

Model of Communication

by

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- Communication is the product of an interactive process.
- A child will not attempt to communicate unless he has a need to do so and will not continue to try to communicate unless the attempts meet with some success.
- The need to communicate is based on having preferences or desires that can be met by another person.
- In order for a communicative interchange to be successful, each party in the interchange must have feedback from the other that indicates understanding.
- The child must 'signal' another person to indicate a need, the other person must be able to 'read' the signal and respond, and the child must be able to let the other person know whether the response was appropriate.
- Preferences determine the first topics of communication.