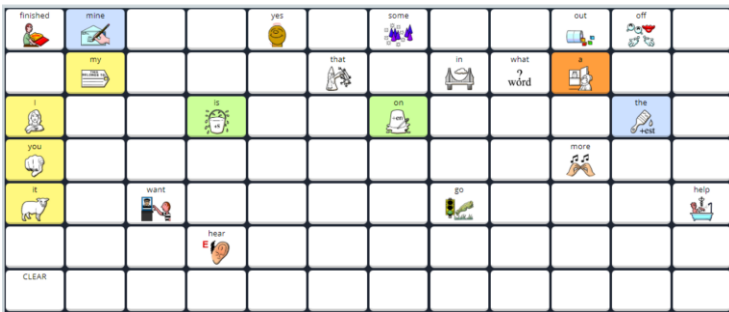# Differences between Unity® and Words for Life

If you are familiar with Unity 84-sequenced, you will notice similarities and differences between it and the Words for Life (WFL) 84 vocabulary. WFL was modified so that the vocabulary would:

1. Adhere to principles of the LAMP approach
2. Provide more words at the one-hit level that can be illustrated with a natural consequence
3. Decrease keystrokes when possible
4. Make the language structure more apparent for the consumer who is not familiar with Unity

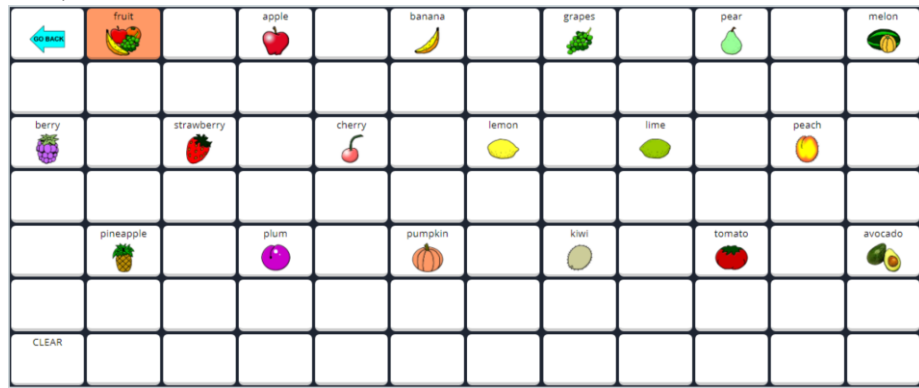| Difference in WFL	Rationale
There is no dynamic Activity Row on the home page.	The Activity Row in Unity does not adhere to the "one unique motor pattern per word" principle. It requires that the user know how to navigate to different activities or back to core. Therefore, the Activity Row was removed from the WFL vocabulary.
There are no set pages.	Set pages also do not adhere to the "one unique motor pattern per word" principle. They require that the user know how to navigate back to core. Therefore, set pages were removed from the WFL vocabulary.
You do not have access to fringe vocabulary words at the one-hit level.	In Unity one-hit, access to fringe vocabulary is gained after activating a core word (via the Activity Row). When the core word is activated, the actual word is spoken by the device (i.e. "color"). This is how one-hit works, but it's unfortunate for fringe vocabulary at this level because in order to say "blue" you must first say "color" – we call that "say a word to get a word" and it makes building language difficult. In WFL, fringe vocabulary is not available at the one-hit level, thus eliminating this problem. Fringe vocabulary is introduced at the transition level of WFL so that words may be said independently of one another (no more "say a word to get a word"). At the WFL transition level, it is recommended that personalized fringe vocabulary be stored in the first 4-5 spaces on the second row (after the 1st icon is pressed). This allows for a consistent motor pattern for these words from the transition level to the full level.
Due to the lack of an Activity Row, the top row in WFL features extra core words at the one-hit level which are not available in Unity one-hit.	In WFL one-hit, some core words have been added that are easy to teach with a natural response (i.e. up, down, off, little). Also, every word from the famous Banajee study (citation below) is included. These are the most frequently used words by toddlers, ages 2-3 years old. • *Banajee, M., DiCarlo, C., & Buras-Stricklin, S. (2003). Core Vocabulary Determination for Toddlers, Augmentative and Alternative Communication, 2, 67 – 73* In the case of homophones (i.e. "here" and "hear"), only one is included in the one-hit level. At the transition level, the only homophones are "I" and "eye" and "by" and "bye." At the full level, homophones are included only if they are spelled differently so that the text is correct. Also, words that might be taught together are spaced apart so that the motor pattern is distinct (i.e. go/stop, on/off, up/down, little/big).

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Difference in WFL	Rationale
In WFL, words are only stored one time regardless of part of speech or how they are used	In verbal speech, a consistent motor movement produces a consistent sound. We say "fish" with the same motor movement regardless of whether we're using the word as a verb, pet, or water animal. In Unity, words can be stored multiple places based on part of speech, the noun category or activity.
In addition to one-hit and "full" (sequenced) vocabulary levels, there is a transition level where all the one-hit words are extended to two hits.	Some individuals may start at a one-hit level due to their need for immediate auditory feedback. It is the goal that these individuals will transition to the full level as quickly as possible so that their language skills can continue to grow. The transition level adds a "step" between one-hit and full levels to make the switch much easier. It is much like having Vocabulary Builder turned on in Unity. Words included at the transition level are the Banajee words and Dolch pre-primer and primer words. Please note: The labels or words on the buttons remain constant whether you are on a one-hit, transition, or full level. This keeps the visual information consistent for those transitioning from one-hit to transition to full. It also helps those who are unfamiliar with the vocabulary organization to support the device user. The transition vocabulary is available as a vocabulary builder list.
Embellished icons are always on.	Embellished icons may make the icons more acceptable to users unfamiliar with Unity and reduce the need to explain/understand icon rationales.
No words are more than 3 keystrokes	In Unity, fringe vocabulary is located in the Activity Row on the second screen which may mean that some words require 5 activations before you can access them. For example, in Unity, to access the word "barn" you must select "go" then the arrow key three times before seeing the word barn. Some nouns are found on a third page after selecting a category button on the second screen. Some nouns are found on both the activity row and on the category page. To minimize keystrokes, WFL displays fringe vocabulary on the entire overlay instead of limiting it to the top row. Because of this, every single word in WFL, whether it's core or fringe, can be said with a maximum of 3 hits. This arrangement also allows the user to see all items of a category when making a choice. Also, nouns have one unique and consistent motor pattern
The mid-sequence label reflects all the word forms at the third layer.	"What you see is what you get." This feature allows you to see exactly what vocabulary word you will have access to on the third layer if you select that key. Unity has "hidden" words for which you must understand the semantic associations with the picture symbols in order to know where to find the "hidden" vocabulary. For example, in Unity, when you select the Apple from the core area, you are taken to the 2nd layer that looks like this: If you now choose the button labeled BITE, you not only have access to the verbs *bite, bites, biting, bit, bitten, and to bite*, but you also have access to the "hidden" words *crispy, more crispy, and most crispy*.
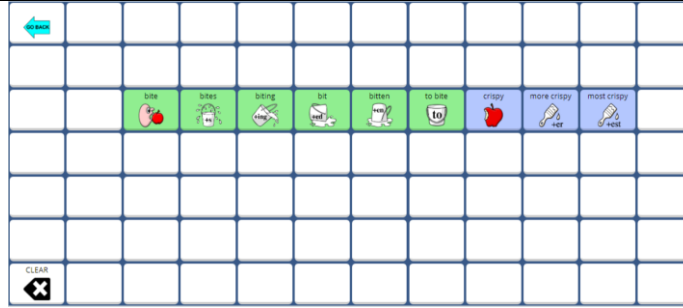
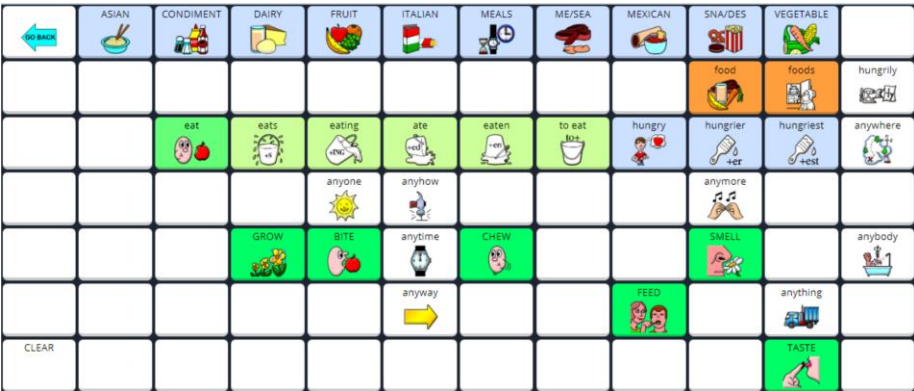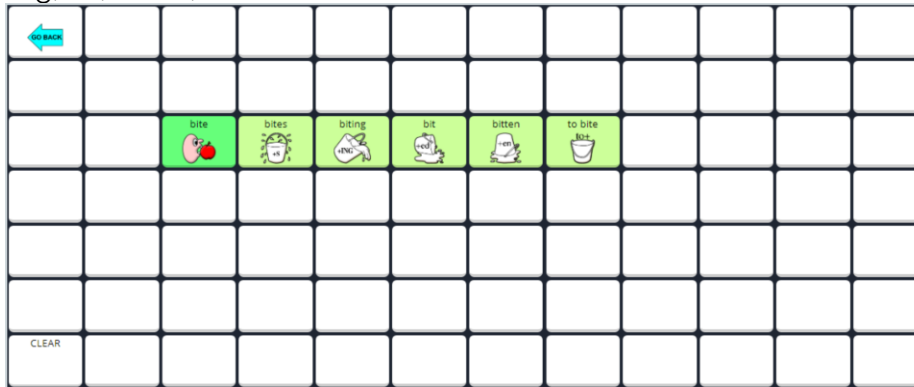|	
When there is a page of nouns, those buttons are spaced out when possible to make the motor patterns more different and minimize mis-hits. There is no HOLD PAGE button	WFL: Spacing the buttons apart makes the motor patterns more different and reduces mis-hits. HOLD PAGE would allow the words to be accessed with one button press from this screen disrupting the motor pattern for these words. WFL: Unity:

Difference in WFL	Rationale
CONTINUED: The mid-sequence label reflects all the word forms at the third layer.	In WFL, when you activate the Apple icon from the core area, you are taken to a 2nd layer that looks like this: If you now choose the icon that says BITE, you will only get access to the verbs bite, bites, biting, bit, bitten, and to bite – no hidden words! Please note: The mid-sequence buttons in WFL are color-coded based on the part of speech of the final word. If the mid-sequence icon represents multiple parts of speech including a verb (i.e. the verbs *visit, visits, visiting, visited, to visit* and the nouns *visitor* and *visitors*), then it is color-coded green for the verb. In Unity, all mid-sequence buttons are gray.
WFL is only available in 84-locations.	More buttons = faster, more efficient communication. Language Acquisition thru Motor Planning (LAMP) is all about keeping motor plans consistent. At 84-locations, you can mask vocabulary you don't want to target and gradually build up to having the full overlay showing (unmasked). That way, motor plans for words you've already learned will stay consistent and you'll have plenty of room to grow without having to increase the overall number of locations.
Double hits are only used to access vocabulary on the 2nd layer. There are no double-hits on a core icon to access additional vocabulary on the 3rd layer.	In Unity, some 3rd layer words are accessed by double-hitting a core icon and then moving to the verb or adjective location for the 3rd hit. For example, in Unity, to say the verb *buy, buys, buying, bought, to buy*, you must first select the Money icon, then select the Money icon again (double-hit on the same core icon) before moving to the verb. In WFL, to say the same verb, you must select the Money icon and then the BUY icon before moving to the verb. Please note: This is NOT to say that double-hits don't exist in WFL – they do, but they are all 2-hit words that do not lead you to any more vocabulary on the 3rd layer. For example, the pronouns *I, you, he, she, we, it, they* are all said by double-hitting their icons.

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Screen Shot Comparison

Unity 84-Sequenced:

PUNCTUATI... .!,?	GREETING	ME	DEVICE	CALENDAR	SCHOOL	HAVE FUN				a	+s	PAGES
GIVE	NAMES	TALK	HELPING ...	SOCIAL	DETERMINERS	CONJUNCTI... 1+1=2	PREPOSITIO...	QUESTIONS ? word		a	+s	AGAIN
I	WE	are	is +s	were +ing	was +ed	on +en	to	KEYBOARD		an +er	the +est	FIND
YOU	THEY	KNOW	PLAY	LIKE	WORK N	HAVE	FEEL	READ		MORE	FAST	STOP
IT	HE	WANT	FAMILY	COME	TIME	DO	THINK	BIG		GET	COLOR	WASH
SHE	LOOK	SLOW S	COMPUTER	SAY	GOOD	HEAR E	LIVE	GO		RIDE	LOVE	HELP
CLEAR	DON'T	CHANGE	EAT A	MAKE	NEED	BAD	WATCH	DRINK		TURN	PUT	SLEEP

Words For Life – 84 Full:

finished	mine	little	up	yes	good	some	no	down	out	off	bad
me	my	wear	am	please	that	and 1+1=2	in	what ? word	a	+s	there
I	we	are	is +s	were +ING	was +ed	on +en	to to+	SPELL/NUM	an +er	the +est	end
you	they	new	play	like	work	have	feel	read	more	fast	stop
it	he	want	all	come	time	do	go	get	big	color	help
she	look	slow	hear E	think	right	said	live	love	follow	ride	put
CLEAR	not	talk	sit	eat A	find	make	need	drink	watch	turn	sleep