Pretorian
TECHNOLOGIES
Inspired by You!

Smooth Talker/ Smooth Talker with Levels

The most flexible multi-message, multi-level AAC devices on the market.

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What are they?

- Simple to use, multi-message, multi-level AAC device.
- They can record and play back any number of messages up to a total of 8 minutes.
- Now with a built in rechargeable battery.
- Standard Smooth Talker has a single Level & Smooth Talker with Levels has 5 Levels.
- Highly flexible playback modes allow a huge range of activities to be devised.
- Language agnostic as the messages are recorded using the built in microphone.
- Volume can be turned up very LOUD, making it ideal for classroom activities.

What are they used for?

- Non-verbal children.
- Users with communications difficulties.
- Teaching Cause and Effect.
- Allowing users to make Choices.
- Allowing users to learn how to conduct a conversation.
- As a speech and language assessment tool.
- The visually impaired (see speaking dice activity, for example).
- ASD teaching aid.
- The hard of hearing (the unit can play back louder than normal speech).

Using Levels

- Smooth Talker with Levels has 5 independent Levels.
- Each Level can be programmed to have a different playback mode.....
- ....this means you can record messages for a particular playback mode on each Level and then when you change Level, the mode changes automatically.

Playback Modes

- Choose from:
  - Sequential
  - Random
  - Random (No Repeats)
  - Choice
  - Choice Progression
  - Conversation
  - Auditory Prompt
  - Question and Answer

- The following slides give a description and usage examples for each mode:

Sequential Playback

- Used when you need to record one or more messages and play them back in the same order as they were recorded.
- To record messages, press and hold the Record button on the rear of the unit and then press the main button to record each message in sequence.
- If you are re-recording, press the Erase button briefly first.

Sequential Playback

- To play back the messages, simply adjust the volume control and then press the main switch to play each message in turn.

- Once all the messages have been played, playback begins again with message 1.

The next message can't be started until the last has completed– ideal for users that press the switch multiple times or that 'hammer' on the switch.

Suggested uses for Sequential Playback

- Record a single message that occurs frequently in a book such as 'Fee Fi Fo Fum'. The child can then join in with reading the book.
- Pre-record one or more messages to allow a child to take part in Show-and-Tell or Circle Time.
- Use as a speech therapy assessment tool- allow the child to hear his or her own voice.
- Use as a spelling trainer- for example record 'D', 'O','G','DOG' as four messages.

This list is almost endless- please refer to Pretorian's comprehensive pack of Activity Sheets for more information!

Adding a Toy or Appliance

- Any message may optionally have a toy or appliance output attached to it.
- Simply press the record button briefly during recording and that message will have an output attached.
- Then connect a toy to the output socket, or connect the iClick or Energise mains appliance controllers from Pretorian.

For Example:
•Record 4 messages: ‘D’ ‘O’ ‘G’ ‘DOG’
•Press the Record button when recording ‘DOG’ to turn on the output during that particular message.
•Plug in a toy dog and the user gets a reward for spelling DOG correctly!

Adding a Toy or Appliance

Mains Appliance Control

For Example:

•Record two messages: 'Press the switch to mix up the ingredients' and 'Good job'. (You may wish to extend the last message with a period of silence so the mixer is energised for a longer period)

•Press the Record button while recording the second message to enable the output for that message.

•Plug a food mixer into Energise / iClick and make a cake!

Going Wireless

- Smooth Talker is a SimplyWorks product which means you can connect it wirelessly to any other SimplyWorks product.
- For toy control, pair it with a SimplyWorks Control:

- For mains appliance control, pair it with Energise/iClick:

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Did you know– by connecting wirelessly, the user is afforded the ultimate safety as there is no physical connection between the switch and appliance. Makes your classroom risk assessments easy!

Random Playback

- Perfect for classroom activities.
- Simply record a series of messages and then play them back randomly using the main switch.
- For example, record 1-2-3-4-5-6 as six individual messages and you now have a speaking dice! Ideal for Visually Impaired users....
- ....or record the names of a few items such as items of fruit and then use Smooth Talker to prompt the child to find a particular item....
- ....or devise your own game!

Random (No Repeats)

- Similar to Random Mode but eliminates messages once they've been played.
- Perfect for selecting who goes next in a game. Everybody gets one turn and nobody is missed out.
- For example, record the names of a group of children and then Smooth Talker chooses whose go it is next.

Did you know- you can start a sequence over again by pressing the Record button briefly. All messages are shuffled, re-engaged and elimination begins again.

Choice Mode

- Choice Mode allows a user to exercise a choice between two items, concepts or ideas.
- It requires two switches– either plug in a wired switch such as a Smoothie…
- …or use a SimplyWorks wireless switch

Message 1 plays on the main switch and
Message 2 on the external switch

Choice Mode

- Record two messages (any extra ones are ignored).
- For example– ‘Yes’ and ‘No’…
- …or ‘Apple’ and ‘Orange’…
- …or make choosing more fun by recording ‘Hurrah’ and ‘Boo’…
- …or ‘Next One’ and ‘That One’ to allow the child to choose between multiple items that the teacher/carer points to in turn…
- …or devise your own!

Choice Progression Mode

- Similar to Choice Mode but allows the user to exercise a choice between several pairs of items.
- It requires two switches- either a Smoothie wired switch or a SimplyWorks wireless switch.
- Perfect for choosing a number of items from a menu:

Odd messages (choices) plays on the main switch and Even ones on the external switch

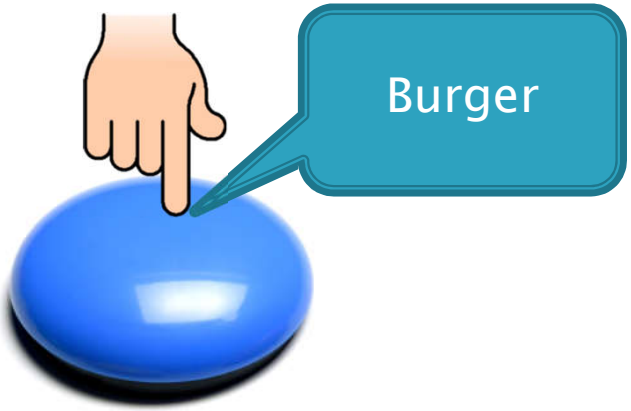
Choice Progression Mode

- For example, record pairs of choices, such as:

Messages 1 & 2	Pizza	Burger
Messages 3 & 4	Ice Cream	Doughnut
Messages 5 & 6	Lemonade	Juice

- Use the main switch to select an item in red or the external switch for an item in blue. Suppose we would like a Burger, Ice Cream and a juice....

Step 1:



A progression sequence may be re-started from messages 1/2 by briefly pressing the Record button at any time.

Choice Progression Mode

- For example, record pairs of choices, such as:

Messages 1 & 2	Pizza	Burger
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- Use the main switch to select an item in red or the external switch for an item in blue. Suppose we would like a Burger, Ice Cream and a juice....

Step 2:

A progression sequence may be re-started from messages 1/2 by briefly pressing the Record button at any time.

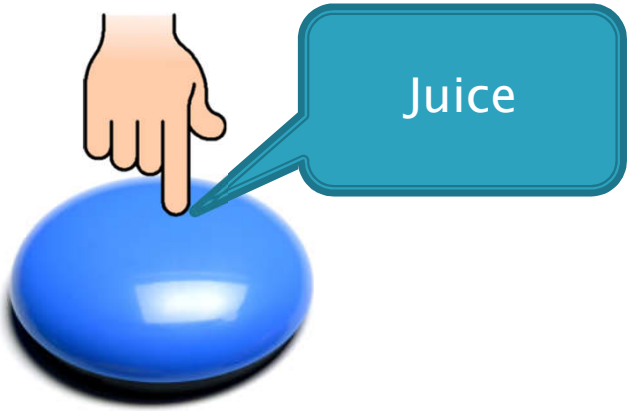
Choice Progression Mode

- For example, record pairs of choices, such as:

Messages 1 & 2	Pizza	Burger
Messages 3 & 4	Ice Cream	Doughnut
Messages 5 & 6	Lemonade	Juice

- Use the main switch to select an item in red or the external switch for an item in blue. Suppose we would like a Burger, Ice Cream and a juice....

Step 3:



A progression sequence may be re-started from messages 1/2 by briefly pressing the Record button at any time.

Conversation Mode

- A truly unique mode which allows non-verbal children, or those with conversational difficulties, to learn how to conduct a conversation and wait for others to finish before speaking.
- Ideal for ASD children or those who 'hammer' on the switches.
- First record a back-and-forth conversation between two people. For example:

Hi, my name is Joe
Hi Joe, I'm Katie.
What's your favourite food?
I really like pizza, how about you?
I like hamburgers.
Shall we play a game?
Yes, let's play I-Spy
Okay, you go first!

- Because Joe has the first message, he must use the main switch on Smooth Talker and Katie, since she goes second, uses the external switch
- Again, the external switch can be wired or wireless.

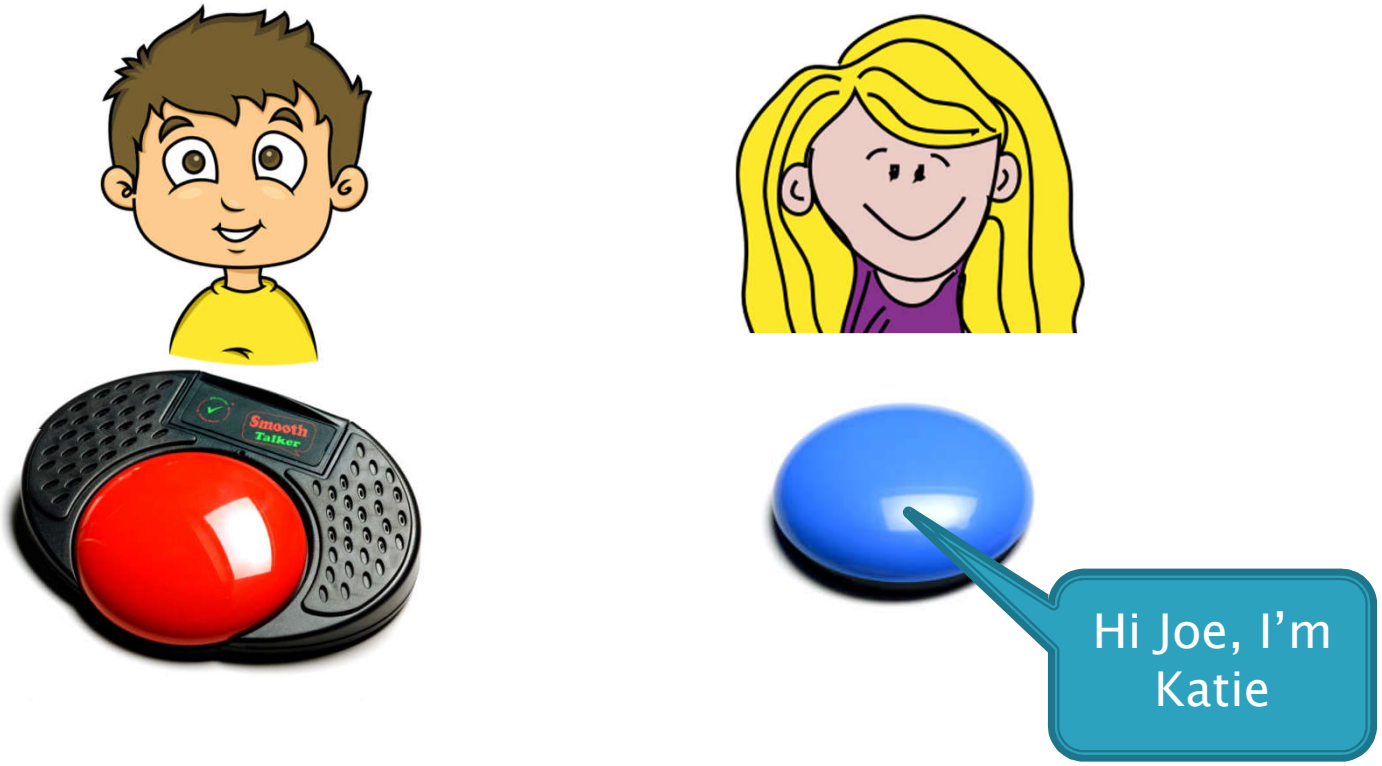
Conversation Mode

Step 1:

- If Katie presses her switch, nothing will happen because Joe must start.
- When Joe presses his switch, message 1 plays all the way through and can't be interrupted, no matter how much Katie presses on her switch.

Conversation Mode

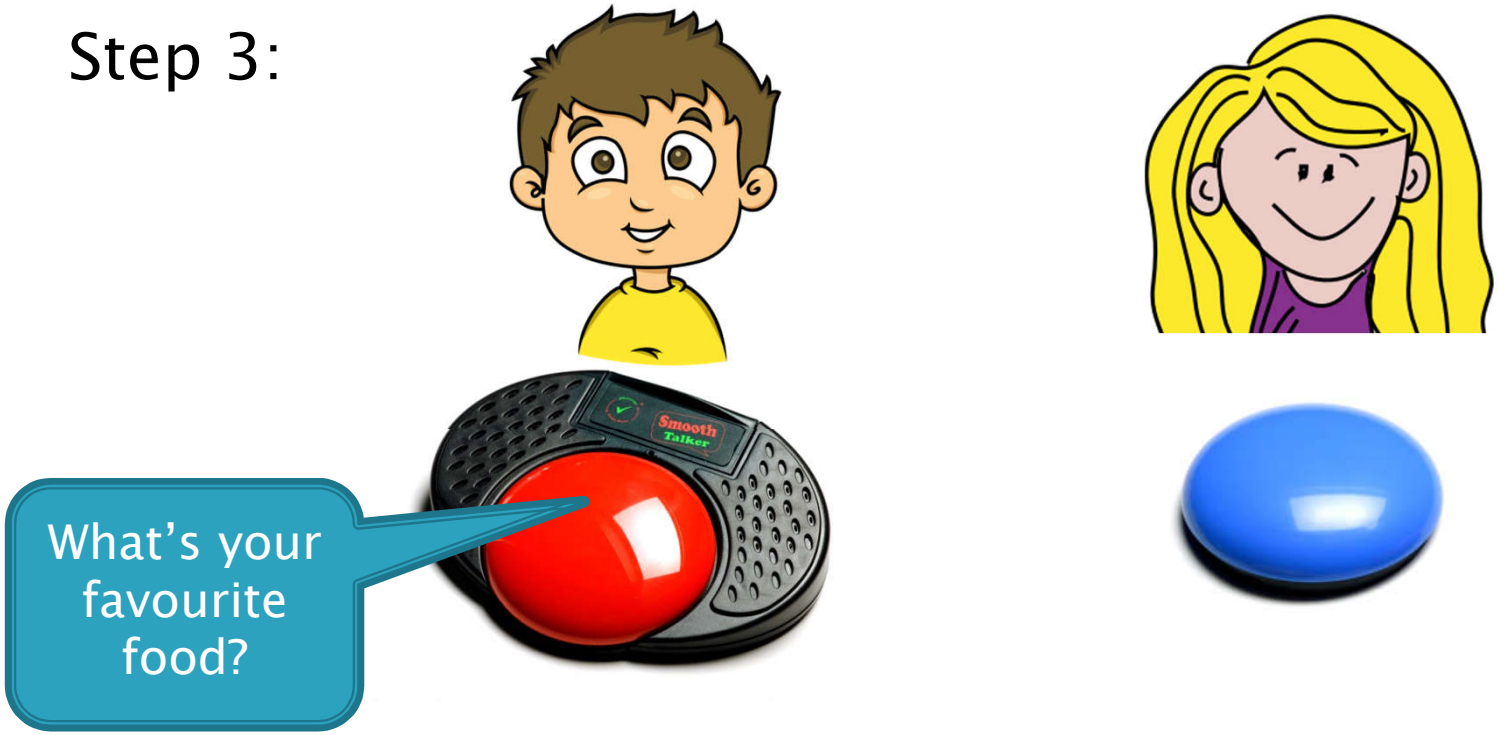
Step 2:



- Once Joe's first message has played out, it's Katie's turn. Her switch 'goes live' and Joe's button has no effect.
- If either Katie or Joe press on their switches during message 2, nothing happens- messages always play out in full.

Conversation Mode

Step 3:



- Now back to Joe....
- ...and so on until all the messages have been played.

Auditory Prompt Mode

(sometimes called Auditory Scanning)

- Allows a particular message to be selected either by the child or the teacher/care giver/therapist.
- Discreetly select the required message at low volume, either using the Record button or an external switch....
- ...then the play the selected message at normal volume using the main switch.

Auditory Prompt Mode

- For example, consider a trip to a restaurant.
- Empower the child to order their own food by pre-recording the items on the menu.
- The child (or the teacher/carer) selects the right menu item once at the restaurant by successively pressing the Record button (the low volume ensures that you don't 'steal the child's thunder').
- Now the child orders the menu item using the main switch.

Step 1

Step 2

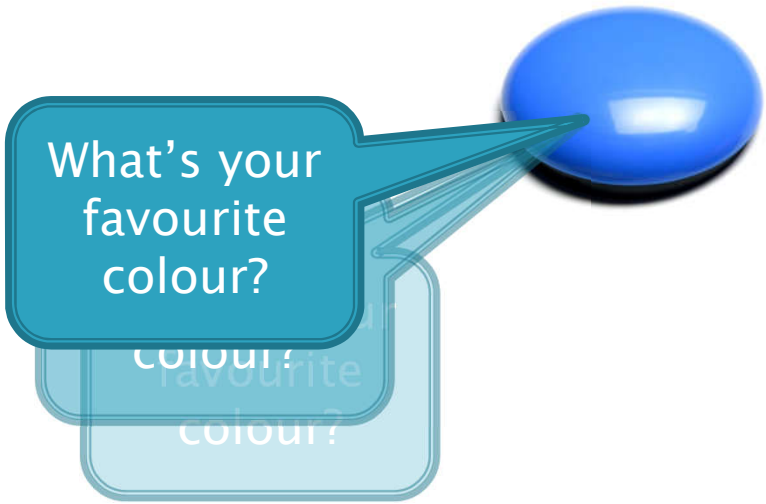
Question and Answer Mode

- Allows reiteration of Question (in case the child doesn't understand it first time).
- Allows reinforcement of the Answer.
- Record Q & A message pairs.
- External switch plays the Question.
- Main switch plays the Answer.

- For example, record the following Q&A pairs:

Messages 1 & 2:	What's your favourite colour?	Blue
Messages 3 & 4:	Do you have a pet?	Yes, I have a dog
Messages 5 & 6:	Do you have any brothers or sisters?	Yes, I have a sister.

Question and Answer Mode

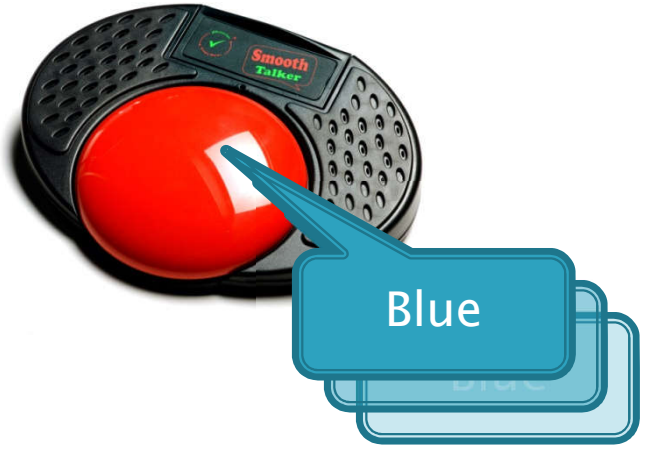


Reiterate Question as necessary

Messages 1 & 2:	What's your favourite colour?	Blue
Messages 3 & 4:	Do you have a pet?	Yes, I have a dog
Messages 5 & 6:	Do you have any brothers or sisters?	Yes, I have a sister.

Question and Answer Mode

Only once answer has been played can the next Question be asked.



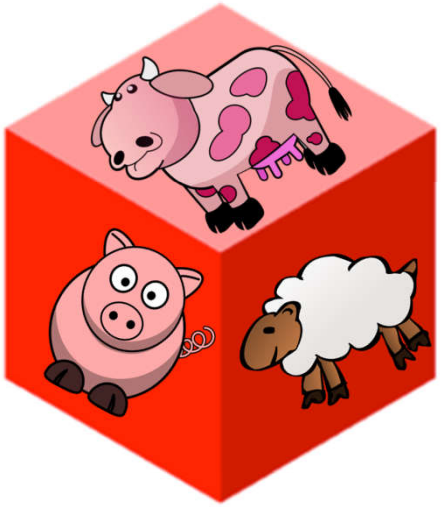
Reinforce Answer as necessary

Messages 1& 2:	What's your favourite colour?	Blue
Messages 3 & 4:	Do you have a pet?	Yes, I have a dog
Messages 5 & 6:	Do you have any brothers or sisters?	Yes, I have a sister.

Top Tip: Try using Q & A mode to tell jokes– kids love telling jokes!

Other Activity Ideas

- **Kinetic for SimplyWorks** is a fun learning device that can play one of six messages on Smooth Talker, depending on its orientation.
- For example, place it inside a soft-play cube with a picture of a farmyard animal on each face and a corresponding animal sound recorded in Smooth Talker.



Wrap Up

Pretorian TECHNOLOGIES

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- Like all Pretorian Products, Smooth Talker and Smooth Talker with Levels are all about flexibility and ease of use.
- We hope this presentation has given you some ideas on how best to use the range to create new and fun activities with good learning outcomes.
- Questions? We love to receive them! Email pretorian@pretorianuk.com and we'll get back to you within 24 hours.

Thanks for watching!