

7 through 9 months

CHARACTERISTICS:	ENCOURAGE:
➤ Reach is directed. Radial digits gaining control of, positioning object for visual or mouthing	➤ Time in object and environment exploration
➤ End of the quarter inferior pincer grasp.	➤ Toys that provide visual and tactile exploration
➤ Grasp and manipulation of 2 objects at same time	➤ Toys with cause and effect: example: blocks that can be banged together
➤ Vision becomes primary sense of guiding infant's manipulation.	➤ Imitative play with caretakers
➤ Fingering of objects	
➤ Proprioception more pronounced enabling holding of a cracker without crushing it	

Remember infant does not understand functional use and is guided by physical properties of toy

10 through 12 months

CHARACTERISTICS:	ENCOURAGE TOYS:
➤ Uses fingertips for grasping	➤ With multiple objects: filling containers which require holding a part with one hand while manipulating other part with the other hand
➤ Thumb oppose index finger	➤ That promote object permanence
➤ Control of hand opening and can release object easily	➤ With switches, hinges, push buttons, pop up toys
➤ Object rotation and transfer	➤ Safe household objects for functional use
➤ Uses release to achieve interesting auditory and visual effects of object	
➤ Vision as primary guide	
➤ Understanding of object's functional use	
➤ Functional play rather than sensory play	
➤ Basis for development of additional manipulation skills: imitation	

Functional purpose of toys determines toddler's response

13 through 18 months

Refining of learned patterns, combines them into more complex and longer play sequences.

Hand skills driven by functional use of objects not as much by sensory exploration

Increased perceptual ability

Encourage

Toys:

- With multiple objects: filling containers
- Which require holding a part with one hand while manipulating other part with the other hand
- That promote object permanence
- With switches, hinges, push buttons, pop up toys
- Safe household objects for functional use

Functional purpose of toys determines toddler's response

STRATEGIES FOR PROMOTING FINE MOTOR DEVELOPMENT

- Floor time

- Provide toys of different sizes and different shapes
- Encourage vertical play

DEVELOPMENTAL SKILLS

12-18 MONTHS	18-24 MONTHS
<ul style="list-style-type: none"> • Throws objects on floor • Wrist can turn so palm is upwards functionally • Builds block tower of 2 • Releases and places objects in horizontal slot • Strings 1 bead 	<ul style="list-style-type: none"> • Mature grasp • Prefers one hand • Plays catch and throws with direction and force • Folds paper one time but does not crease • Strings 3 beads • Manipulates clay • Snips with scissors • 3-5 block tower • Unzips • Manipulates spoon well
24-30 MONTHS	3 – 4 YEARS
<ul style="list-style-type: none"> • Cuts with scissors • 6-9 block tower • Catches small ball • Moves individual fingers • Turns door knob • Unscrews lid 	<ul style="list-style-type: none"> • Tower of 10 blocks • Folds paper two times • Imitates building with blocks • Unlaces

Mature Hand Developmental Skills

- Supination: Ability of the hand to turn palm upwards
+ball play with outstretched arms
- Forearm stabilization: Ability to hold arms and hands in front of body without “locking” elbows against ribs.
+push and pull toys
- Wrist extension: Ability of wrist to “stay up”.
+floor play
- Use of individual fingers
+all sorts of toys
- Maintaining thumb web space: The web space is the area of skin and tissue between thumb and index finger.
+round or round long toys that fit in the hand
- Isolation of thumbs: Ability of thumbs to move without fingers moving at same time.
+tearing, pinching, scrunching
- Separation of the hand’s two sides: Ability of the thumb, index, and middle fingers to work together while the ring and little finger remain still.
+toaster tongs, pipettes, strawberry hullers
- Palmar arching: The hand has arches (just like the feet) which give shape to the hand. Intricate fine motor movements are made by the muscles that form the arches

+rounded paintbrushes, nasal syringes

- Translation of digits: Ability of the fingers to move forward and backward such as those used in threading a needle. These are very important for handwriting.
+lacing with string or pipe cleaners
- Precision rotation: Ability of the fingers to rotate objects in the fingertips. Ex: turning a pencil over to erase without using the other hand.
+opening a jar, turning a dial/timer, playing with marbles

Pencil Grips According to Ages

COMMON HANDWRITING PROBLEMS ASSOCIATED WITH FINE MOTOR WEAKNESSES

- Child may have an awkward pencil grip.
- Child may have difficulty coloring within lines, tracing, and forming letters.
- Hand movements may appear awkward.

THINGS TO REMEMBER

- SHAPE
- INDEX
- THUMB +2
- VERTICAL