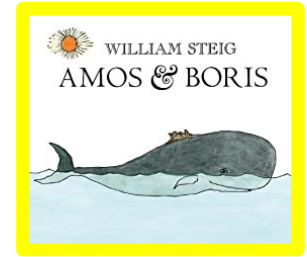







**Book Title: Amos and Boris**

Author: William Steig

Grade Level: 4-6

Brief Plot Synopsis: Amos and Boris come from different places but become best friends despite their differences. Together, they go on adventures.



| Object to Be Used   | What part/page of the story does it apply to?  | What are possible learning objectives?<br>Visual skills, auditory skills, motor skills, communication skills, academic skills   |
|---|--|---|
| <p>Rubber &amp; faux fur</p>           | <p>Rubber- to represent Boris<br/>Faux Fur- to represent Amos</p>  | <p><u>Motor/Academic:</u> Student can reach for/feel the objects to represent the main characters. Student can tactually identify the main characters. Student can identify how the two textures are different from each other and how they represent each animal.</p>                      |
| <p>Wood or bath sailboat</p>           | <p>When Amos builds a boat<br/>When Amos sets sail</p>   | <p><u>Motor:</u> Student can reach for/feel the object.<br/><u>Academic:</u> If using a sailboat, student can experiment with what makes the sailboat move. For example, what happens when it's put in water versus in sand? Students can also explore with making their own sailboats.</p> |
| <p>Cup of water or water bottle</p>  | <p>When Amos falls into the ocean<br/>When Boris gets pushed back into the water</p>                         | <p><u>Motor:</u> Student can reach for/shake the bottle of water or feel the water in the cup.<br/><u>Academic:</u> Student can experiment with putting the sailboat in water.<br/><u>Auditory:</u> Student can listen to the sound of the swishing water in the bottle.</p>                |
| <p>Sand</p>                           | <p>When Boris gets stuck on the beach</p>  | <p><u>Motor:</u> Student can reach for/feel the sand, noting it's attributes.<br/><u>Academic:</u> Student can experiment with putting the sailboat in sand and note what happens and how the boat responds.</p>  |
| <p>Project CORE "like" symbol</p>    | <p>When Amos and Boris become best friends<br/>When Amos and Boris remain friends after they say goodbye</p> | <p><u>Motor:</u> Student can feel the project core symbol<br/><u>Academic/communication:</u> Student can discuss their best friend and what makes them a best friend. Student can also discuss how often they see or talk to their best friend and if that affects their relationship.</p>  |

## **Disclaimer**

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