

**Supplemental Material S1.** An example script for intervention for initiating a request for a turn, answering questions, and commenting during a sticker book activity.

### **Initiating a request for a turn:**

**Researcher:** "Let's play a game" via aided AAC modeling

*Researcher grabs a game or activity.*

**Researcher:** "I want to place a sticker" via aided AAC modeling.

*Researcher places sticker.*

*Researcher waits 5 s to give participant opportunity to initiate a request for a turn.*

*Participant does not initiate request within 5 s.*

*Systematic instruction begins with a verbal prompt.*

**Researcher:** "Tell me if you would like a turn."

*Participant does not begin to request a turn.*

*Systematic instruction continues with a 3 s time delay.*

*Participant does not respond after 3 s time delay.*

*Systematic instruction continues with a verbal and gestural prompt.*

**Researcher:** "Let's use our talker to request a turn."

**Researcher:** "Go to the I want to folder"

*Researcher points to I want to folder.*

*Participant does not select the I want to folder.*

*Systematic instruction continues with researcher using aided AAC modeling to initiate a request.*

**Researcher:** "I want to." *PAUSE* "place a sticker" *PAUSE* via aided AAC modeling.

*Researcher gives participant a turn.*

**Researcher:** "I want to place a sticker" via aided AAC modeling.

*Researcher places a sticker.*

*Researcher waits 5 s to give participant opportunity to initiate a request for a turn.*

**Participant:** "I want to place a sticker" via AAC.

### **Answering Questions:**

**Researcher:** "Hi! How are you?" via aided AAC modeling.

*Researcher waits 5 s for response.*

**Participant:** "I am happy" via AAC.

**Researcher:** "Cool" via AAC modeling.

*Researcher selects a preferred game or activity and shows participant.*

**Researcher:** "Do you want to play this game?" via aided AAC modeling

*Researcher waits 5 s for response.*

**Participant:** "No" via AAC

*Researcher selects another preferred game or activity and shows participant.*

**Researcher:** "Do you want to play this game?" via aided AAC modeling

*Researcher waits 5 s for response.*

**Participant:** "Yes" via AAC.

*Researcher begins activity and takes a turn.*

*Participant receives a turn.*

**Researcher:** "Are you having fun?"

*Researcher waits 5 s for response.*

*Participant does not respond to question.*

*Systematic instruction begins with verbal prompt.*

**Researcher:** "NAME, are you having fun?"

*Participant does not respond to question.*

*Systematic instruction continues with a 3 s time delay.*

*Participant does not respond after 3 s time delay.*

*Systematic instruction continues with a verbal and gestural prompt.*

**Researcher:** "Let's use our talker to answer a question."

**Researcher:** "Go to the Chat folder"

*Researcher points to Chat folder.*

*Participant does not select the Chat folder.*

*Systematic instruction continues with researcher using aided AAC modeling to answer a question*

**Researcher:** "Chat folder" PAUSE "Yes" PAUSE via aided AAC modeling.

**Participant:** "Yes" via AAC

**Researcher:** "This is fun!" via aided AAC modeling.

*Researcher and participant continue taking turns playing a game.*

**Researcher:** "Is it my turn?" via aided AAC modeling

*Researcher waits 5 s for response.*

**Participant:** "No" via AAC.

*Session continues with asking participant questions.*

## **Commenting:**

**Researcher:** "Let's play a game" via aided AAC modeling

*Researcher grabs a preferred game or activity (Sticker scene)*

*Researcher takes a turn playing the preferred activity.*

*Participant receives a turn.*

**Researcher:** "This is fun" via aided AAC modeling.

*Researcher waits 5 s for participant to make a comment.*

*Participant does not make a comment.*

*Participant takes a turn.*

*Researcher hides sticker under her foot.*

**Researcher:** "Oh no! That's silly." Via aided AAC modeling

*Researcher waits 5 s for participant to make a comment.*

*Participant does not make a comment.*

*Researcher places sticker upside down.*

*Researcher waits 5 s to give the participant the opportunity to make a comment.*

*Participant does not make a comment.*

*Systematic instruction begins with verbal prompt.*

**Researcher:** "What do you think about that?"

*Participant does not make a comment.*

*Systematic instruction continues with 3 s time delay.*

*Participant does not make a comment.*

*Systematic instruction continues with a verbal and gestural prompt.*

**Researcher:** "Go to the Chat folder"

*Researcher points to Chat folder.*

*Participant does not select Chat folder.*

*Systematic instruction continues with researcher using aided AAC modeling to make a comment.*

**Researcher:** "Chat" PAUSE "That's silly" PAUSE via aided AAC modeling.

*Researcher and participant continue playing the game.*

*Researcher points to a sticker.*

**Researcher:** "Cool" via aided AAC modeling.

*Researcher places another sticker.*

**Participant:** "This is fun" via aided AAC modeling