






Book Title: Big Pumpkin




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Grade Level: PK-2

Brief Plot Synopsis: The Witch wants to make pumpkin pie. She grows a big pumpkin, but it's too big to move. She gathers her friends and each one tries to move the pumpkin.



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>Witch Hat</p> 	<p>Page 2, to represent the main character</p>	<p><u>Motor</u>: Student can reach for/feel the witch hat or put it on their head. <u>Academic</u>: Student can locate the witch hat when asked, "Who is the main character?" <u>Visual</u>: Student can view the hat on a contrasted background</p>
<p>Pumpkin seeds</p> 	<p>When the Witch plants pumpkin seeds at the beginning and the end</p>	<p><u>Motor</u>: Student can reach for/feel the seeds. Student can explore the texture of the seeds in a sensory bin. *Be mindful of small materials* <u>Academic</u>: The teacher can use this opportunity to do some planting with the student. <u>Auditory</u>: Student can listen to the sound of the seeds being poured, hitting against each other.</p>
<p>Large Pumpkin</p> 	<p>When the witch grows a big pumpkin</p>	<p><u>Motor</u>: Student can reach for/feel the pumpkin. <u>Academic/Communication</u>: Student can explore with various sized pumpkins, identifying small, medium, large pumpkins. Student can document the attributes of the outside of the pumpkin. After the story, student can carve the pumpkin (with adult help) and note its interior attributes.</p>
<p>A ball wrapped in tissue</p> 	<p>To represent the ghost, when the ghost tries to move the pumpkin</p>	<p><u>Motor</u>: Student can feel the tissue being tickled on their hand, reach for/feel it independently, or make the tissue fly. <u>Academic</u>: Student can locate the ghost when he appears in the book. Student can order the characters according to the story.</p>
<p>Vampire teeth</p> 	<p>To represent the vampire, when the vampire tries to pull the pumpkin</p>	<p><u>Motor</u>: Student can reach for/feel the vampire teeth, accentuating the larger teeth. Student can point to his/her own teeth. <u>Academic</u>: Student can locate the teeth when the vampire appears. Student can order the characters according to the story. <u>Auditory</u>: Student can listen to the sound of the teeth chattering.</p>

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
Doll wrapped in toilet paper 	To represent the mummy, when the mummy tries to move the pumpkin	<u>Motor:</u> Student can reach for/feel the mummy doll. <u>Academic:</u> Student can locate the mummy doll when it appears in the book. Student can order the characters according to the story.
Toy bat 	To represent the bat, when the bat tries to move the pumpkin	<u>Motor:</u> Student can reach for/feel the bat. Student can make the bat fly in the air. <u>Academic:</u> Student can locate the bat when it appears in the story. Student can order the characters according to the story.
Fork or pumpkin pie (allergies depending) 	When the witch makes pumpkin pie, and everyone eats it.	<u>Motor:</u> Student can reach for/feel the fork or bring it to their mouth to imitate eating. <u>Academic:</u> Teacher can use this opportunity to make pumpkin pie with the student/class. All use <u>Communication:</u> Student can eat the pumpkin pie and comment on whether or not they like it.