








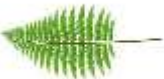
Book Title: Where the Red Fern Grows

Author: Wilson Rawls

Grade Level: 4-6

Brief Plot Synopsis: Billy wants two coonhounds more than anything. He works hard to save his money so he can buy the dogs of his dreams.



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>Dog collar and tags</p> 	<p>-Any time Dan and Ann are mentioned. -When Dan and Ann die</p>	<p><u>Motor/Auditory:</u> Student can reach for, feel, or shake the collar and tags, listening to them clink.</p>
<p>Switch with a racoon noise</p> 	<p>-When Dan and Ann hunt a racoon -Any time Billy hunts for a racoon</p>	<p><u>Motor:</u> Student can activate the switch to hear the racoon noise. <u>Auditory:</u> Student can listen to the racoon noise when the switch is activated.</p>
<p>Hat</p> 	<p>-When Billy's mom gives him a coonskin cap -When Billy makes and sells coonskin caps</p>	<p><u>Motor:</u> Student can reach for, feel, or put on the hat. <u>Visual:</u> Student can view the hat on a contrasted background.</p>
<p>Band-Aid</p> 	<p>-When Dan falls in a hole and gets hurt -When Ann falls in the river and gets hurt -When Dan and Ann are hurt by the mountain lion -When Ruben and Billy fight</p>	<p><u>Motor:</u> Student can reach for/feel the Band-Aid. Student can put on the Band-Aid.</p>
<p>Project Core "not" symbol or "not" symbol on a switch</p> 	<p>-When Ruben dies -When Ann dies -When Dan dies</p> 	<p><u>Motor:</u> Student can reach for, feel, or activate the switch or Project Core symbol. <u>Academic:</u> <u>Auditory:</u> Student can listen to the "finished" recording on the switch. <u>Visual:</u> Student can view the "not" symbol. <u>Communication:</u> Student can communicate in any way appropriate that the characters are finished.</p>
<p>Trophy or ribbon</p> 	<p>-When Ann and Dan win the hunting contest</p>	<p><u>Motor:</u> Student can reach for/feel the trophy. <u>Academic/Communication:</u> Student can talk or write about a time they won something.</p>
<p>A fern leaf or long leaf</p> 	<p>-When Billy finds a red fern growing on Dan and Ann's grave</p>	<p><u>Motor:</u> Student can reach for/feel the leaf. <u>Academic:</u> Student can do a leaf rubbing for a more tactile experience.</p>