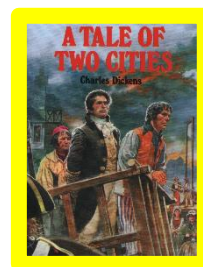








Book Title: A Tale of Two Cities

Author: Charles Dickens

Grade Level: 12+

Brief Plot Synopsis: Set in 1775 during the French revolution, the story follows a man named Dr. Manette and his daughter, and his life after an eighteen year imprisonment.



Object to Be Used	What part of the story does it apply to?	What are possible learning objectives? Visual skills, auditory skills, motor skills, communication skills, academic skills
<p>Piece of lined paper & pencil</p> 	<ul style="list-style-type: none"> -When Jarvis Lorry and Lucie Manette get secret letters -When Charles Darnay gets a letter from a friend -When the letter that was hidden in the tower wall was found and read in court. 	<p><u>Motor</u>: Student can reach for/feel the pencil and paper. Student can write on the piece of paper to represent a letter.</p> <p><u>Academic</u>: Student can use this opportunity to write some vocabulary words on the paper. Student can write a letter.</p>
<p>Metal or pipe</p> 	<ul style="list-style-type: none"> -When Lucie's father is in jail. -when Charles Darnay gets put in jail -When Sidney Carton takes Charles Darnay's place in jail 	<p><u>Motor</u>: Student can feel/reach for the metal/pipe. Student can note the texture and coldness of the metal</p> <p><u>Auditory</u>: Student can bang the pipe and listen to the sound it makes</p> <p><u>Visual</u>: Student can hold the metal in the light and watch the shine bounce off it.</p>
<p>Gavel or small mallet</p> 	<ul style="list-style-type: none"> -Any time the characters are in court. 	<p><u>Motor</u>: Student can reach for/feel the mallet. Student can bang the gavel.</p> <p><u>Auditory</u>: Student can listen to the sound the banging of the gavel makes.</p>
<p>Project core symbol for "finished" or "all done" picture on a switch</p> 	<ul style="list-style-type: none"> -When Marquis killed a young boy -When Marquis dies -When there is a funeral procession and the graves get robbed -When Sidney Carton dies -When Mrs. Defarge dies 	<p><u>Motor</u>: Student can activate the switch so it says "all done". Student can feel the project core symbol.</p> <p><u>Communication</u>: Student can feel the symbol then say or sign "finished".</p>
<p>Shoe</p> 	<ul style="list-style-type: none"> -When Dr. Manette makes shoes or becomes a shoemaker again. 	<p><u>Motor</u>: Student can touch or reach for the shoe. Student can find their own shoe after feeling the prop shoe. Student can bang the shoe as if someone is walking.</p> <p><u>Academic</u>: Student can point to which part of the body the shoe goes on.</p> <p><u>Auditory</u>: Student can listen to the sound of the shoe stomping.</p>
<p>Ring</p> 	<ul style="list-style-type: none"> -When Charles Darnay proposes to Lucie Manette -When Sidney Carton tells Lucie he loves her -When Lucie and Charles get married 	<p><u>Motor</u>: Student can feel the ring or put the ring on.</p>

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