**Book Title:** Corduroy  
**Author:** Don Freeman  
**Grade Level:** PK-2  
**Brief Plot Synopsis:** Corduroy is a stuffed bear in a toy store who can’t find a home because he is missing a button. He goes on a hunt for his button and for a new home.

<table>
<thead>
<tr>
<th>Object to Be Used</th>
<th>What part/page of the story does it apply to?</th>
<th>What are possible learning objectives?</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stuffed animal bear</td>
<td>Anytime Corduroy is mentioned, to identify the main character.</td>
<td>Motor: feel and reach for the bear, highlighting eyes, ears, nose, hands, soft, etc.</td>
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</tbody>
</table>
| Money in a bag or can                      | Anytime the toy store is mentioned. When asked where Corduroy lives. | Auditory: Student listens to the coins clink together when being shaken.  
Motor: Student feels and shakes the coins to represent the toy store.  
Academic: Student finds the coins to identify the setting of the story. |
| Long strands of yarn on a piece of black cardboard | Anytime the little girl is mentioned in the story. | Auditory:  
Motor: Student will touch the long pieces of yarn to represent “hair” of the little girl.  
Academic: Student will identify the character of the little girl by finding the object that represents the little girl.  
Visual: When presented on a high contrast background, student will look at the “hair”. |
| Large Button                              | Every time Corduroy’s button is mentioned. When the little girl sews a new button on his overalls. | Visual: place on a high contrast background and look at the button.  
Motor: Student will feel and reach for the button  
Academic: Student identifies the button as a circle |
| Googly eyes glued to cardboard, Mr. Potato Head Eyes, or 3D LOOK symbol | Any time Corduroy looks for his button in a new place. | Motor: Student will reach to feel the googly eye, look symbol, or other eye symbols and feel it’s attributes |
| Switch with a loud sound/“Crash”.         | When Corduroy falls and the lamp breaks.       | Communication: Student says “crash” or makes a loud noise when Corduroy falls.  
Auditory: Student listens to crashing noise on the switch.  
Motor: Activate the switch to play the sound when they hear Corduroy fall. |
| Flashlight                                | When the policeman finds Corduroy and brings him back to the shelf. | Visual: Student looks at the light being shined on a black background.  
Motor: Student switches flashlight on and off when policeman is mentioned. |
| Tactile happy face made out of puffy paint on cardboard or Project CORE symbol of “like” | When Corduroy is happy that he has a new home and a new button. | Visual: Student looks at the happy face on a contrasted background.  
Motor: Student feels the tactile happy face |