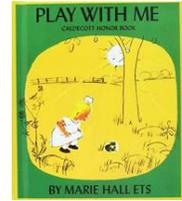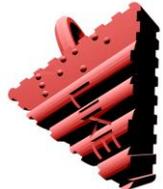**Book Title:** Play With Me
Author: Marie Hall Ets
Grade Level:  PK-2
Brief Plot Synopsis:  A little girl goes to a meadow to try to play with all the animals.

| 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 |
|---|---|---|
| Flowers | When the little girl goes to the meadow | Motor/Communication: Student can touch or smell the flowers (depending on allergies). Student can comment on whether or not they like the smell of the flowers |
| Project core symbol for "not" | Any time an animal does not want to play with the little girl. | Motor/Communication: The student can reach for/feel the project core symbol. The student can also express "no" by shaking their head or saying no. Academic: Student can answer the question "did the animal want to play with the little girl?" and respond by interacting with the "not" symbol. |
| Spring | When the little girl meets the grasshopper When the little girl meets the frog When the grasshopper comes back When the frog comes back | Motor: Student can touch/reach for the spring. Student can also make the spring bounce to signify the frog or the grasshopper hopping. Academic: Student can compare the properties and texture of this animals to those of other animals in the story. Student can sort animals' textures. |
| Shell | When the little girl meets the turtle When the turtle comes back | Motor/communication: Student can feel the shell and discuss its properties and textures. Academic: Student can compare the properties and texture of this animals to those of other animals in the story. Student can sort animals' textures. |
| Faux fur | When the little girl meets the chipmunk, the bunny, and the deer When the chipmunk and the bunny come back | Motor: Student can feel/reach for the faux fur and discuss its properties and textures. Academic: Student can compare the properties and texture of this animals to those of other animals in the story. Student can sort animals' textures. |
| Feather | When the little girl meets the bird, when the bird comes back | Motor: Student can feel/reach for the feather. Academic: Student can compare the properties and texture of this animals to those of other animals in the story. Student can sort animals' textures. |

| 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 |
|---|---|---|
| Faux leather | When the little girl meets the snake, when the snake comes back | Motor: Student can reach for/feel the faux leather Academic: Student can compare the properties and texture of this animals to those of other animals in the story. Student can sort animals' textures. |
| Project core symbol for "like". | At the end when the little girl is happy the animals are playing with her. | Motor: Student can feel the project core symbol Communication: Student can express sounds or words of happiness |