





Book Title: Boy and Bot

Author: Ame Dyckman, illustrated by Dan Yaccarino.

Grade Level: Pk-2

Brief Plot Synopsis: Boy and Bot become friends and take care of each other when things go wrong, like friends should.



Object to Be Used	What part/page of the story does it apply to?	What are possible learning objectives?
<p>Lego or favorite toy</p> 	<p>Any time Boy and Bot play together</p>	<p><u>Motor</u>: Student can reach for, feel, or play with the toy. <u>Academic</u>: Student can use the toy to practice playing or turn taking with a peer.</p>
<p>Portable Light switch</p> 	<p>When Bot’s power switch gets turned off. When Bot’s power switch gets turned on.</p>	<p><u>Motor/Communication/Academic</u>: Student can reach for or feel the light switch. Student can practice prepositions “on” and “off” by turning the switch as appropriate when requested. <u>Auditory</u>: Student can listen to the light switch being flicked on and off. <u>Visual</u>: Student can watch the light turn on and off.</p>
<p>Fork</p> 	<p>When Boy feeds Bot. When Bot feeds Boy.</p>	<p><u>Motor</u>: Student can reach for/feel the fork. Student can bring fork to mouth to represent the action of eating.</p>
<p>Pillow</p> 	<p>When Boy puts Bot to bed. When Bot puts Boy to bed.</p>	<p><u>Motor</u>: Student can reach for/feel the pillow. Student can act out “sleeping” by placing their head on the pillow.</p>

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