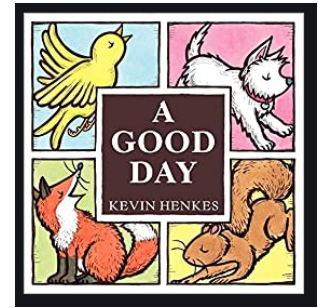






Book Title: **A Good Day**

Author: Kevin Henkes

Grade Level: PK-2

Brief Plot Synopsis: The story follows the bad day of several animals, and how a bad day can turn into a good day.



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
Feather 	When yellow bird loses his favorite feather When yellow bird forgets about his feather and flies When a little girl finds the feather	<u>Motor:</u> Student can feel/reach for the feather, noting it's attributes. <u>Academic:</u> Student can identify what animal the feather belongs to.
Dog leash 	When dogs leash got tangled When dog untangles his leash	<u>Motor:</u> Student can reach for/feel the dog leash. <u>Academic:</u> Student can identify what animal uses a leash.
Acorn 	When squirrel drops her nut When squirrel finds a nut	<u>Motor:</u> Student can reach for/feel the acorn, noting it's attributes. <u>Academic:</u> Student can identify what animal eats acorns.
Faux fur 	When fox loses his mother. When fox finds his mother	<u>Motor:</u> Student can reach for/feel the fur, noting it's attributes. <u>Academic:</u> Student can identify what animal has fur in the story.