







Book Title: Goodnight Moon

Author: Margaret Wise Brown

Grade Level: PK-2

Brief Plot Synopsis: A book about what’s happening in a little green room at bedtime.

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
A red balloon 	To represent the red balloon.	<u>Motor:</u> Student can reach for/feel the material, noting it’s attributes. <u>Auditory:</u> Student can listen to the balloon being swatted at or banged on the table. <u>Visual:</u> Student can view the material on a contrasting background.
Chair cushion 	To represent the chairs the bears sit in.	<u>Motor/Communication:</u> Student can reach for/feel the material, noting it’s attributes, and potentially demonstrate or articulate its function. <u>Academic:</u> In any way possible, student can articulate how many bears/chairs are in the story.
A mitten 	To represent the mittens.	<u>Motor/Academic/Communication:</u> Student can reach for/feel the mittens, and if able, put them on. Student can demonstrate or articulate where on the body mittens belong, what purpose/function they serve, and how many there are. <u>Visual:</u> Student can view the material on a contrasting background.
Toy house 	To represent the toy house.	<u>Motor /Communication:</u> Student can reach for/feel the material, noting it’s attributes. Student can open/close the door or listen to it being opened and closed, also noting the functions of a house. <u>Visual:</u> Student can view the material on a contrasting background.
A comb 	To represent the comb and brush.	<u>Motor /Communication:</u> Student can reach for/feel the material, noting it’s attributes. Student can demonstrate or communicate the objects functions <u>Visual:</u> Student can view the material on a contrasting background.
A pillow 	To represent “goodnight”.	<u>Motor/Academic:</u> Student can reach for/feel the object. Student can demonstrate or articulate its function, then take the object that corresponds to each page (e.g “Goodnight comb”; student feels the pillow, then the comb).

*Academic for all objects: Student can sequence the events by touching/placing the objects in the correct order.