

Communication Summary Report

Name: Joshua	Birthdate: 9-20-2004	CA: 2 Yrs 10 Mos	Clinician: Marilyn Buzolich	Date: 7-01-2007
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Context(s): Home

Communicative Means Summary

Code	Means	Definitions	# in Sample	% of Sample
Gestures			6	54.5
DM	Discrete Motor Behaviors	Full or partial body movement that is distinct, differentiated, and conveys meaning; includes body extension or leaning	0	0
REF	Referential Gestures	Gestures that indicate or call attention to an object, person, or event. Referent is present in the environment; e.g. show, give, touch, pull	5	45.5
REP	Representational Gestures	Gestures used to convey meaning. Includes meaningful symbolic, conventional, culturally defined & idiosyncratic gestures	0	0
SIGN	Formal Signs	Formal visual-motor language systems, e.g., ASL, SEE	1	9.1
Vocalizations/Verbalizations			2	18.2
VOC	Discrete Vocalizations	Vocalizations that are distinct and differentiated	1	9.1
VERB	Verbalizations	Verbal word approximations, spoken words or phrases	1	9.1
Facial Expressions			0	0
FAC	Facial Movements	Facial movement, including idiosyncratic facial gestures conveying specific semantic content; e.g. smile, pout, kiss, tongue out ("yes")	0	0
Eye Gaze			2	18.2
EYE	Eye Movements	Gaze in direction of or fixate on person, object, or place; avert gaze; alternate gaze between objects, people, places; use of idiosyncratic eye movement to convey specific meaning	2	18.2
Proxemics			1	9.1
PROX	Proxemics	Approach a person, location or object; moving, crawling close	1	9.1
AAC System			0	0
AAC	AAC	Use of symbols, aid, strategies, techniques; activate SGD, point to or gaze at board, pictures, symbols; pick up & give symbol(s)	0	0
Total Number of Communicative Means			11	100.1
Single Modality Communication Acts			3	60
Multimodality Communication Acts			2	40

Communicative Function Summary

Code	Functions	Definitions	# in Sample	% of Sample
Behavioral Regulation			3	60
RQO	Request Object	Behaviors used to demand a desired tangible object	1	20
RQA	Request Action	Behaviors used to ask or direct another to carry out or cease an action, includes requesting assistance; focus is on the action	2	40
PDR	Protest/Deny/Reject	Behaviors used to refuse, protest, or disapprove of an undesired object, action, or person; Includes any form of negation	0	0
Social Interaction			2	40
RQS	Request Social Routine	Behaviors used to command another to commence or continue carrying out a game-like social interaction. Partner demonstrates familiarity with the routine or interaction repeats	0	0
SAT	Solicit Attention	Behaviors used to draw attention to self, others, objects, actions; includes teasing or conveying humor, warning, alarming or exclaiming to direct attention to self or something in the environment	0	0
AF	Affirm	Behaviors used to affirm or confirm, e.g., "yes"	2	40
GR	Greet	Behaviors used to express salutations & conventional rituals; e.g. hi	0	0
ACK	Acknowledge	Behaviors used to indicate notice or recognition of partner's behavior, previous statement or action. Involves focusing or shifting attention to partner. Includes politeness markers like please, thanks	0	0
RQP	Request Permission	Behaviors used to seek another's consent to carry out an action by oneself	0	0
Joint Attention			0	0
RI	Relay Information	Behaviors used to tell about something, initiated or in response to question or statement; to inform about object, event, person, activity	0	0
RQI	Request Information	Behaviors used to solicit information about an object, event, person or activity	0	0
COM	Comment	Behaviors used to express a belief or idea, or describe the physical attributes of an object, person, or event	0	0
Total Number of Events			5	100