







**Book Title: Animal Farm**

Author: George Orwell

Grade Level: 6-12

Brief Plot Synopsis: A group of farm animals get sick and tired of working for humans. They decide to run the farm themselves, but they find out it's a lot harder than they thought.

Object to Be Used	What part/page of the story does it apply to?	What are possible learning objectives?
Pipe cleaner, curled 	To represent animals on the farm	<b>Visual skills, auditory skills, motor skills, communication skills, academic skills</b>  <u>Motor:</u> Student can reach for/feel the pipe cleaner and make it bounce. <u>Academic:</u> Student can name all the animals they encounter throughout the book.
Paper and pencil 	-When the animals make a list of farm rules. -When an animal breaks the rules	<u>Motor/Academic/Communication:</u> Student can reach for/feel the paper and pencil. Depending on the child's abilities, they can write practice writing vocabulary words from the book. Teacher may also have the students make a list of rules for the classroom.
Vegetables (potato, carrot, etc.) 	-When the animals assign jobs -When the animals grow and collect food -When the animals are hungry and have no food	<u>Motor:</u> Student may reach for/feel the vegetables, noting their attributes. <u>Communication:</u> Allergies permitting, student may taste the different vegetables and comment on whether or not they liked them.
Project core "NOT" symbol 	-When the animals and farmer's fight -When Snowball and Napoleon fight -the farm has changed, the pigs are mean, and have no friends	<u>Motor:</u> Student can reach for/feel the "not" symbol.
Band-Aid 	-When the animals get hurt and sick	<u>Motor:</u> Student can reach for/feel the band aid.
Fan 	-When the animals build a windmill (twice) -When the windmill gets broken (twice)	<u>Motor/Communication:</u> Student can use a switch to turn the fan on and off, or request "on" and "off" using words, sign language, pictures, etc. Student can feel the wind on their face. <u>Auditory:</u> Student can listen to the sound of the fan blowing air <u>Visual:</u> Student can feel/watch the fan blow air. <u>Academic:</u> Student can experiment with wind from the fan, making various items move. Students can also create their own windmills <a href="#">here</a> .