

## Fine Motor Printing and Preprinting

### 1. Tracing

- Using stencils trace shapes and pictures
- First trace on the inside edge
- Then trace on the outside edge
- Gradually increase the detail
- Progress to number and letter stencils

### 2. Mazes

- Draw a line through a tunnel or pathway made of 2 lines
- Begin with straight pathways before curves and corners
- Start with wide pathways then gradually decrease to narrow pathways
- Work up to complicated patterns and mazes

### 3. Dot-to-dot

- Connect dots to draw lines, shapes and designs
- Dot-to-dot number sequences
- Dot-to-dot alphabet sequences
- Dot-to-dot design copying exercises

### 4. Drawing

- Start with stencils, then tracing, connecting dots, imitating shapes and then copying.
- Do simple shapes (i.e., squares, triangles, circles) before detailed and freehand drawing (i.e., house, tree, dog, person)
- Printing numbers, letters and words

