

Fine Motor Programme

- Programme to help develop hand strength, dexterity and fine motor skills.
- Activities help to target the underlying skills required for handwriting including upper limb stability.
- This can be completed individually or as an entire class.

UPPER LIMB

Activity	How	
Punching	 Stand with both feet together, facing the punch bag (or therapy roll/ball) Put hands into a fist shape (thumbs on the outside of fingers) Punch at an even, steady pace 	
Wall press up	 Walk towards wall with hand out straight, then stop when hands touch the wall Hands should be facing up Bending arms until nose touches wall Push back until arms are straight Feet should stay flat on the floor 	
Half-body press up	 Lying flat on the floor arms in line with your shoulders Pushing upwards – ensure hips stay on the floor, lift the upper body up Push the upper part of your body up (avoid locking elbows) Then slowly lower body back down 	
Arm spirals	 Arms out horizontally Move arms in a small circular motion forwards – slowly Then try going backwards Ensure size of circles stays the same 	



HAND STRENGTH

Activity	How	
Ball squeeze	 With handwriting hand – hold a soft ball in the palm. Cup fingers and thumb securely round the ball and squeeze, holding the grip for the count of 5 Ensure you count slowly i.e. 1, 2,3,4,5 and then release Repeat this sequence – try to increase time 	
Thumb into ball	 Place ball in handwriting hand Only use thumb to squeeze the ball Hold for required time (start with 5 seconds – can they do longer?) 	
Creepies	 Place forearm on the table, using fingers of the dominant hand to scrunch paper into the palm Do not rotate the forearm when crunching paper (or tissue paper) into palm. Manipulate paper in the palm of the hand to make it as small as possible. Hold back the wrist for 5 seconds, then release 	

DEXTERITY/MANIPULATION

Activity	How	
Playdoh roll and pinch	 Using two hands – roll playdoh into a long snake Using handwriting hand, pinch along the snake using only thumb and index finger, hiding remainder three fingers Slowly with good grip 	



Snake in a cave	 Following the above – playdoh is in long snake shape Place wrist and forearm on the table next to the playdoh Make a cave shape with the hand and use the thumb to drag the playdoh and pull it into the cave (hand) 	
Wiggly worms	 Roll playdoh with two hands Using 6 pieces of drinking straws (cut into 3cm strips), place each one directly into the dough so the straw touches the table Remove the straw by wiggling it so the dough remains inside Using index finger and thumb – squeeze the dough out of the straw tube 	
Additional	 Threading games – start with large objects and get smaller Large tweezers – picking up objects and transferring (varying in size) Posting activities – into a container 	

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