**Book Title:** Alice in Wonderland  
**Author:** Lewis Carroll  
**Grade Level:** 6-12  
**Brief Plot Synopsis:** Alice follows a rabbit down a hole in her garden. She goes through a series of strange events, eventually leading her to the Queen.

<table>
<thead>
<tr>
<th>Object to Be Used</th>
<th>What part/page of the story does it apply to?</th>
<th>What are possible learning objectives?</th>
</tr>
</thead>
</table>
| Pillow                  | When Alice feels sleepy  
                          When Alice wakes up and realizes it was all a dream.                                                    | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel the pillow.  
                          Student can rest head on pillow to symbolize sleeping.                                                |
| Cup                     | When Alice drinks a potion that makes her big.                                                              | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel cup. Student can signify drinking by bringing the cup to their mouth.  
                          Academic: Student can sequence objects as the story progresses.  
                          Communication: Student can use sign language for “drink”                                             |
| Tactile sad face        | When Alice cries so much she takes a bath in her tears                                                     | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel the tactile sad face.  
                          Academic: Student can sequence objects as the story progresses.  
                          Communication: Student can communicate sad noises or pretend to cry                                  |
| Green, short pipe cleaner | When Alice sees a caterpillar                                                                                 | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel the pipe cleaner. Student can squish the pipe cleaner and stretch it out to “crawl” like a caterpillar.  
                          Academic: Student can sequence objects as the story progresses.                                       |
| Potato Head teeth       | When Alice meets the Cheshire cat with a scary smile                                                         | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel the teeth and point to their own teeth/smile.  
                          Academic: Student can sequence objects as the story progresses.                                        |
| Hat                     | When Alice meets the Mad Hatter                                                                             | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel the hat. Student can place hat on head.  
                          Academic: Student can sequence objects as the story progresses.                                         |
| Toy Crown               | When Alice meets the queen and gets put in jail                                                              | Visual skills, auditory skills, motor skills, communication skills, academic skills  
                          Motor: Student can reach for/feel crown. Student can place crown on head.  
                          Academic: Student can sequence objects as the story progresses.                                         |