

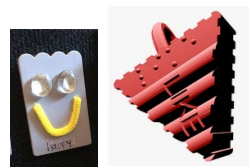
Book Title: Corduroy

Author: Don Freeman **Grade Level:** PK-2

Brief Plot Synopsis: Corduroy is a stuffed bear in a toy store who can't find a home because he is missing a button. He goes on a hunt for his button and for a new home.

Object to Be Used	What part/page of the story does it apply to?	What are possible learning objectives?
Stuffed animal bear 	Anytime Corduroy is mentioned, to identify the main character.	<u>Motor:</u> feel and reach for the bear, highlighting eyes, ears, nose, hands, soft, etc.
Money in a bag or can 	Anytime the toy store is mentioned. When asked where Corduroy lives.	<u>Auditory:</u> Student listens to the coins clink together when being shaken. <u>Motor:</u> Student feels and shakes the coins to represent the toy store. <u>Academic:</u> Student finds the coins to identify the setting of the story.
Long strands of yarn on a piece of black cardboard. 	Anytime the little girl is mentioned in the story.	<u>Auditory:</u> <u>Motor:</u> Student will touch the long pieces of yarn to represent "hair" of the little girl. <u>Academic:</u> Student will identify the character of the little girl by finding the object that represents the little girl. <u>Visual:</u> When presented on a high contrast background, student will look at the "hair".
Large Button 	Every time Corduroy's button is mentioned. When the little girl sews a new button on his overalls.	<u>Visual:</u> place on a high contrast background and look at the button. <u>Motor:</u> Student will feel and reach for the button <u>Academic:</u> Student identifies the button as a circle
Googly eyes glued to cardboard, Mr. Potato Head Eyes, or 3D LOOK symbol 	Any time Corduroy looks for his button in a new place.	<u>Motor:</u> Student will reach to feel the googly eye, look symbol, or other eye symbols and feel it's attributes
Switch with a loud sound/"Crash".	When Corduroy falls and the lamp breaks.	<u>Communication:</u> Student says "crash" or makes a loud noise when Corduroy falls. <u>Auditory:</u> Student listens to crashing noise on the switch. <u>Motor:</u> Activate the switch to play the sound when they hear Corduroy fall.
Flashlight 	When the policeman finds Corduroy and brings him back to the shelf.	<u>Visual:</u> Student looks at the light being shined on a black background. <u>Motor:</u> Student switches flashlight on and off when policeman is mentioned.

Tactile happy face made out of puffy paint on cardboard or Project CORE symbol of "like"



When Corduroy is happy that he has a new home and a new button.

Visual: Student looks at the happy face on a contrasted background.

Motor: Student feels the tactile happy face