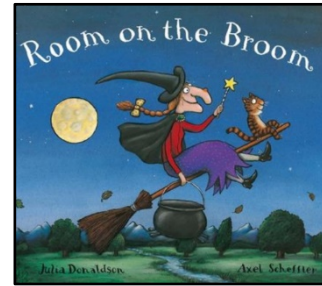








**Book Title: Room on the Broom**

Author: Julia Donaldson and Alex Scheffler

Grade Level:

Brief Plot Synopsis:



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
Black witch's hat 	To represent the witch	<u>Motor:</u> Student can reach for/feel or put on the hat.
A fan 	Every time the wind blows	<u>Motor/Academic:</u> Student can use a switch to activate the fan. Student can feel the wind blow and experiment with the fan blowing the various items the witch loses. <u>Auditory:</u> Student can listen to the fan blowing <u>Visual:</u> Student can watch the fan blow and move the various objects
Bow 	When the witch loses her bow	<u>Motor:</u> Student can reach for/feel the bow. <u>Academic/Communication:</u> Student can experiment with the fan blowing the bow. Student can discuss why or why not the fan blew the object.
Wand/pointer 	When the witch loses her wand	<u>Motor:</u> Student can reach for/feel the wand. <u>Academic/Communication:</u> Student can experiment with the fan blowing the wand. Student can discuss why or why not the fan blew the object.
Hand warmer or heating pad 	When the dragon takes the witch	<u>Motor/Communication:</u> Student can feel the warmth of the hand warmer and communicate what it feels like.
Broom 	Every time a new friend gets on the witch's broom When the witch gets on her broom and fly's away	<u>Motor:</u> Student can reach for/feel the broom. Student can imitate the action of riding the broom or making it fly.