**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.

<table>
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<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>
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</table>
| Pipe cleaner, curled         | To represent animals on the farm             | **Motor:** Student can reach for/feel the pipe cleaner and make it bounce.  
**Academic:** 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 | **Motor/Academic/Communication:** 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 | **Motor:** Student may reach for/feel the vegetables, noting their attributes.  
**Communication:** 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 | **Motor:** Student can reach for/feel the “not” symbol. |
| Band-Aid                     | -When the animals get hurt and sick         | **Motor:** Student can reach for/feel the band aid. |
| Fan                          | -When the animals build a windmill (twice)  
-When the windmill gets broken (twice) | **Motor/Communication:** 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.  
**Auditory:** Student can listen to the sound of the fan blowing air  
**Visual:** Student can feel/watch the fan blow air.  
**Academic:** Student can experiment with wind from the fan, making various items move. Students can also create their own windmills [here](#). |