**Objec**t to Be Used | **What part/page of the story does it apply to?** | **What are possible learning objectives?**
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Black witch’s hat | To represent the witch | **Motor:** Student can reach for/feel or put on the hat.

A fan | Every time the wind blows | **Motor/Academic:** 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. **Auditory:** Student can listen to the fan blowing **Visual:** Student can watch the fan blow and move the various objects

Bow | When the witch loses her bow | **Motor:** Student can reach for/feel the bow. **Academic/Communication:** 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 | **Motor:** Student can reach for/feel the wand. **Academic/Communication:** 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 | **Motor/Communication:** 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 | **Motor:** Student can reach for/feel the broom. Student can imitate the action of riding the broom or making it fly. When the witch gets on her broom and fly’s away | **Motor:** Student can reach for/feel the broom. Student can imitate the action of riding the broom or making it fly.