



## 10 KEY COMMUNICATION GOALS

1. To communicate messages as autonomously as possible using symbolic language when necessary or, if possible, with speech and/or spelling. SAY EXACTLY WHAT YOU ARE THINKING.
2. To own an efficient and individualised communication system (often including more than one tool) with appropriate vocabulary to meet current and future communication requirements. YOU HAVE A WAY TO SAY IT – A SYSTEM THAT SUITS YOUR NEEDS.
3. To initiate communication in a way that is accepted and recognised by others when the individual has something to say. YOU CAN SAY IT WHEN YOU WANT TO OR TALK WHEN YOU ACTUALLY HAVE SOMETHING TO SAY.
4. To indicate messages in a way that can be understood by unfamiliar partners. PEOPLE KNOW WHAT YOU ARE SAYING.
5. To see themselves as having a voice and, if not using speech, understand all aspects of their communication system to be that voice. EVEN IF YOU COMMUNICATE DIFFERENTLY TO OTHERS, YOU KNOW THAT YOU HAVE A WAY.
6. To communicate messages at a level of complexity that meets their individual requirements without reliance on interpretation by others. YOU HAVE ENOUGH WORDS AND CAN PUT THEM TOGETHER TO GET YOUR MESSAGES ACROSS WITHOUT OTHERS HELPING.
7. To communicate for a range of intentions (including but not limited to: commenting, questioning, sharing information, expressing opinions, joking, etc.). YOU COMMUNICATE FOR ALL KINDS OF THINGS, NOT JUST TO GET YOUR NEEDS MET.
8. To take responsibility for access to a system that meets their needs at all times. YOU MAKE SURE YOU HAVE YOUR SYSTEM WITH YOU WHEN YOU NEED IT.
9. To use their system in as socially valued manner as possible and for social interaction that builds relationships. YOU CAN TAKE PART IN SOCIAL INTERACTION AND USE MESSAGES TO MAKE FRIENDS OR FOR SOCIAL CLOSENESS.
10. To select and use the most efficient and effective method of communication in any given situation. YOUR MESSAGES ARE AS EFFICIENT AS POSSIBLE, YOU CONSIDER YOUR COMMUNICATION PARTNERS OR ENVIRONMENT, AND YOU CAN SAY THINGS ANOTHER WAY IF NOT UNDERSTOOD.