

DOMAIN 2: MOTOR DEVELOPMENT, PHYSICAL WELL-BEING, AND HEALTH**SUB-DOMAIN: MOTOR DEVELOPMENT****FINE-MOTOR SKILLS: PREHENSION, REACHING, AND MANIPULATION****GOAL 18: CHILDREN DEMONSTRATE STRENGTH AND COORDINATION OF SMALL MOTOR MUSCLES.**

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
36 to 60 Months	Use fingers and hands for purposeful tasks.	<ul style="list-style-type: none"> ▪ Eats with utensils; scoops, spears, and spreads food. ▪ Uses various drawing and art materials (crayons, brushes, finger paints). ▪ Copies shapes and geometric designs. ▪ Opens and closes scissors with one hand. ▪ Cuts a piece of paper on a straight line, then on a curve. ▪ Manipulates small objects with ease (e.g. sorts counting bears into groups, strings beads, screws large screw into soft wood, plants seeds in soil, fits small objects into holes). ▪ Fastens large buttons. ▪ Zips and unzips zippers with some support in getting a zipper started. ▪ Uses stapler or hole-punch. ▪ Completes increasingly complex puzzles (single, cut-out figures to 15-piece puzzles). ▪ Writes recognizable letters and numerals. 	<ul style="list-style-type: none"> ▪ Engage child in activities that strengthen hand grasp (molding play dough, using a hand-held hole-punch). ▪ Encourage child to strengthen grasp of thumb/forefinger (gluing small pieces of paper, peeling/sticking stickers, picking up small objects with fingers). ▪ Provide a variety of tools to encourage use of precision grasps (c.g. writing utensils such as crayons, pencils, markers, paints, spoons, forks, table knives, glue sticks, scissors). ▪ Provide opportunities for child to practice tying, buttoning, and beading. ▪ Offer a variety of scissors, including hand over hand scissors, lefty scissors, adaptive scissors, blunt scissors, and sharp safety scissors. Demonstrate how to use them safely. ▪ Modify activities to ensure participation of each child (i.e. attach rubber grips to pencils and pens, offer handwriting frame). ▪ Offer supervised wood-working opportunities (gluing, hammering, screwing, and sawing). ▪ Provide toys that include objects that fit into and beside a structure (e.g. playhouse with furniture, horses and fences, or garage with cars).