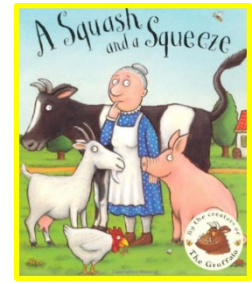








Book Title: A Squash and a Squeeze

Author: Julia Donaldson & Illustrated by Alex Scheffler

Grade Level: PK-2

Brief Plot Synopsis: A little old lady follows the advice of a wise old man to make her house feel bigger, but she runs into many issues along the way.



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 	When the lady takes in her hen When the lady throws the hen out of the house.	<u>Motor:</u> Student can feel/reach for the feather, noting its attributes.
Switch with crashing noises or “crash” 	Whenever an animal makes a mess in the house	<u>Motor:</u> Student can activate the switch with movement. <u>Academic:</u> <u>Auditory:</u> Student can listen to the crashing noises on the switch <u>Visual:</u> <u>Communication:</u> Student can comment on what is happening when the switch is activated i.e “oh no” “crash” “ouch”. Student can appropriately hit the switch every time the book says “my house is a squash and a squeeze” after modeling.
Faux Fur 	When the lady takes the goat in her house. When the lady makes the goat leave her house.	<u>Motor/Communication:</u> Student can reach for/feel the fur and identify the animal it is associated with. Student can comment on how this texture is different than the hen’s texture.
Curled pipe cleaner 	When the lady puts the pig in her house. When the lady makes the pig leave her house.	<u>Motor/academic/communication:</u> Student can reach for/feel the texture of the tail and how it’s curled. Student can correctly identify the type of animal it is associated with.
Switch with cow Noise 	When the lady puts the cow in her house. When the lady makes the cow leave her house.	<u>Motor:</u> Student can activate the switch using any appropriate movement. <u>Communication/academic:</u> Student can imitate the animal sound or identify the animal the sound belongs to.
Tactile Happy Face or project core symbol for like 	When the lady has plenty of room in her house and she is happy.	<u>Motor:</u> Student can feel the tactile face. <u>Communication:</u> Student can express happy while feeling the face by making happy noises or saying “happy, yay”