

### Communication Summary Report

<b>Name:</b> Joshua		<b>Clinician:</b> rustalk@aol.com	<b>Date:</b> 07-26-2007	
<b>Birthdate:</b> 09-01-2005 CA: 1 Yrs 10 Mos		<b>Context(s):</b> Home, Home/Living Room		
Communicative Means Summary				
Code	Means	Definitions	# in Sample	% of Sample
<b>Gestures</b>			<b>15</b>	<b>53.6</b>
DM	Discrete Motor Behaviors	Full or partial body movement that is distinct, differentiated, and conveys meaning	2	7.1
REF	Referential Gestures	Gestures that indicate or call attention to an object, person, or event. Referent is present in the environment	9	32.1
REP	Representational Gestures	Symbolic gestures that represent some aspect of referent. Conventional gestures-culturally defined as social markers	1	3.6
SIGN	Formal Signs	Formal visual-motor language systems, e.g., ASL, SEE	3	10.7
<b>Vocalizations/Verbalizations</b>			<b>7</b>	<b>25</b>
VOC	Discrete Vocalizations	Vocalizations that are distinct and differentiated	3	10.7
VERB	Verbalizations	Verbal word approximations, spoken words and phrases	4	14.3
<b>Facial Expressions</b>			<b>1</b>	<b>3.6</b>
FAC	Facial Movements	Facial movement, including idiosyncratic facial gestures that convey specific semantic content	1	3.6
<b>Eye Gaze</b>			<b>3</b>	<b>10.7</b>
EYE	Eye Movements	Gaze in direction of person, object, or place; avert gaze; alternate gaze between objects, people, places; use of idiosyncratic eye movement to convey specific meaning	3	10.7
<b>Proxemics</b>			<b>2</b>	<b>7.1</b>
PROX	Proxemics	Approach a person, location or object	2	7.1
<b>AAC System</b>			<b>0</b>	<b>0</b>
AAC	AAC	Includes use of symbols (picture, word), aid (physical object or device), strategies (indicate from a field of choices) and techniques (gesture, directly	0	0
<b>Total Number of Communicative Means</b>			<b>28</b>	<b>99.9</b>
			<b>Single Modality Communication Acts</b>	<b>8</b>
			<b>Multimodality Communication Acts</b>	<b>10</b>
			<b>10</b>	<b>55.6</b>
Communicative Function Summary				
Code	Functions	Definitions	# in Sample	% of Sample
<b>Behavioral Regulation</b>			<b>9</b>	<b>50</b>
RQO	Request Object	Behaviors used to demand a desired object	1	5.6
RQA	Request Action	Behaviors used to ask or direct another to carry out or cease an action. Includes requesting assistance. The action rather than the object is the focus of the communicator's attention.	8	44.4
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
<b>Social Interaction</b>			<b>8</b>	<b>44.4</b>
RQS	Request Social Routine	Behaviors used to command another to commence or continue carrying out a game-like social interaction	2	11.1
SAT	Solicit Attention	Behaviors used to draw attention to self, others, objects, or actions	0	0
AF	Affirm	Behaviors used to indicate affirmation and/or confirmation, e.g., "yes"	4	22.2
GR	Greet	Behaviors used to express salutations and conventional rituals	0	0
ACK	Acknowledge	Behaviors used to indicate notice of a previous statement or action, includes politeness markers, e.g., please, thank you	2	11.1
RQP	Request Permission	Behaviors used to seek another's consent to carry out an action by oneself	0	0
<b>Join Attention</b>			<b>1</b>	<b>5.6</b>
RI	Relay Information	Behaviors used to tell about something (initiated or in a response to a question) or inform about an object, event, person or activity	0	0
RQI	Request Information	Behaviors that solicit information about an object, action, person, or event	0	0
COM	Comment	Behaviors used to express a belief or idea, or describe the physical attributes of an object, person, or event	1	5.6
<b>Total Number of Events</b>			<b>18</b>	<b>100</b>