 	that 	this 	trouble 
you - your 	we - friend 	they 	give 	go 	have - has 	hear - listen 	late - later 	ready 	how 	how much 	afraid 	finished 	gone 
him - he 	boy - man 	help 	know 	like 	look 	make 	where 	away 	bad 	big 	clean 	cold 	different 
she - her 	girl - woman 	open - close 	play 	put 	read 	say - tell 	here 	there 	dirty - messy 	dry 	empty 	fast 	full 
mother 	father 	sing 	sit 	sleep 	stand 	stop 	in 	out 	good 	happy 	hot 	hungry 	little 
teacher 	child 	take 	talk 	try 	turn 	up 	on 	off 	more 	sad 	same 	sick 	silly 
aide 	watch 	want 	wait 	win - lose 	work 	down 	over 	under 	slow 	thirsty 	tired 	wet 	wrong 

Core Board - High Contrast



a	b	c	d	1	2	3	4	5
e	f	g	h	6	7	8	9	0
i	j	k	L	m	n	.	 need a charger	 need my device
o	p	q	r	s	t	?	 I need help	 not what I said
u	v	w	x	y	z	!	  ask yes/no	 something's wrong
 space	 mistake			 don't understand	 can I have more info	 please repeat	 please wait	 Can we talk in private

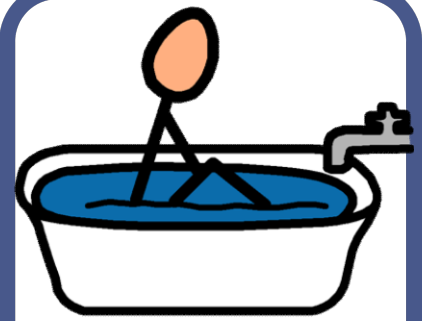


*Top scale options [want to try-not sure-don't want to try] [like-not sure-don't like]
[want-don't want] [managing-not managing]*

Activities of Daily Living



shower



bath



walk



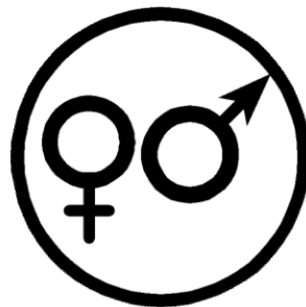
moving around



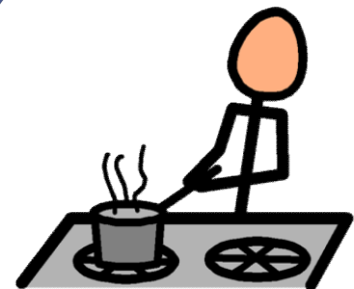
eat



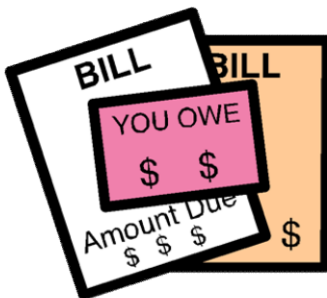
drink



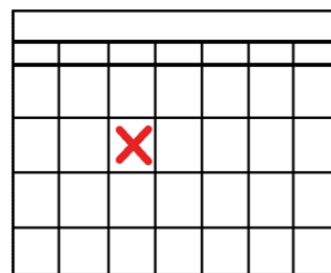
sex



cook



paying bills



book appointments



laundry



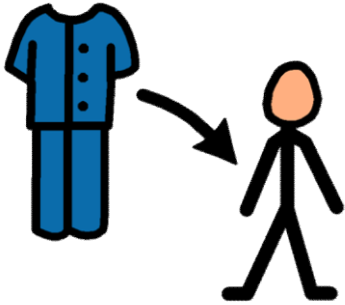
Transperth
public transport



medication



clean dishes



getting dressed



toilet



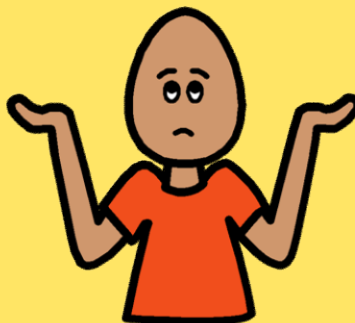
shop



housework



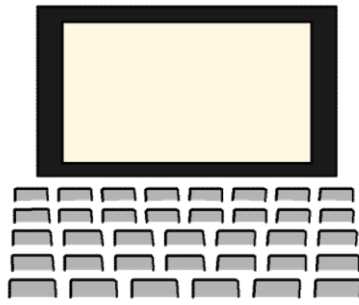
phone



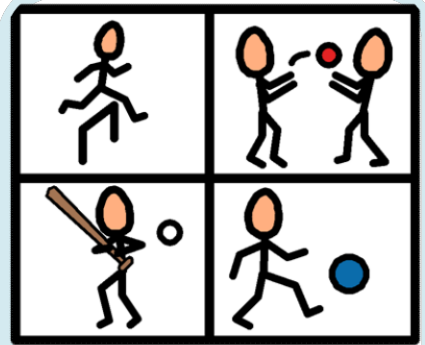
*Example top scale: [Good - Unsure - Not Good] [No help - Some help - Lots of help]
[Going well - Ok - Not going well]*



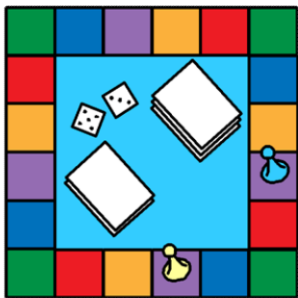
activities



going to the movies



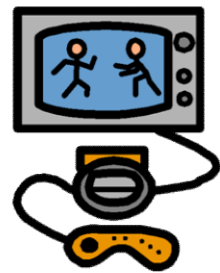
sports



board games



reading



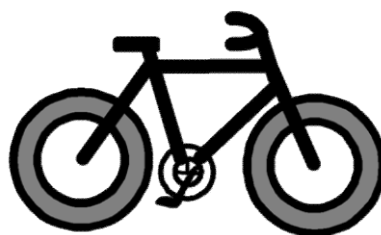
video game



computer game



listen to music



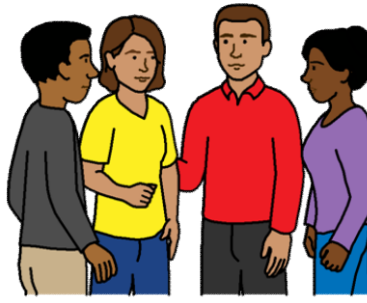
ride bike



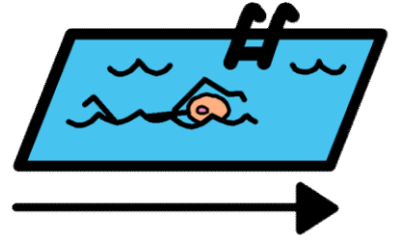
walking



arts & crafts



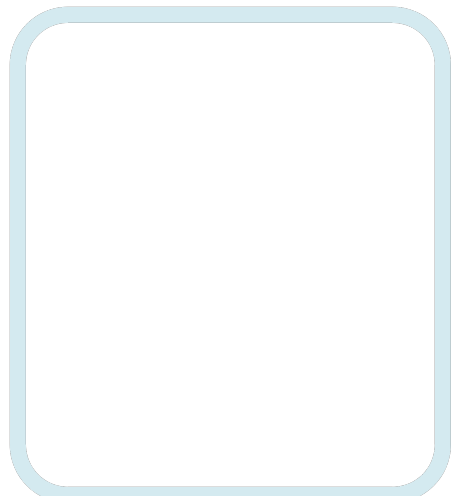
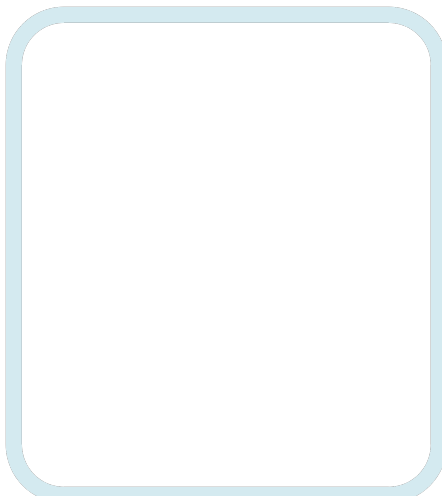
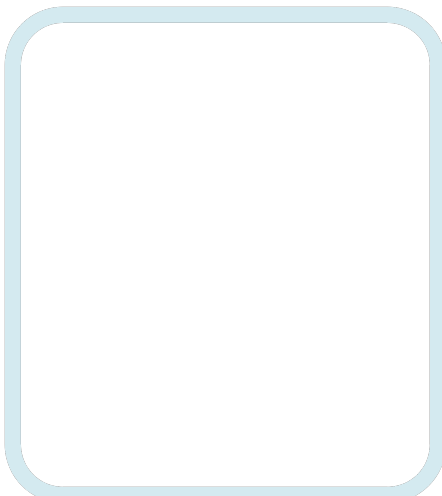
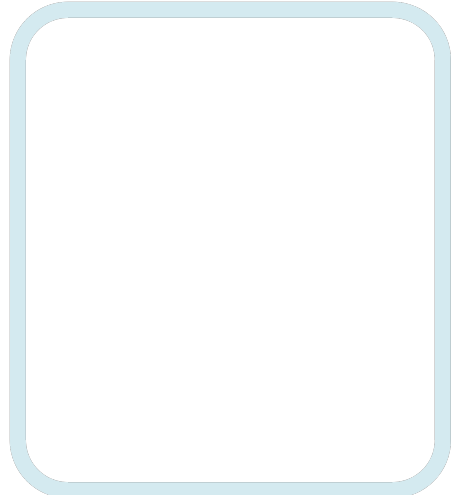
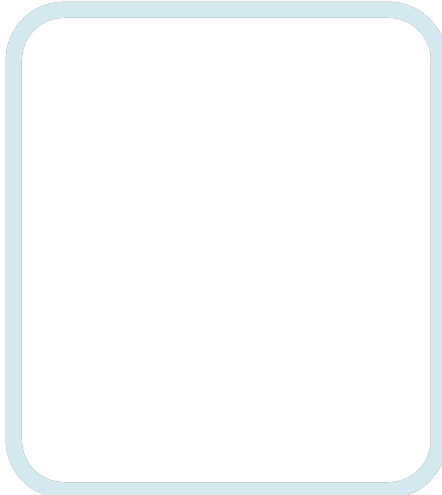
hanging out
with friends



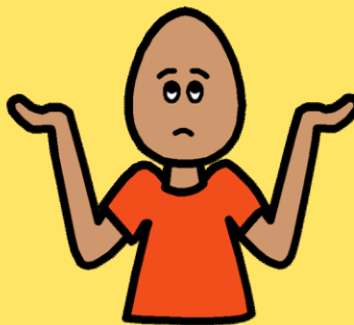
swimming



gardening



Like



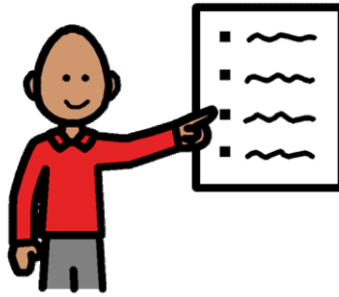
Not sure



Don't like

Example top scale: [Good - Unsure - Not Good] [Like - Unsure - Don't like]
[Going well - Ok - Not going well]

Workright ASDAN Modules



know the safety
rules



know the signs at
work



What to do in a
fire



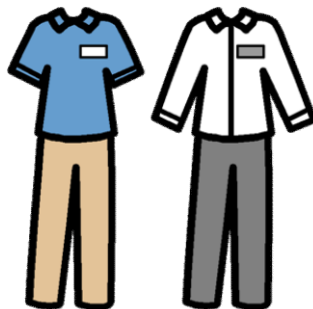
how to clean
my workspace



what to do if
you're late



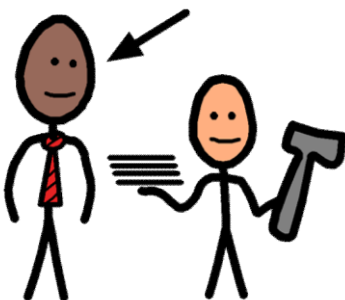
what to do if
someone has
an accident



what to wear to
work



What to do if
you feel bullied



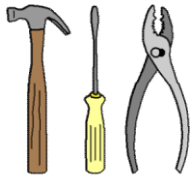
who your
supervisor is



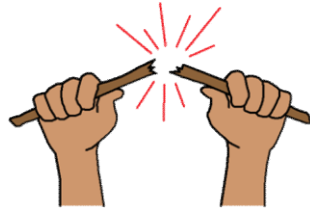
what your team
is doing



what your job is



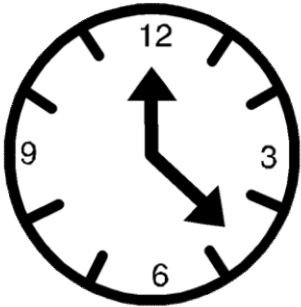
tools +
equipment you
need to do your
job



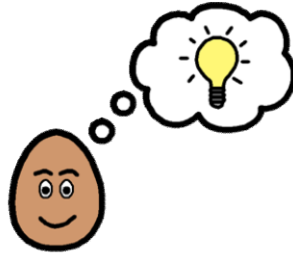
what to do if
something
breaks



using the tools
safely



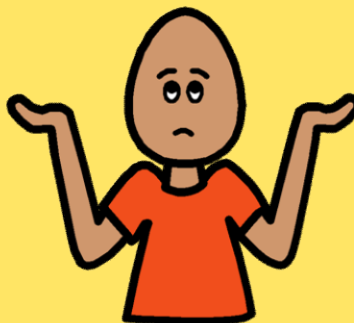
How much time
you have



what to do if
you have a
problem at work



who to see if
you have a
problem

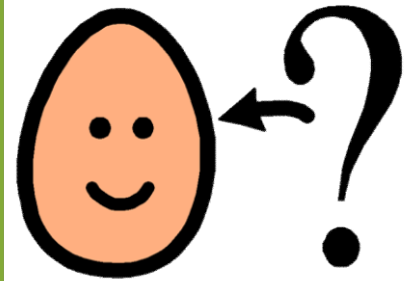




Communication Strategies



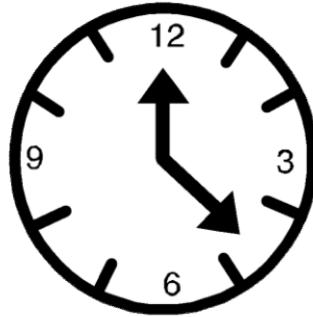
guessing



questions



Yes or No question



time to think



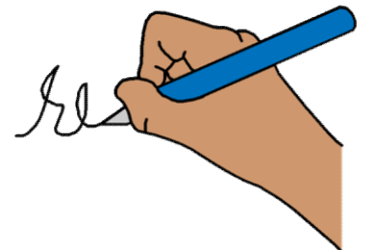
using my device



videos



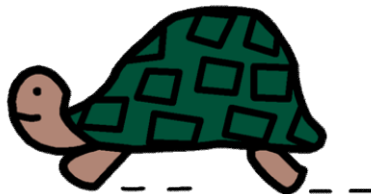
sign



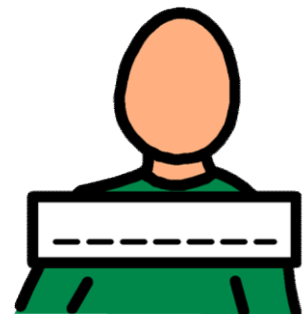
writing



typing



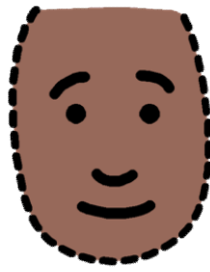
talking slowly



using my name



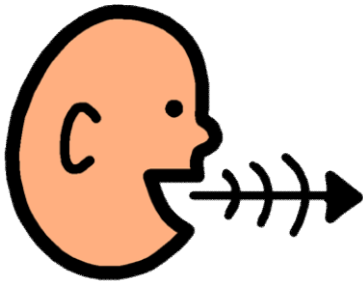
my body



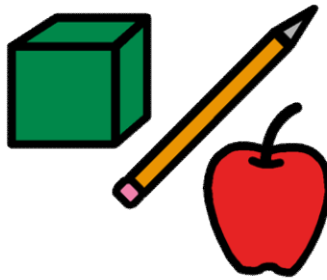
facial expressions



my eyes



voice



objects



speech



pictures
(symbols,
photos...)



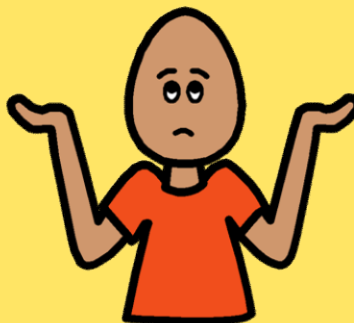
non-electronic



electronic AAC



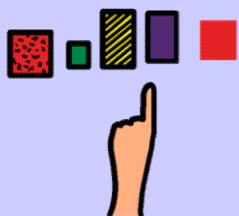
helps



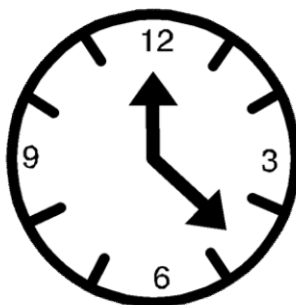
not sure



does not help



Decision Making Strategies



extra time



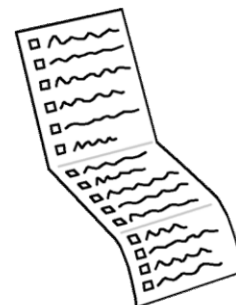
experience my choices



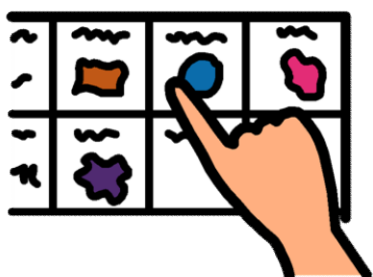
Talking Mats



communication device



written options



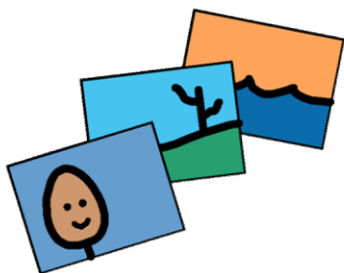
picture symbols



Options read aloud



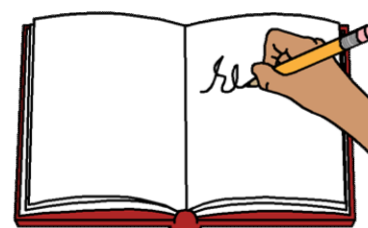
Videos



photos

1

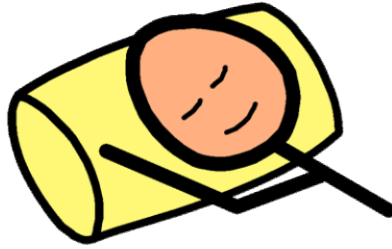
one at a time



planning ahead



eating

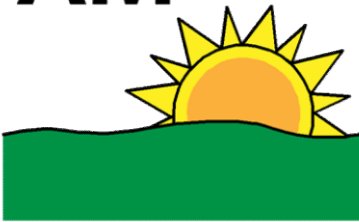


sleeping

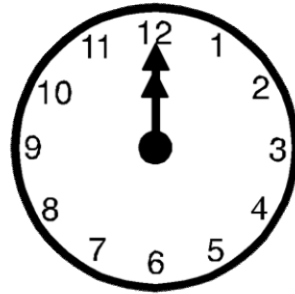


medication

AM

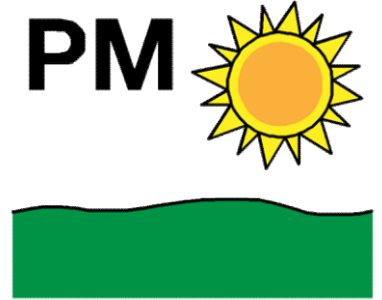


morning

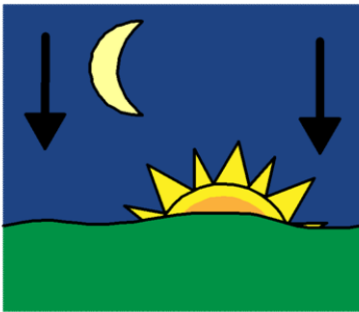


noon

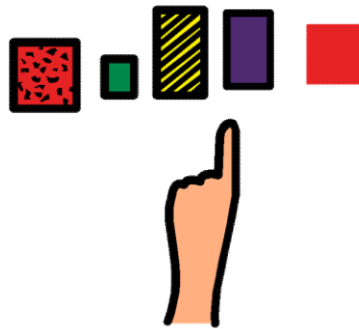
PM



afternoon



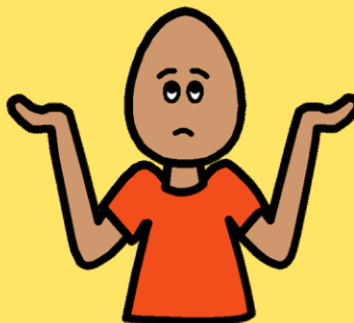
evening



other decisions



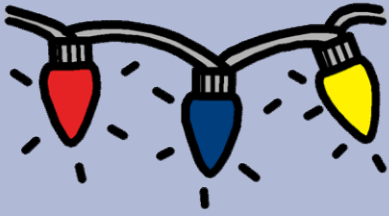
helps



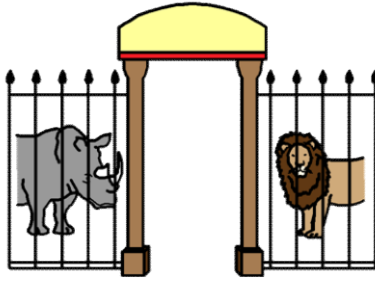
not sure



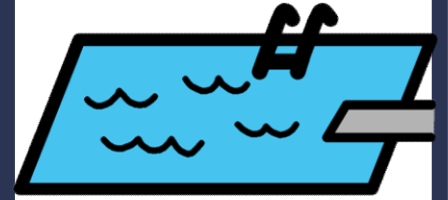
does not help



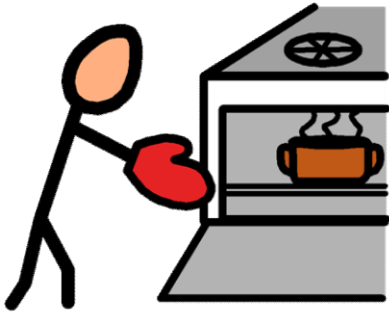
Holidays



zoo



pool



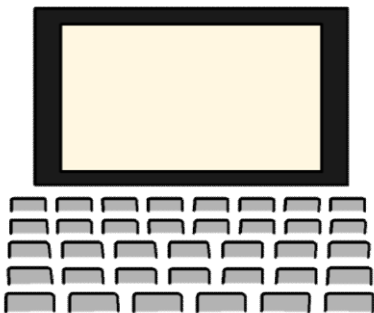
cooking



Pets



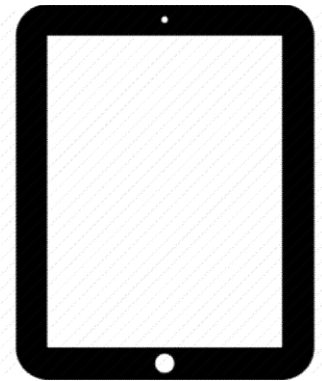
playground



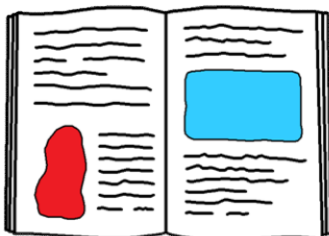
movies



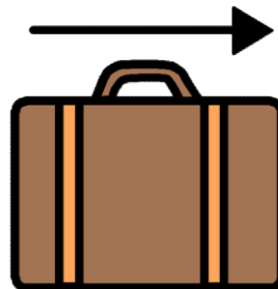
Tv



tablet games



magazines



travel



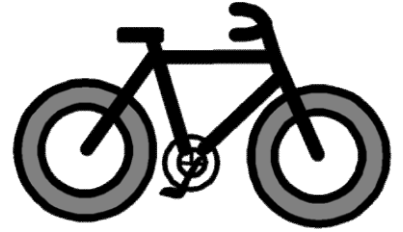
family



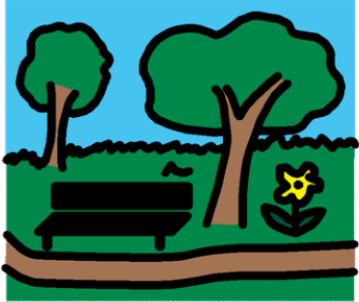
fireworks



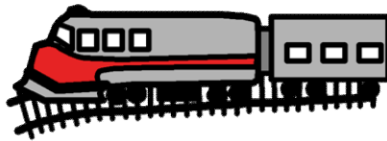
walks



bikes



park



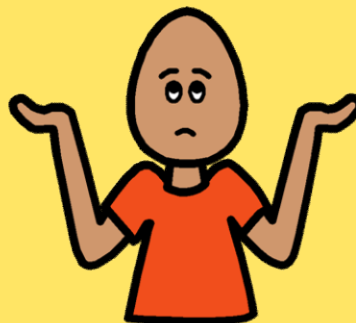
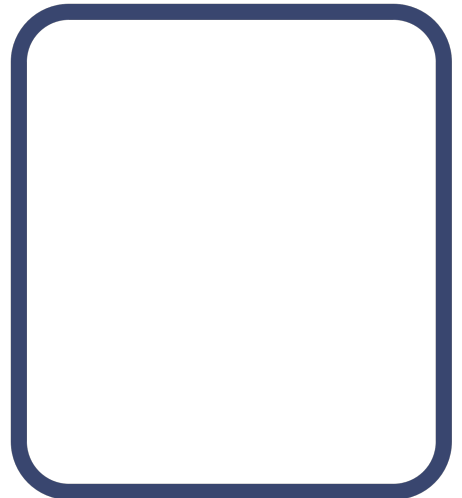
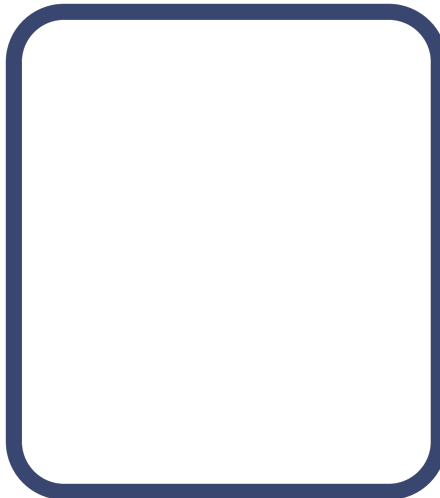
train



museum



beach



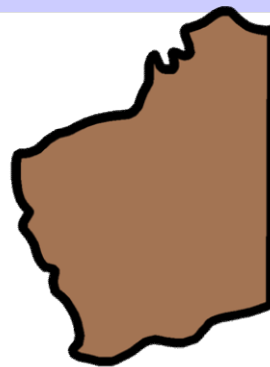
Top scale options: [want to try-not sure-don't want to try] [like-not sure-don't like]
[want-don't want] [managing-not managing]



Holiday



overseas



In WA



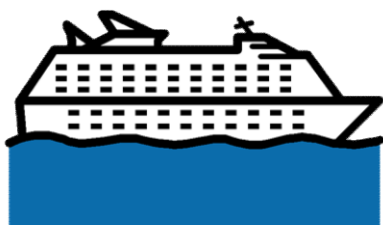
In Australia



in the car



boat



cruise



by myself



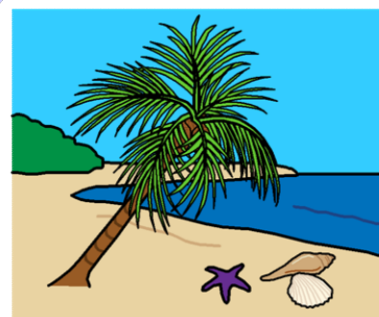
with family



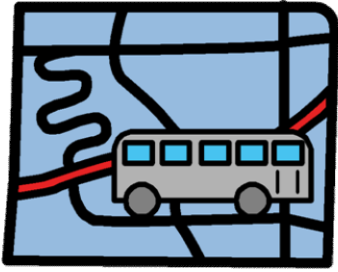
with friends



busy



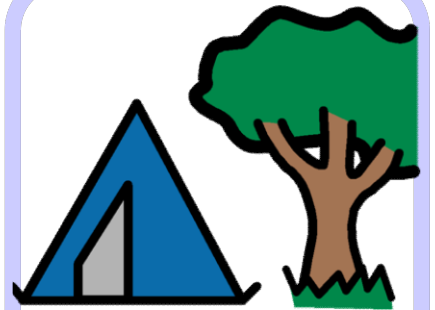
beach



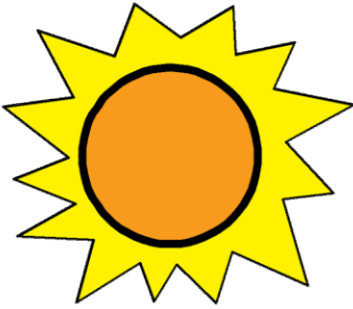
bus tour



adventure



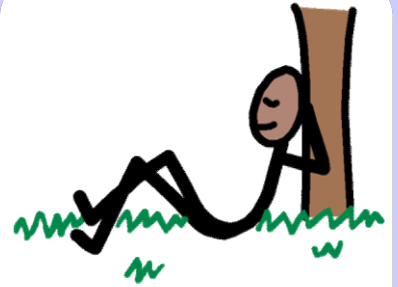
camping



hot



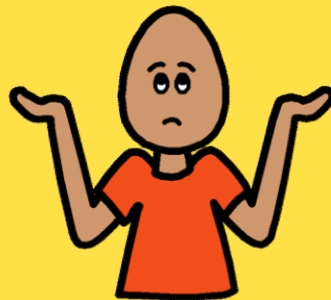
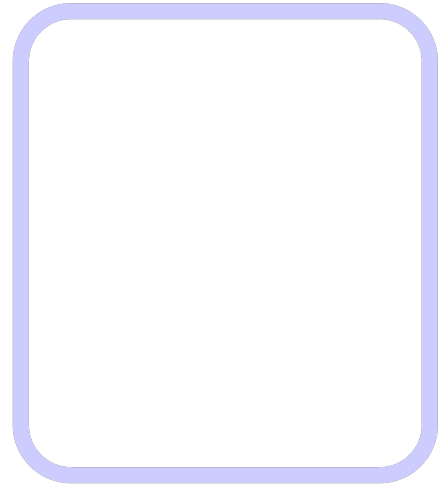
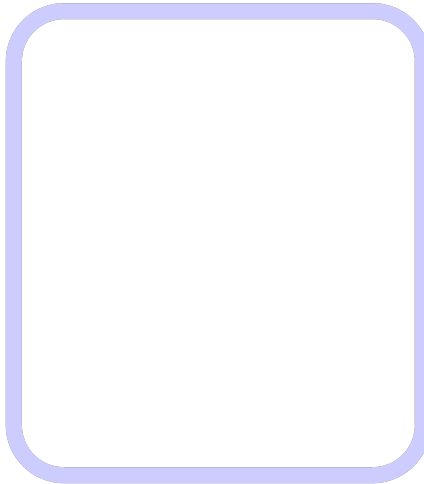
cold



relaxed



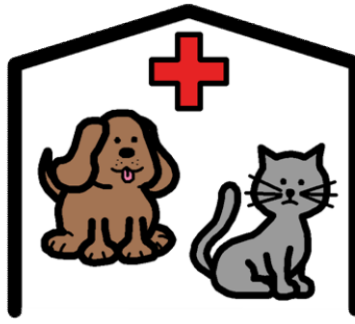
stay at home



Suggested top scale: [like - unsure - don't like] [want - unsure - don't want]

Job Characteristics

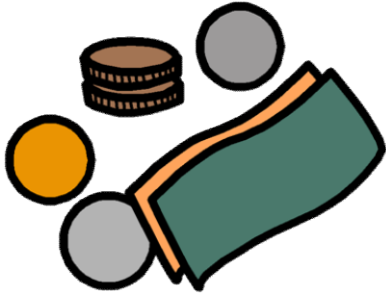
-Types of work-



looking after animals



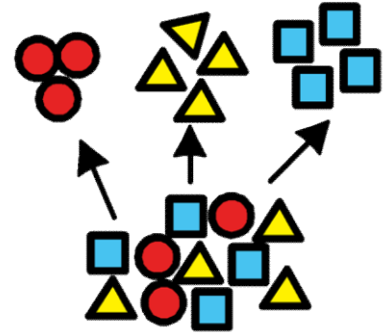
gardening



working with money



cleaning



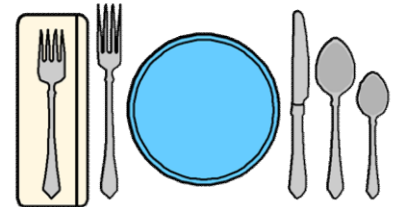
sorting things



packaging



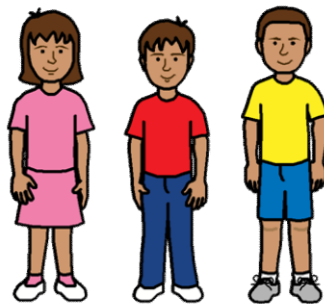
carry things



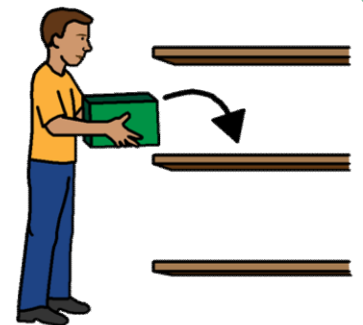
setting tables



talking to people



working with children



stacking shelves



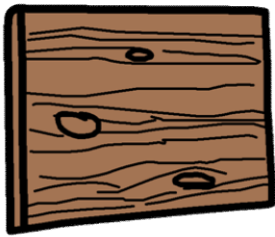
cooking



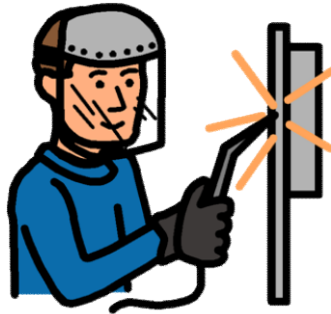
serving food



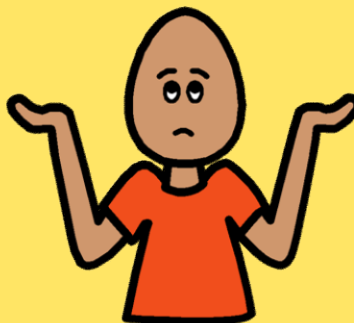
making things



working with
wood



working with
metal



Example top scale: [Good - Unsure - Not Good] [Like - Unsure - Don't like]
[Going well - Ok - Not going well]

Job Characteristics

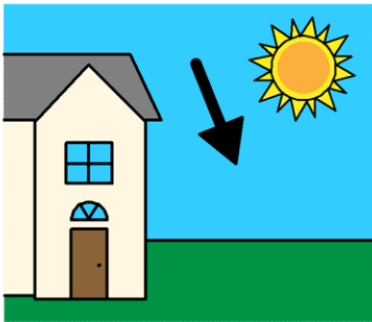
- job features -



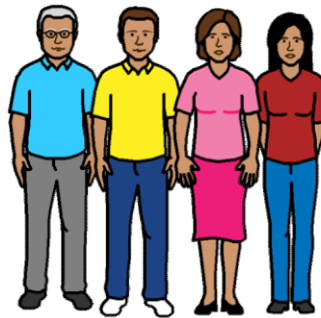
wearing gloves



moving around



outside



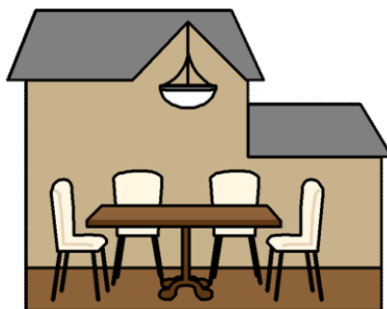
lots of people around



standing



sitting



inside



working as a team



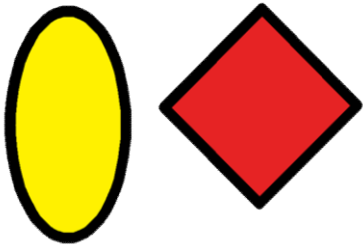
working alone



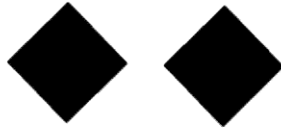
wearing a hat or hairnet



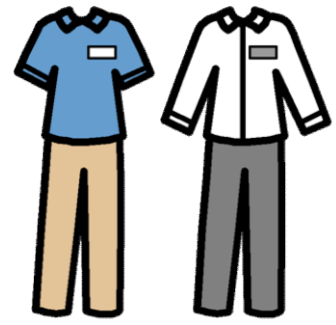
somewhere noisy



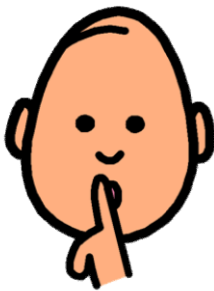
doing different tasks (variety)



doing the same tasks (structure & practice)



wearing a uniform

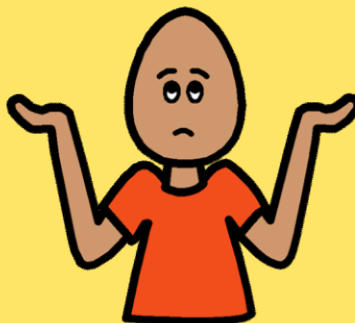


quiet place

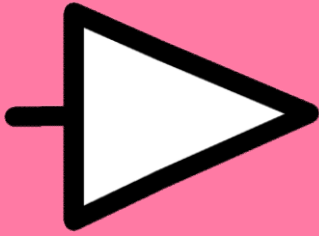


something over ears (hearing protection)





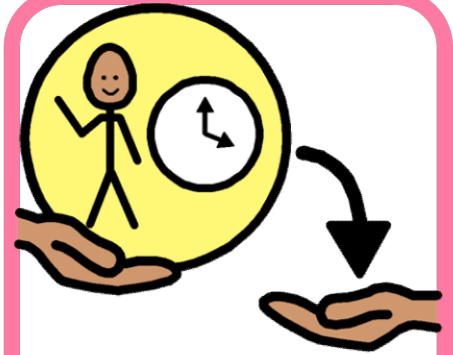




My future



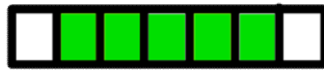
paid work



volunteering



university



full time work



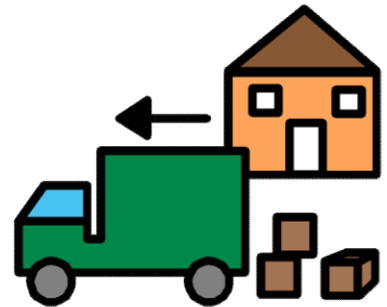
part time work



driving license



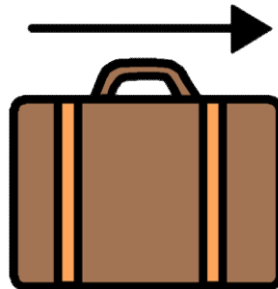
stay at home



move out of home



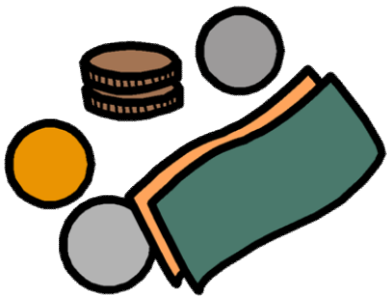
apprenticeship



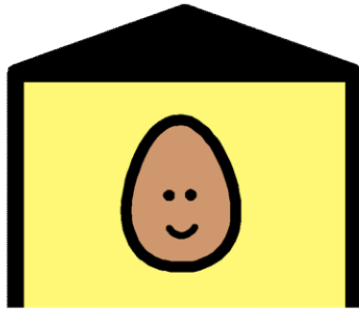
travel



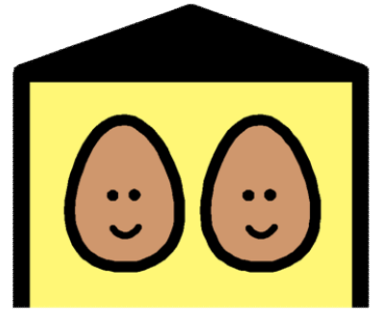
study



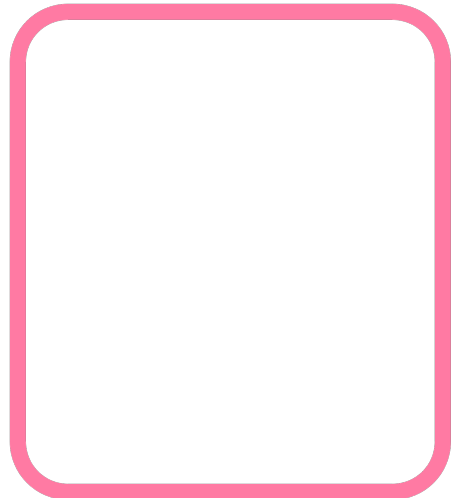
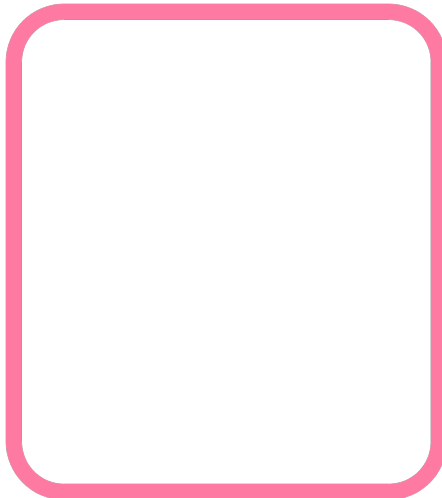
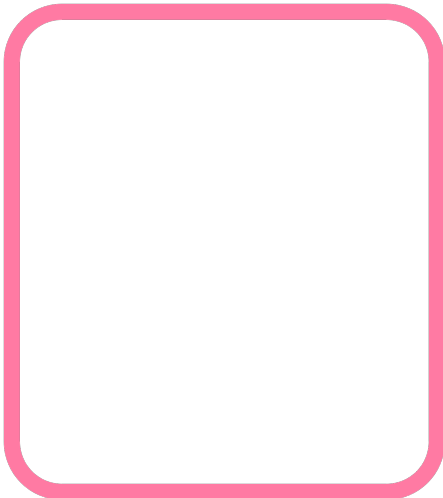
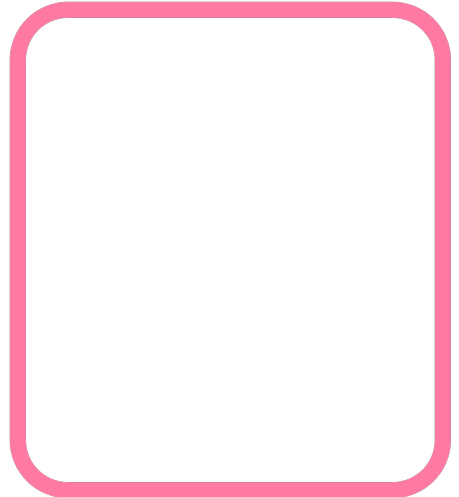
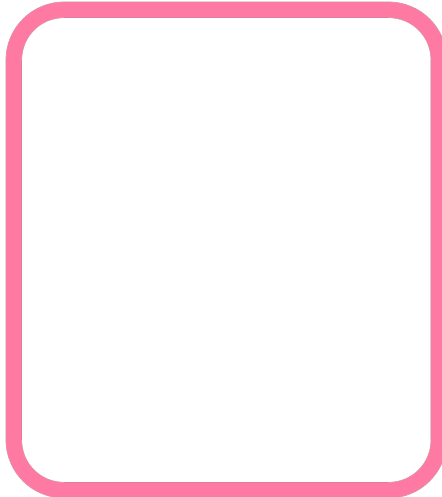
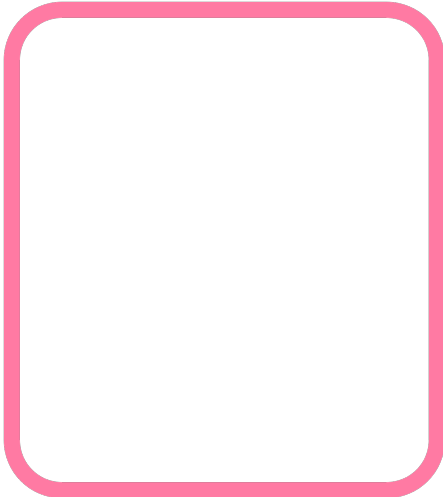
financial support

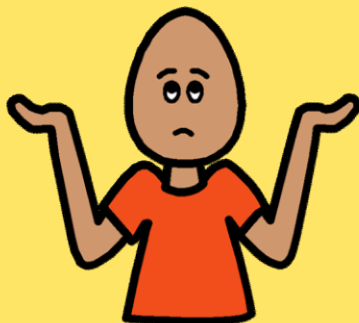


live alone



live with someone







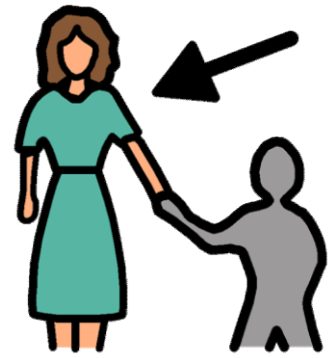
*Example top scale: [Want - Unsure - Don't want] [Like - Unsure - Don't like]
[Important - Unsure - Not important]*



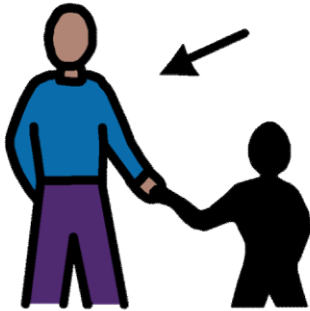
People



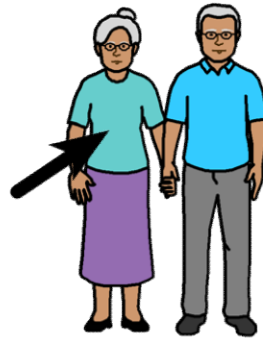
stranger



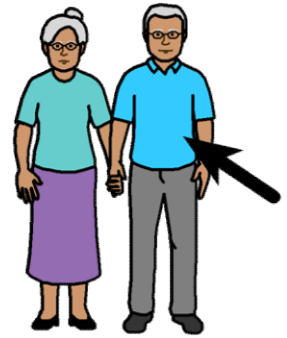
Mum



dad



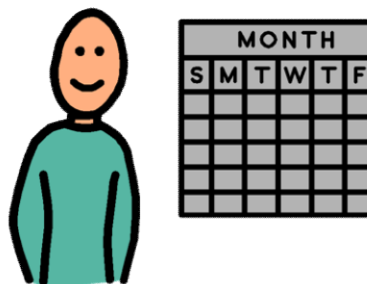
Grandmother



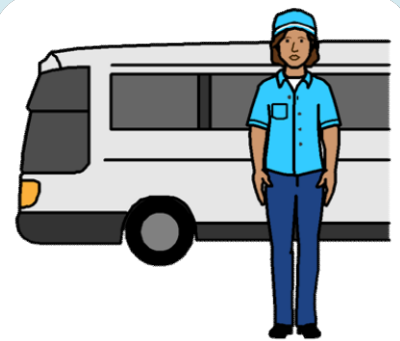
Grandfather



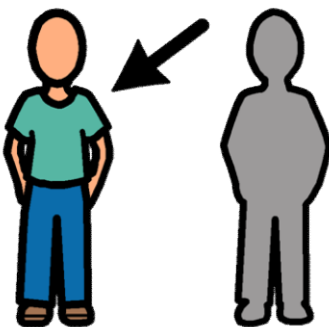
teacher



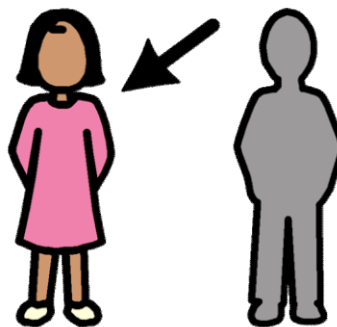
someone who works at school



bus driver



brother



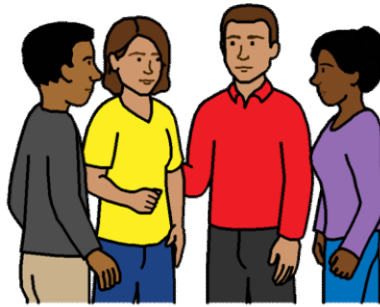
sister



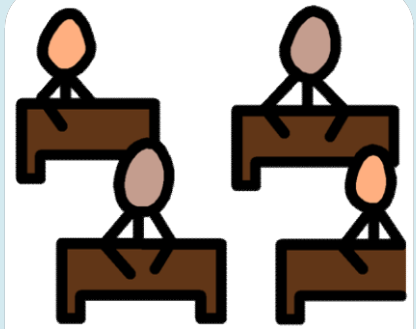
police officer



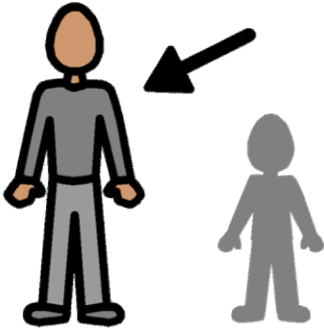
support worker



friends



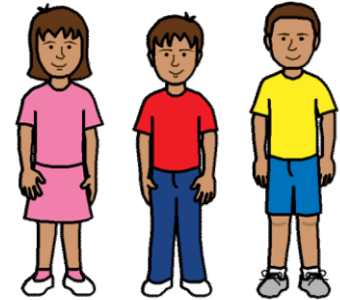
people in my class



adult at home

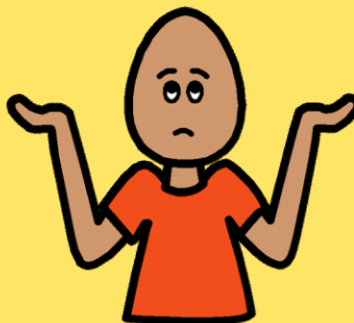


person who works at a shop



cousin

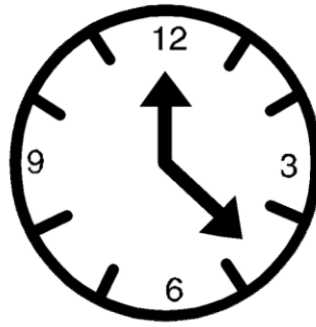






Example top scale: [Safe - Unsure - Not Safe] [Like - Unsure - Don't like]
[Helps - Unsure - Doesn't help]

Emotional Regulation Strategies



more time

10

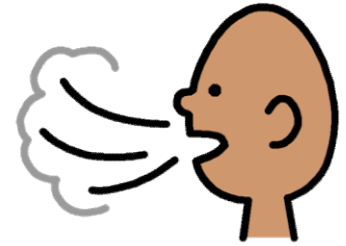
count to 10



rest



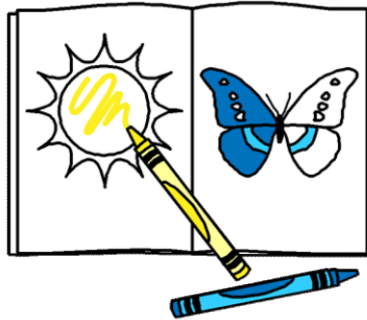
headphones



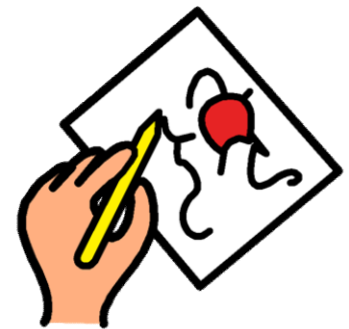
deep breaths
in and out



drink



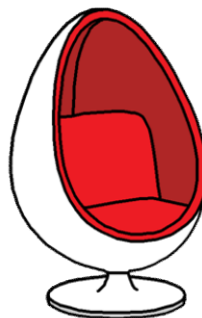
colouring in



drawing



walk



egg chair



bounce on
exercise ball



skip rope



trampoline



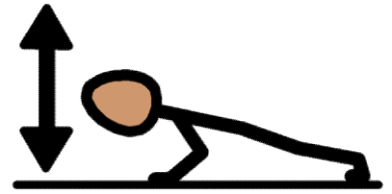
stretch



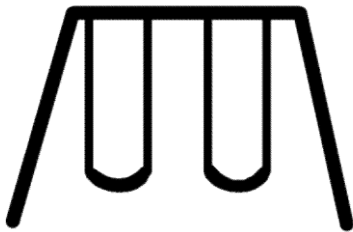
listen to music



hug something



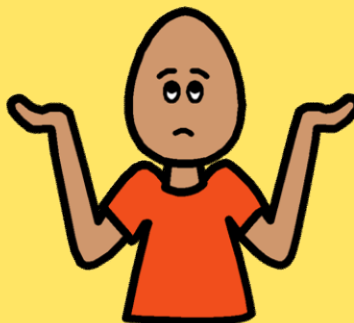
pushups



swing



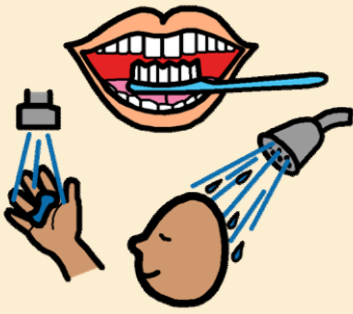
Helps



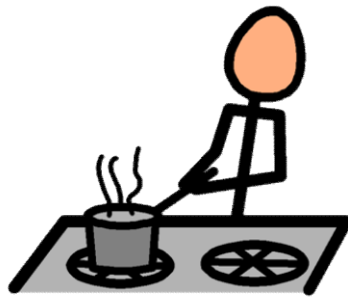
Not sure



Does not help



Self Care



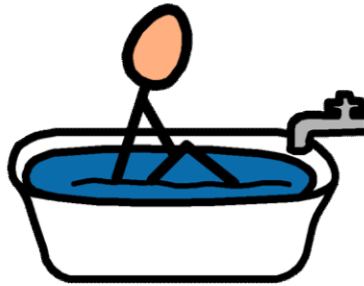
cooking



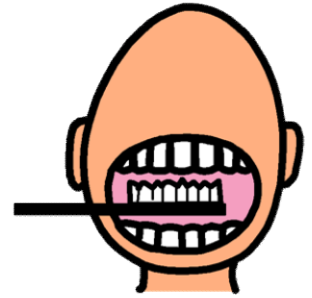
drinking



showering



having a bath



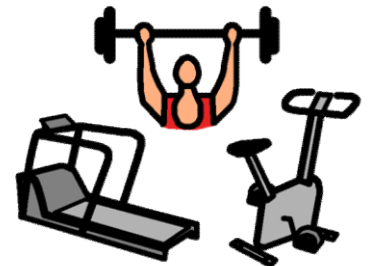
brush teeth



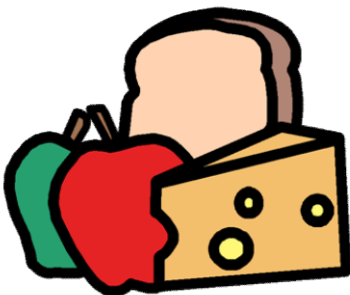
brush hair



medication



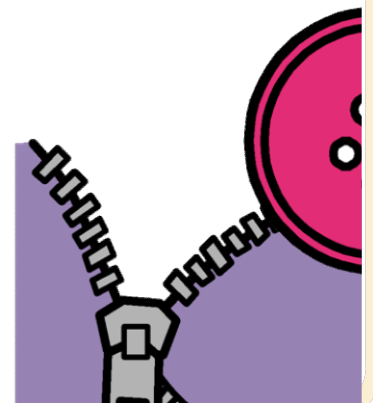
exercise



food choices

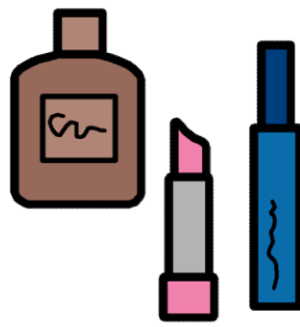


getting dressed

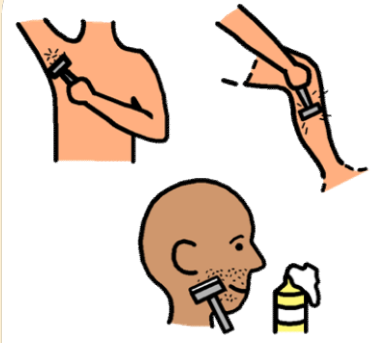




washing



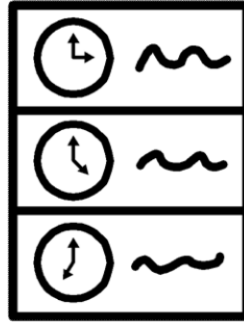
makeup



shaving



toilet



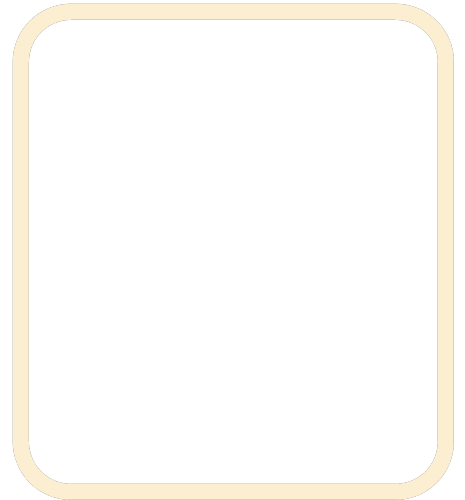
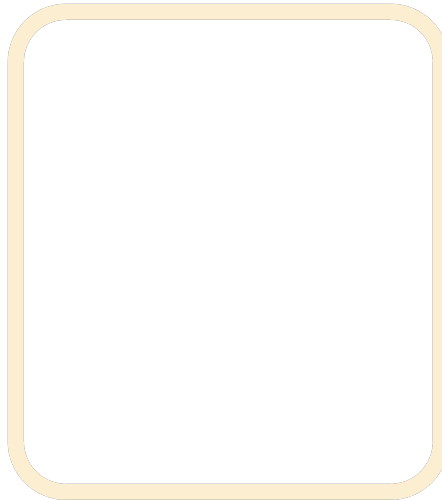
routines

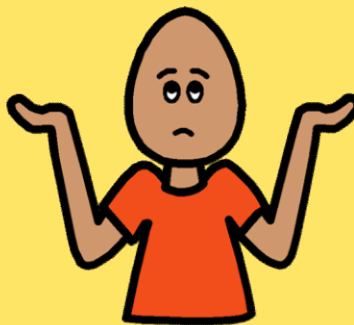


periods



deodorant







Example top scale: [By myself - not by myself [Like - Unsure - Don't like]
[Going well - Not sure - Not going well]

Skills & Attributes

quick

friendly

patient

social

honest

creative

problem
solver

co-operative

calm

respectful

hard
working

listener

funny

helpful

determined

kind

persistent

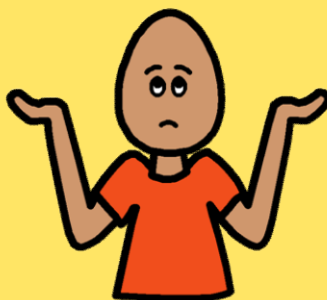
reliable

independent

responsible



Always like me



Sometimes like me



Never like me

*Example top scale: [Good - Unsure - Not Good] [Like - Unsure - Don't like]
[Going well - Ok - Not going well]*



Transport



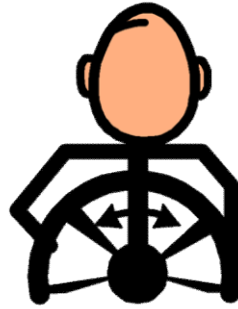
train



bus



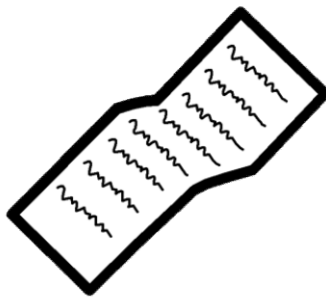
ferry



driving



plane



planning travel



school bus



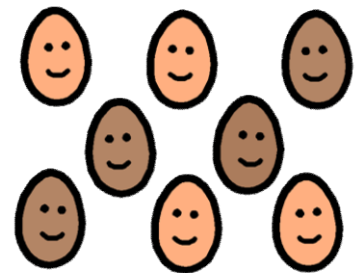
taxi



buying tickets



travelling with family



busy / lots of people



understanding signs



waiting



strangers / people I don't know



changing transport type



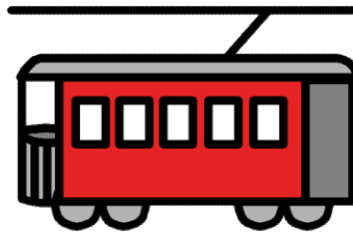
travelling with others



sitting

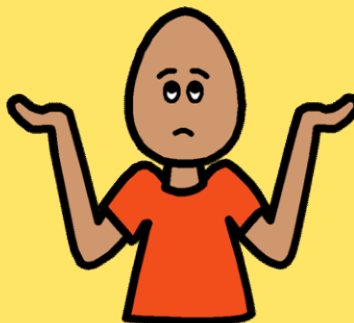


travelling by myself



tram







Example top scale: [No help - some help - lots of help] [Like - Unsure - Don't like]
[Going well - Not sure - Not going well]



Transperth
Public
Transport



train



bus



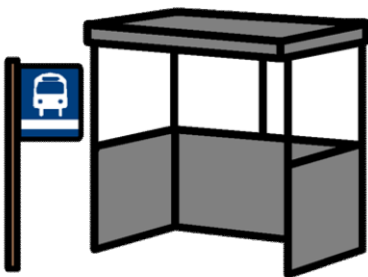
ferry



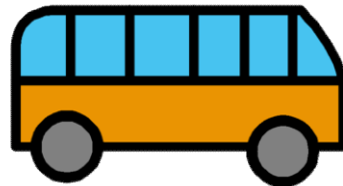
SmartRider



tag on / off



bus stops



school bus



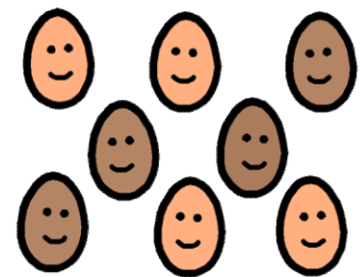
pushing buttons



rail crossings



buying a ticket



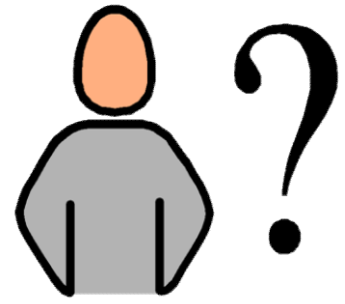
busy / lots of
people



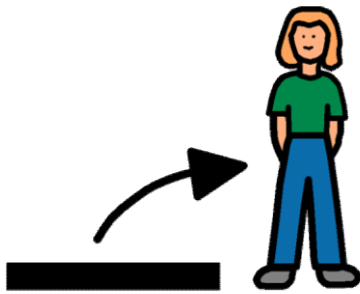
understanding signs



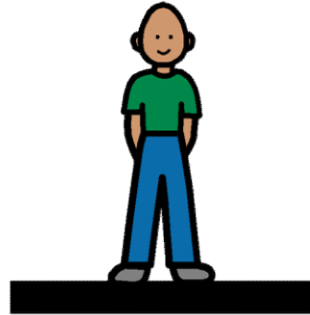
waiting



stranger / people I don't know



getting off



getting on



sitting

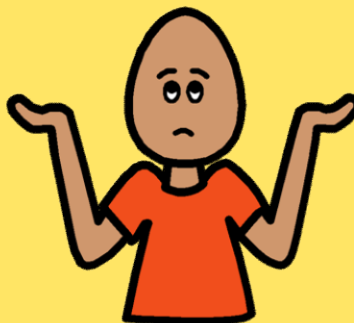


travelling by myself



travelling with others







Example top scale: [No help - some help - lots of help] [Like - Unsure - Don't like]
[Going well - Not sure - Not going well]

Why use this book:

This book can help someone make choices at school.
It can be used when someone doesn't have their own communication device,
Or if they don't have their device personalised to include all these options.

Who can use this:

Anyone.

Student's who may be difficult to understand.
Students who use verbal communication, but might have difficulty coming up with their own ideas at first.
Students who don't use verbal communication.

When would we use the book:

After someone has indicated they want something different but can't tell you what.
When there is an opportunity to make a choice about what happens next.

What's in the book:

Each of the pages contains options for answers to a question we might ask.
E.g., Who would you like to work with? Where would you like to go? What would you like to do?...
The front page has a space to bring options if a student has difficulty with lots of options on a page.

How to use the book:

1. Have the student's communication system available if they have one
 2. Get info about the student's access (direct? partner assisted? accept/reject? timing?)
- 3a. Front Page: Get selection of options for the front page. The option for "something different" or "that's all" needs to be included.

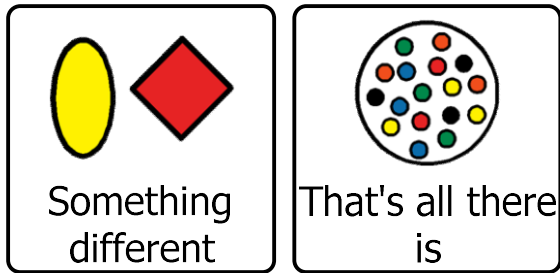
Verbalise all options then allow student to make a choice given their access method.

- 3b. Using each page: present the relevant options so the student can make a choice from all that is available.

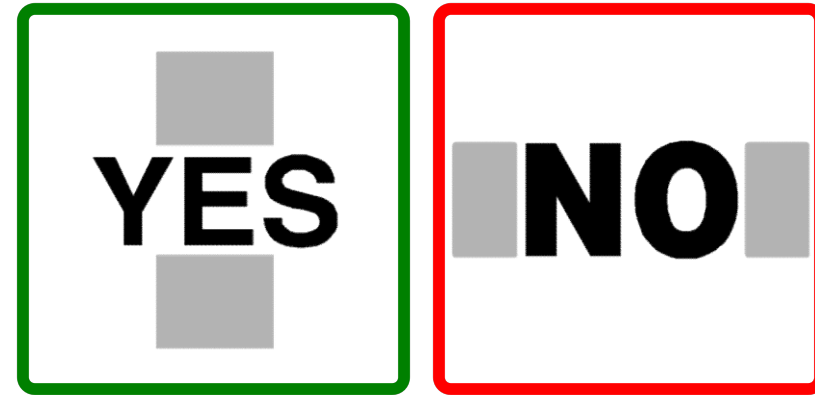
School Options

Velcro for options

"Something
different"
or
"That's all"



Laminate these two back to back as the final option on the front page.



Options for eye pointing for accept/reject of options.
Laminate and put on different sides of the book.




It's not here.
I'll give a hint

 who




It's not here.
I'll give a hint

 where




turn the page

? what do


It's not here.
I'll give a hint


-
-
-
-  what do
-
-




It's not here.
I'll give a hint

 who

 where

 what do

 what do

 Hints

