

Fine-Motor Development-Widely Held Expectations

For 3-year-olds –

- places large pegs into pegboards; strings large beads; pours liquids with some spills
- builds block towers; easily does puzzles with whole objects represented as a piece
- fatigues easily if much hand coordination is required
- draws shapes, such as the circle; begins to design objects, such as a house or figure; draws objects in some relation to each other
- holds crayons or markers with fingers instead of the fist
- undresses without assistance but needs help getting dressed; unbuttons skillfully but buttons slowly

For 4-year-olds –

- uses small pegs and board; strings small beads (and may do so in a pattern); pours sand or liquid into small containers
- builds complex block structures that extend vertically; shows limited spatial judgment and tends to knock things over
- enjoys manipulating play objects that have fine parts; likes to use scissors; practices an activity many times to gain mastery
- draws combinations of simple shapes; draws persons with at least four parts and objects that are recognizable to adults
- dresses and undresses without assistance; brushes teeth and combs hair; spills rarely with cup or spoon; laces shoes or clothing but cannot yet tie

For 5-year-olds –

- hits nails with hammer head; uses scissors and screwdrivers unassisted
- uses computer keyboard
- builds three-dimensional block structures; does 10-15-piece puzzles with ease
- likes to disassemble and reassemble objects and dress and undress dolls
- has basic grasp of right and left but mixes them up at times
- copies shapes; combines more than two geometric forms in drawing and construction
- draws persons; prints letters crudely but most are recognizable by an adult; includes a context or scene in drawings; prints first name