

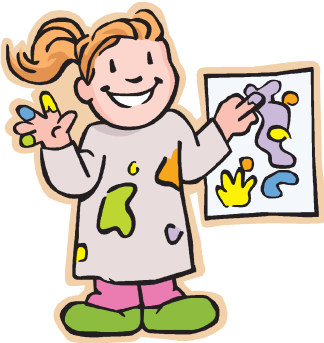


# Precursors to Drawing and Printing

Before a child can understand the abstract concepts of drawing shapes, numbers and letters, they need to have experienced the sensorimotor precursors to drawing in their early school years. Children in their early school years need to move through their environment to understand the concepts of directionality (up, down, beside, behind). they need to sense their environment through seeing, touching, and hearing to understand shapes in a concrete way before they can understand the abstract concept of making symbols on paper. the following are some sensorimotor activities to help your child prepare for the understanding of shapes, letters and numbers.

1. **Skipping Roper Designs.** Have your child walk or crawl along a pathway made by skipping ropes along the floor. Make lines curved, straight and into circular or square shapes. Talk about where the child is moving - e.g. "up", "across", "down". You can use tape or chalk lines instead of a skipping rope.
2. **Sparkling Pictures.** Draw a scribble, a shape or a letter on a paper. Have your child "draw" on top of the line with glue or gluestick. Sprinkle glitter over the glue. After it dries, have your child "draw" on top of the design with his/her finger to learn the "feel", as well as the look, of the design. Again talk about the direction his/her finger is moving. This activity can also be done with the eyes closed.
3. **Playdough.** Form playdough into long "snakes". Make into different lines, shapes and letters, again talking about and feeling the designs.
4. **Paint Bags.** Fill a zip-lock bag with liquid tempura paint and close it tightly. The child can then "draw" on the paint bag with his/her finger.
5. **"Feely" Bag.** Fill a cloth bag with a few objects with different sizes, shapes and textures. Have child reach for something in the bag and then describe what he/she feels before guessing what the object is. an easier way to do this activity is to have the same set of objects out of the bag so the child can match the object found in the bag.

**Have Fun!**



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