

## Likes and Dislikes Checklist

---

### Introduction

A checklist can be helpful when searching for initial likes and dislikes for an individual with "emerging" communication skills. To use this list, interview familiar partners or conduct some trials with the items. Circle items that are liked, put an X through disliked items and leave blank those that are unknown.

---

**Auditory:** This would include sounds you make (e.g. reading, singing) or sounds you cause (e.g. sounds from a pet, environmental sounds, etc.) Be careful about eliciting startle reflexes in individuals with significant sensory-motor impairments.

- Voices: siblings, parents, friends; talking, reading a story, singing a song
- Music: favorite songs (sung on tape or by family member), favorite radio stations, favorite musical instruments, songs and music styles that are hated
- Toys: sounds associated with favorite toys and unpleasant toys ·  
Computer: sound effects with computer games, positive and negative
- Animal sounds: favorite pet, favorite farm animal or people imitating animals
- Environmental: vehicles, car or bicycle horns, crowds, voices, baby crying, doors slamming

Top 

---

**Visual:** This would include looking at objects (e.g. books, toys, television or movies), watching people do funny or ordinary things, etc. Again, be careful about eliciting startle reflexes from some individuals.

- Television: watching favorite shows or favorite characters, favorite movies or characters in a movie, favorite advertisements.
- Movies: watching favorite shows or favorite characters, exceptional advertisements for movies
- Computer screen: with moving colors and shapes, with characters that move (with or without sound).
- Lights: spinning or blinking lights, Christmas lights, overhead lights turned on and off

- Mirror: looking at self, watching movement reflected, mirrors that distort
- Window to outdoors: watching trees in the wind, animals moving, etc.
- Bubbles: watching someone blow bubbles, watching them land, hitting them
- Moving Toys: vehicles (with or without sound), mobile,
- Fish tank: with fish and with moving parts · Animals: household pets, farm animals
- Faces: familiar and unfamiliar faces

Top 

---

**Tactile:** This can mean feeling objects, pets or people as well as being touched (e.g. head rub, foot rub, back scratch).

- Temperature: hot or cold on the skin
- Blowing air: fan, hair dryer
- Textures: liquids, sand, beans, macaroni, dry oatmeal, popcorn, rice, jello, foam, soft clay, finger paints, pudding, oil, Silly String, lotion, bubbles, wet oatmeal, cotton, feathers, cotton towel, flannel cloth, fur, sheep skin, nylon fabric, wool, carpet square, sand paper, paint brush
- Rest surfaces: floor, carpet, tile, bed, mat
- Vibration: vibrator, massager
- Touch: stroking or massaging skin, combing hair, washing face, tickling, rough housing

---

**Taste or textures in the mouth:** This includes eating or drinking various foods or tasting instead of consuming (e.g. ice chips, oral swab with flavor on it). Be careful about dietary and eating restrictions in some individuals.

- Temperature: hot or cold items
- Tastes: sweet, sour, salty, spicy
- Textures: solids versus liquids, soft versus crunchy

- Foods: Consider favorite foods and disliked foods in all these categories:
- snacks: · vegetables: · fruits: · meat dishes: · dairy products: · drinks

---

## Smells:

- Toiletry products: perfume, after shave, shaving cream, mouthwash, toothpaste
- Strong smelling foods: bread, fish, banana, strawberry, coffee ·  
Environmental smells: garbage
- Spices: peppermint, onion, garlic, curry, vanilla, chili, cinnamon, cloves, nutmeg, ginger, honey

---

## Kinesthetic: This includes moving or being moved

- Dancing:
- Swinging
- Spinning:
- Other: