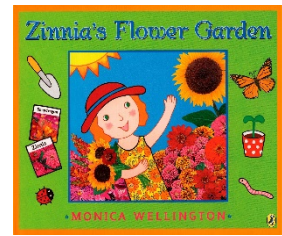








**Book Title: Zinnia's Flower Garden**

Author: Monica Wellington

Grade Level: PK-2

Brief Plot Synopsis: Zinnia takes all the steps to growing her own flower garden.



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
Dirt/soil 	When Zinnia prepares the soil for planting.	<p><u>Motor:</u> Have student reach for/feel the dirt. If student desires, they can explore the dirt using appropriate senses.</p> <p><u>Academic:</u> Student can order the objects according to the steps of planting a flower. Student can also utilize this opportunity to plant their own flower, starting with adding soil to a pot.</p> <p><u>Communication:</u> Student can comment on what they experience when feeling the soil, the textures, smell, if they like it, etc.</p>
Sunflower seeds 	When Zinnia plants her seeds in the soil.	<p><u>Motor/Academic:</u> Student can reach for/feel the seeds. Student can also place the seeds in proper order or plant them as part of their flower growing experiment.</p>
Watering can/spray bottle with water 	When Zinnia waters her garden.	<p><u>Motor/Academic:</u> Student can reach for/feel the watering can. Student can also use the can to water their flowers as part of their experiment. Student can place the can in the correct order for steps to growing a flower.</p> <p><u>Auditory:</u> Student can listen to the water pouring on the soil.</p>
Flower 	When Zinnia's seeds grow into flowers.	<p><u>Motor/communication:</u> Student can reach for/feel the flower. Student can use senses to explore the flower and comment on what they experience and if they like it.</p> <p><u>Academic:</u> Student can place the flower in the proper order according to the steps of growing a flower.</p>
Coins 	When Zinnia sells her flowers and makes money.	<p><u>Motor:</u> Student can reach for/feel the coins, noting their attributes.</p> <p><u>Academic:</u> Teacher can use this opportunity to have the student count the coins or add up its value.</p> <p><u>Auditory:</u> Student can listen to the sound the coins make when clinking together.</p>
Ice 	When it is winter, and Zinnia starts planning her next garden.	<p><u>Motor:</u> Student can reach for/feel the ice.</p> <p><u>Communication:</u> Student can comment on what the ice looks like, feels like, how cold it is, what happens when it's left alone, etc.</p>