

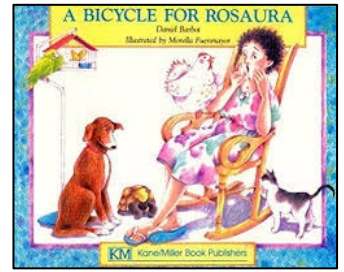
Book Title: A Bicycle for Rosaura






Author: Daniel Barbot

Grade Level: PK-2

Brief Plot Synopsis: Rosaura, Amelia's pet hen, wants a bike for her birthday.

Amelia goes on a hunt to find a bike for a hen.



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 	To represent the main character (Rosaura).	<u>Motor:</u> Student can reach for/feel the feather. <u>Academic:</u> Student can identify the main character by locating the feather.
Piece of rubber, bike bell, or toy wheel 	To represent the bike that Rosaura wants. When Rosaura gets a bike for her birthday. When Rosaura rides her bike in the community	<u>Motor:</u> Student can reach for/feel the rubber or wheel. Student can spin the wheel to represent the bike moving. <u>Academic:</u> Student can identify the main problem in the story by locating the wheel/rubber.
Tactile sad face 	When Amelia is sad that she can't find a bike for a hen	<u>Motor:</u> Student can reach for/feel the sad face. <u>Academic:</u> Student can identify the emotions of the character
Tool 	To represent the man who makes things. When the man makes a bike for Rosaura	<u>Motor/academic:</u> Student can reach for/feel the tool to identify the character. Student can pretend to use the tool to "make" a bike.
Birthday cake OR unlit birthday candles 	When Rosaura has a birthday party with all the animals	<u>Motor/academic:</u> Student can reach for/feel the candles. <u>Communication:</u> *Allergies permitting* Student can taste the birthday cake and comment on whether they like it, when you usually eat cake, etc.