








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.



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
Pillow 	When Alice feels sleepy When Alice wakes up and realizes it was all a dream.	<u>Motor:</u> 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.	<u>Motor:</u> Student can reach for/feel cup. Student can signify drinking by bringing the cup to their mouth. <u>Academic:</u> Student can sequence objects as the story progresses. <u>Communication:</u> Student can use sign language for “drink”
Tactile sad face 	When Alice cries so much she takes a bath in her tears	<u>Motor:</u> Student can reach for/feel the tactile sad face. <u>Academic:</u> Student can sequence objects as the story progresses. <u>Communication:</u> Student can communicate sad noises or pretend to cry
Green, short pipe cleaner 	When Alice sees a caterpillar	<u>Motor:</u> Student can reach for/feel the pipe cleaner. Student can squish the pipe cleaner and stretch it out to “crawl” like a caterpillar. <u>Academic:</u> Student can sequence objects as the story progresses.
Potato Head teeth 	When Alice meets the Cheshire cat with a scary smile	<u>Motor:</u> Student can reach for/feel the teeth and point to their own teeth/smile. <u>Academic:</u> Student can sequence objects as the story progresses.
Hat 	When Alice meets the Mad Hatter	<u>Motor:</u> Student can reach for/feel the hat. Student can place hat on head. <u>Academic:</u> Student can sequence objects as the story progresses.
Toy Crown 	When Alice meets the queen and gets put in jail	<u>Motor:</u> Student can reach for/feel crown. Student can place crown on head. <u>Academic:</u> Student can sequence objects as the story progresses.

