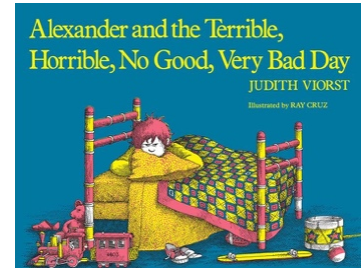




Book Title: Alexander and the Terrible, Horrible, No Good, Very Bad Day

Author: Judith Viorst

Grade Level: PK -2

Brief Plot Synopsis: Alexander wakes up to a bad day. Everything he wants to do goes wrong. He wants to move to Australia, until he learns an important lesson.



Object to Be Used	What part/page of the story does it apply to?	What are possible learning objectives? Visual skills, auditory skills, motor skills, communication skills, academic skills
<p>Project Core “Not” symbol or switch with “It’s a bad day” recorded.</p> 	<p>Whenever Alexander says “It’s a bad day”</p>	<p><u>Motor</u>: Student can feel the project core symbol or activate the switch. <u>Auditory</u>: Student can listen to the recording on the switch.</p>
<p>A large bucket with an “all done” symbol on it and the following objects throughout the story: -toy car -crayon -fork -shoe -loofa -night light</p> 	<p>When Alexander does not get: -a toy in his cereal -his teacher to like his drawing -dessert at lunch -shoes he likes -a nice bath time -his night light</p>	<p><u>Motor/academic</u>: Student can reach for/feel all the objects that relate to each part of the story. Student can find and place each object as it occurs in the story, into the “all done” bin, to signify that Alexander did not have those items. <u>Communication</u>: Student can communicate “all done” when the items are placed in the bin, by verbalizing or signing.</p>