

3.1 Surveys

Carrying out surveys is a good way to integrate curriculum work with social communication in one activity. One Player carries out a survey on any one of a range of topics, using his/her Talker to ask the question(s) to a sample of 'subjects'. Surveys tend to be just one or a few short questions, asked of many people, and the outcome is mainly statistical – i.e. to practise the mathematical side of information analysis. (For more in-depth and conversational interview-type surveys, with fewer subjects, see the next activity 'Interview-type Surveys').

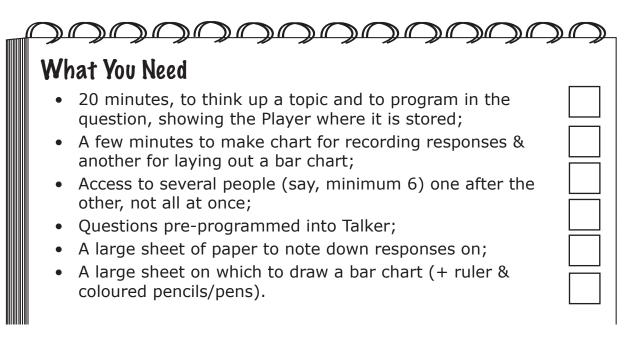


Once all the 'subjects' have been questioned the Helper and Player sit down together to analyse the results, and get them transferred to a bar chart (or other form of graph, as required) either on paper or on computer. (This can be done in a second session, after a break.) The Helper may have to physically create the chart, but the Player will be asked to supply suggestions re colour, numbers/scores and so on. The final document should be filed in pupil's records as evidence.

Depending on how extensively this is to be worked up, a final stage (at a further session) could be for the Player to rehearse replaying the information from his/her Talker, in order to give a presentation to the class group in the format: '10 -people-have -blue eyes; 6-people -have-brown eyes; 1-person-has-green eyes; 2-people-have-grey-eyes.' Any presentations should be video-ed if possible.

Communication Aims

- Interaction, one-to-one interaction with adults and/or other children;
- Initiation Player is in control of the interaction and the topic;
- Confidence repetition of limited set of utterances builds mastery and confidence.



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How to Play

Who: One Player with Talker, one Helper + access to a series of other people, for a few minutes each.

- The Player approaches a potential subject or a whole group of people, and asks them if they will participate (using a phrase from the suggested Introductory vocabulary, below);
- Player asks a question, person answers, Helper notes down answer;
- Repeat until all the questions are finished;
- Sit down with Helper and notes, count up, discuss and create the final bar chart.

It is important, if working with a group, say, the whole class, to engineer the situation so that the Player has to repeat the question to each person, separately. The exercise is not useful if the Player just activates the question once, then 20 people reply.

Vocabulary

If surveys are felt to be useful, it might be helpful to create a whole area called 'Surveys' (perhaps linking off from a 'School Index page'). When the Survey page opens up, there will be a link to the 'Introductions' page, and lots of empty locations waiting to be linked to new surveys as they are created.

Some or all of these introductory chat phrases should be programmed on to a single page, called 'Introductions' (or somesuch) – and can be reused often, with each different survey (and Interview) topic.

- I'm doing a survey on XXX;
- Please will you answer a few questions;
- It will only take you a few minutes;
- It's not difficult, it's quite fun;
- First question coming up;
- That's it you're finished;
- Thank you very much.

The survey questions can be programmed on to other single pages by topic, also linked to from the Survey Page.

Hints and Tips

Possible topics:

- Colour of eyes;
- Colour of hair (long/short hair; curly/straight hair);
- Height (activity could include actually measuring everybody);
- Wear glasses or not?;
- Wearing shoes with laces?;
- Like Maths? (or any other school subjects);
- Like salad? Like fruit? Like MacDonalds?;
- Support a football team? Which?

Actually – any topic will do, as it is the act of questioning and the process of information collection and analysis that are the intended outcomes, not knowledge of the topic itself. Carry out a survey on a different topic, another day. Follow the exact same procedure, so that everyone 'knows the drill'.