**Book Title:** A Tale of Two Cities  
**Author:** Charles Dickens  
**Grade Level:** 12+  
**Brief Plot Synopsis:** Set in 1775 during the French revolution, the story follows a man named Dr. Manette and his daughter, and his life after an eighteen year imprisonment.

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<th>Object to Be Used</th>
<th>What part of the story does it apply to</th>
<th>What are possible learning objectives?</th>
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| Piece of lined paper & pencil                          | -When Jarvis Lorry and Lucie Manette get secret letters  
-When Charles Darnay gets a letter from a friend  
-When the letter that was hidden in the tower wall was found and read in court. | **Motor:** Student can reach for/feel the pencil and paper.  
Student can write on the piece of paper to represent a letter.  
**Academic:** Student can use this opportunity to write some vocabulary words on the paper. Student can write a letter. |
| Metal or pipe                                          | -When Lucie’s father is in jail.  
-when Charles Darnay gets put in jail  
-When Sidney Carton takes Charles Darnay’s place in jail | **Motor:** Student can feel/reach for the metal/pipe.  
Student can note the texture and coldness of the metal  
**Auditory:** Student can bang the pipe and listen to the sound it makes  
**Visual:** Student can hold the metal in the light and watch the shine bounce off it. |
| Gavel or small mallet                                  | -Any time the characters are in court.                                                                  | **Motor:** Student can reach for/feel the mallet. Student can bang the gavel.  
**Auditory:** Student can listen to the sound the banging of the gavel makes. |
| Project core symbol for “finished” or “all done” picture on a switch | -When Marquis killed a young boy  
-When Marquis dies  
-When there is a funeral procession and the graves get robbed  
-When Sidney Carton dies  
-When Mrs. Defarge dies | **Motor:** Student can activate the switch so it says “all done”. Student can feel the project core symbol.  
**Communication:** Student can feel the symbol then say or sign “finished”. |
| Shoe                                                   | -When Dr. Manette makes shoes or becomes a shoemaker again.                                            | **Motor:** Student can touch or reach for the shoe.  
Student can find their own shoe after feeling the prop shoe. Student can bang the shoe as if someone is walking.  
**Academic:** Student can point to which part of the body the shoe goes on.  
**Auditory:** Student can listen to the sound of the shoe stomping. |
| Ring                                                   | -When Charles Darnay proposes to Lucie Manette  
-When Sidney Carton tells Lucie he loves her  
-When Lucie and Charles get married | **Motor:** Student can feel the ring or put the ring on. |