

Prompting Hierarchy – Data Keeping

Abbrev.	Prompt	AAC Example	Other Example
FP	Full Physical	The equivalent of full hand-over-hand (HOH) (except DON'T depress their finger for them, let them initiate that final movement!)	Hand-over-hand for waving "hello," HOH to give item to peer AND HOH to release item
PP	Partial Physical	Physical guidance of hand/finger toward the target icon(s)	HOH to give item to peer BUT let child release item to complete action
SP	Sustained Point	Pointing to an icon until the child selects it	
QP	Quick Point	Pointing to an icon then removing finger to let child find it again on their own	
T	Tactile	Tapping elbow or grossly moving arm toward device	Physically manipulating body posture; PROMPT-like articulation cues
VB	Verbal Cue/Model	"Do you want to PLAY? PLAY?"	Modeling articulation sounds
VS	Visual Cue	Point to device and wait expectantly for them to say something	Visual articulation models/prompts
M	After a Model	Clinician models saying something on device	Visual articulation models/prompts
+	Independent ☺	Spontaneous (no prompting), OR a very indirect visual or verbal prompt (e.g., shrugging shoulders expectantly, grossly pointing to device, "What do you want to play?")	

Others that I use...

Abbrev.	Prompt	AAC Example
B()	Block icon	Blocking off an overused icon to break the motor plan and broaden vocab (I put whatever I blocked off in parentheses, e.g., "food" icon)
TB	Tactile Block	Blocking child's hand from leaving the device to encourage them to say something or combine more words
C	Cue, other	Giving a hint (e.g., "Look in the top row")
+/SP	Combos (for multi-step or multi-hit)	Denoting if they needed different levels of prompting across hits
	Mis-Hit (Unintentional)	Child selecting an overly used icon but being upset when provided it, indicating they meant to say something else
SC	Self Correct	After mis-hit/error the child corrects themselves w/o any prompting