**GAMES AND ACTIVITIES FOR FINE MOTOR DEVELOPMENT**

* Have available clay or play dough for the child to pinch, squeeze, pound or mold.
* Have child clip clothespins onto a piece of cardboard.
* Have small objects available for the child to pick up and release with his/her thumb and fingers.
* Have child open and close hand into a fist; hold hands out in front of him/her and spread fingers apart and back together again.
* Have the child play with hand or finger puppets to imitate or act out a situation.
* Provide opportunities for the child to cut with scissors.
* Coloring, drawing, cutting and stenciling should be available for play.
* Have the child lace cards, and string beads or macaroni with yarn or shoestrings.
* Make paper chains by looping small strips of paper and holding with glue.
* Encourage the child to zip zippers, tie shoelaces, button clothing and dress him/herself.
* Use a medium-sized ball for the child to bounce, catch, and throw.
* Use finger paints on large sheets of paper to practice letters, numbers, or shapes.
* Have child try to untie a knot, which has been made in a rope.
* Have child unscrew nuts from bolts or hammer nails into boards (with supervision).
* Have child play with soap bubbles and try to pop the bubbles with his/her finger.
* Practice with dot-to-dot books.
* Have child practice drawing a straight line connecting two dots that are within several inches of each other. Increase the distance between the dots, as child is able to successfully connect them.
* Have child play with pegs and a pegboard, or snap-together toys.
* Teach the child hand motions for songs. Clap hands to rhythmic beat, or squeeze a small rubber ball to music.