

Book Title: A Christmas Carol

Author: Charles Dickens, adapted by Stephen Krensky **Grade Level:** ALL

Brief Plot Synopsis: A Christmas Carol is about a man named Scrooge, set on Christmas Eve. Scrooge is visited by three ghosts of people in his past, who each have important lessons to teach him.

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
<p>Coins/money</p> 	<p>The beginning of the book when Scrooge is counting his money. And When Scrooge gives his money away to help his friends</p>	<p><u>Auditory:</u> Attend to a sound of coins being shaken in a bag. <u>Motor:</u> Holding the coins inside the bag and shaking the bag at the appropriate time. <u>Academic:</u> Identify the beginning and ending of the book and what Scrooge likes the most.</p>
<p>Pillow</p> 	<p>Scrooge goes to sleep and starts dreaming and before introducing each new ghost in his dreams to remind the student that Scrooge is sleeping.</p>	<p><u>Motor:</u> Pat the pillow or touch it when he goes to bed. Refer back to it when talking about each of the ghosts he sees in his dreams.</p>
<p>Switch with a picture of a ghost, saying "oooo" when activated.</p>	<p>When Scrooge meets a new ghost.</p>	<p><u>Auditory:</u> Listen to the sound of the ghost when activating the switch. <u>Motor:</u> Activate the switch to represent a new ghost. Student feels the tissue float about their hand. <u>Academic:</u> Student can activate the switch three times to represent three ghosts in the story.</p>
<p>Tactile happy face</p>  <p>Or Project CORE "like" symbol</p>	<p>When the ghost of yesterday shows scrooge how happy he used to be. When talking about Bob Cratchett and how he is happy. When Scrooge is happy in the end because he gives money to help his friends.</p>	<p><u>Motor:</u> Student reaches for and touches the features of the tactile face <u>Visual:</u> Student looks at the tactile face on a contrasted background. <u>Communication:</u> Student says "happy" or makes happy noises</p>
<p>Tactile Sad Face or Project CORE 'not' symbol</p>  	<p>When the ghost of today shows Scrooge how sad he is without friends. When Tiny Tim is sick and Bob Cratchett is sad.</p>	<p><u>Motor:</u> Student reaches for and touches the features of the tactile face. <u>Visual:</u> Student looks at the tactile face on a contrasted background. <u>Communication:</u> Student says "sad" or makes sad/crying noises.</p>
<p>Tactile Mad face</p> 	<p>When the ghost of tomorrow shows scrooge that he died and had no friends.</p>	<p><u>Motor:</u> Student reaches for and touches the features of the tactile face. <u>Visual:</u> Student looks at the tactile face on a contrasted background. <u>Communication:</u> Student says "mad" or makes mad/grunting noises.</p>
<p>Doorbell or switch with a doorbell sound</p> 	<p>Whenever a new ghost comes, students can ring the doorbell to have the ghost enter</p>	<p><u>Motor:</u> Student reaches for and activates the doorbell. <u>Communication:</u> Students can say "who is there!" after the doorbell rings.</p>

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