

# Example AAC Goals for Young Children

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## Requesting and Choice-Making

Below are examples of concepts within routines related to augmentative and alternative communication that you might include in IFSP outcomes. Be sure that your IFSP outcomes are individualized to the child/family and meet the ECTA six-step criteria.

**During Playtime with Blocks,** Child uses a gesture, sign, or device to ask for a specific toy block or toy.

- **Example Outcome:** Child asks for a toy 4 days per week for 3 weeks.

**During Snack Time,** Child uses a gesture, sign, or device to ask for more food/juice.

- **Example Outcome:** Child asks for more without reminders 2 days per week for 2 weeks.

**During Getting Dressed,** Child uses a gesture, sign, or device to choose when given a choice of what to put on next.

- **Example Outcome:** Child independently chooses the next clothing item 3 times per week for 2 weeks.

**During Eating a Meal,** Child uses a movement or symbol to ask for a spoon or more food during the meal.

- **Example Outcome:** Child “asks” at least once per week for 3 weeks.

**During Playtime with Two or More Toys,** Child uses AAC to choose between two toys (e.g., a ball or a car).

- **Example Outcome:** Child makes a choice 2 times per day for 5 days.

**During a Diaper Change,** Child shows when they’re uncomfortable or need help during a diaper change (e.g., by signing “done” or fussing).

- **Example Outcome:** Child gives a clear signal 3 times per week.

**During Playtime with Parents,** Child uses consistent sound or movement to show they want to keep playing.

- **Example Outcome:** Caregiver understands the child's signal without guessing on 5 nights per week for 2 weeks.

**During Playtime with Bubbles,** Child looks back and forth between bubbles and caregiver to show they want more during bubble play.

- **Example Outcome:** Child does this in 3 different play moments in a week.