

Self-Advocacy Tools: Which Tools Do You Use?

Reproduce this page and the next page on cardstock. Cut apart the cards. Use these cards with the 3 Column Communication Breakdown Solution Tools for Younger Students. Place the communication challenge in the correct column: Speaker, Listener or Environment. Choose and discuss the tools that can be used to solve the challenge! There are not right or wrong answers. This all about conversation!

Your teacher gives directions. You don't know what to do.	There is an announcement over the speaker. You didn't understand what was said.
Your hearing aid/ FM is not working.	There is noise in the classroom (heater fan, street or playground noise, etc.) while your teacher is talking.
You are having trouble hearing your friends at lunch.	All the friends stood up. They went to their cubbies/ lockers to get something.
Another student is speaking. You can't hear them.	You are going on a field trip to a museum. It will be hard to hear the person who leads your tour.
Your teacher was facing the board when she was talking. You are having trouble understanding her.	You are seated at the back of the group. You are having trouble hearing the speaker.
There is noise in the hallway making it hard for you to hear and understand.	Your teacher is telling you the homework for the day.

Self-Advocacy and Communication Repair TOOLS



Ask a Friend



Ask for Repetition



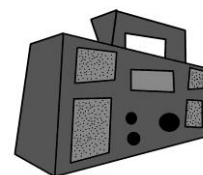
Get Close



Look at the Person Talking



Look for Clues



Reduce Background Noise



Tell People What You Need

QuickTime™ and a
decompressor
are needed to see this picture.



Use your Hearing Aid/ FM



Signal your teacher when you don't understand/ can't hear

Other Resources:

What's the Problem Game

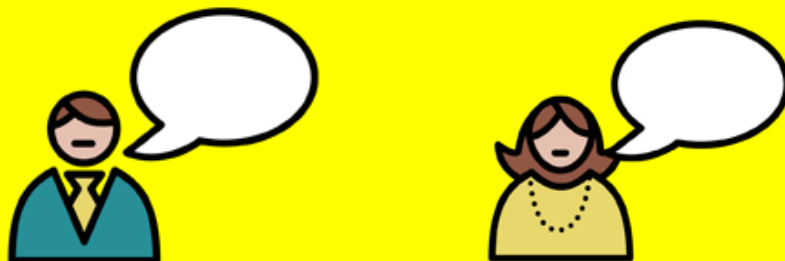
Monkey Talk Game

Rule the School Self-Advocacy Game

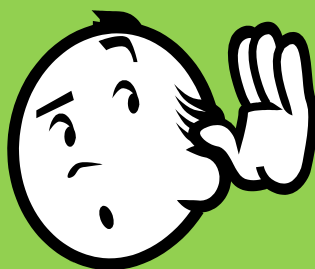
Hear It, Fix It Game

refer to <http://successforkidswithhearingloss.com/gamesmaterials>

Which of These Caused Your Listening or Understanding Problem?



The person talking (SPEAKER)



The person listening (LISTENER) - You



The environment (PLACE)