

**VISUAL MOTOR
DEVELOPMENT IN THE
CLASSROOM**



What are visual motor skills?

- Visual motor skills involve your eyes and hands working together.
- Visual motor skills typically develop in this sequence (activity examples are pictured below):
 - ➔ Simple matching of same/different, simple targeting of a space, scribbling
 - ➔ Matching of more challenging visuals, targeting smaller spaces or simple paths, imitating I – O +
 - ➔ Matching complex visuals and their correct orientation, forming more complex drawings, tracing paths with accuracy, imitating / □ \ X Δ , emerging letter formations, targeting large printing spaces or boxes
 - ➔ Copying shapes, letters/numbers from a close model, targeting primary sized printing spaces
 - ➔ Forming shapes, letters/numbers from memory, using a variety of printing spaces or printing lines

Why encourage visual motor development in the classroom?

- To encourage successful use of toys and tools in class.
- To provide a foundation for printing skills
- To demonstrate knowledge and understanding

How to incorporate visual motor development activities in the classroom?

- Incorporate activities into class lessons or as the basis for activity centres.
- Activities can be chosen by students between other work tasks.
- Activities can be used as specific practice for an individual student.

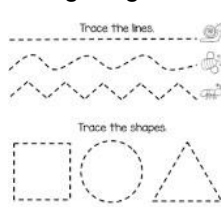
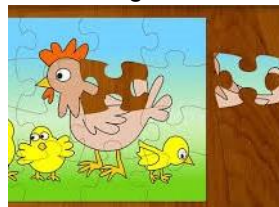
Matching:

- Use a variety of materials to challenge matching skills (e.g. simple wooden shapes puzzles, jigsaw puzzles, wooden letter makers, wiki stix, playdough, cut-out paper shapes, blocks, popsicle sticks, geo- boards or snap cubes).
- Activities should challenge students at different skill levels.



Targeting:

- Use a variety of activities to challenge the student's targeting skills.



- Be sure to include gross motor activities to help build eye-hand coordination.

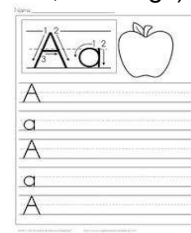
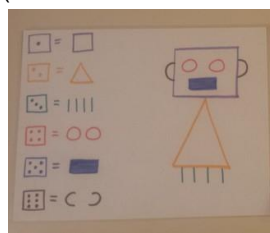
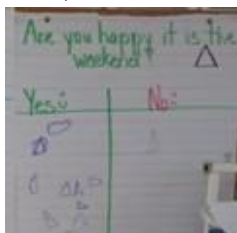


Imitating and Copying on Paper:

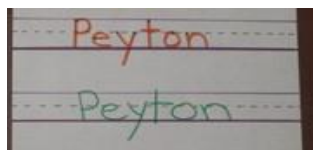
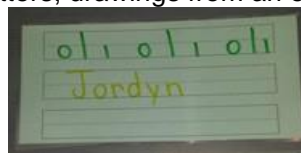
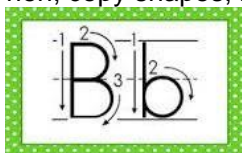
- First, scribble freely.



- Next, imitate drawing (model and have students copy simple shapes, letters, drawings).



- Then, copy shapes, letters, drawings from an example.



- Finally, print or draw from memory.

