

ECERS-R: FINE MOTOR (ITEM 19)

Teacher name: _____ Classroom name: _____ Date _____

Accessibility target:

- Indicator 1.1, 3.1, 5.3: *Accessible* = Children have free access for at least 1 hour in programs of 8 hours or more (See p7 of the ECERS-R spiral for chart to determine the amount of time required for part-day programs).
- Indicator 5.1: *Substantial Portion of the Day (SPD)* = At least 1/3 of the time the children are in attendance. This is calculated from program open to program close; For example, 1 hour in a 3-hour program or 3 hours in a 9-hour program. *Substantial portion of the day* is calculated separately for each item. It is based on what is observed during the 3-hour observation, plus the teacher response during the interview about what happens during the rest of the day.

Considerations:

- Indicator 3.1 requires at least 2 fine motor toys from each of the categories (see below) to be *accessible*.
- Indicator 5.1 requires at least 3 fine motor materials from each of the 4 categories (see below) to be accessible for a *substantial portion of the day*.
- Indicator 5.2 requires fine motor materials to be well organized (e.g., pegs and pegboards stored together, building toy sets stored separately).
- Indicator 5.3 requires materials on different levels of difficulty to be accessible (e.g., both regular and knobbed puzzles, different sized Duplos/Legos).
- Materials category examples (Note: this list is not completed, but is meant to provide examples of the types of materials in each category):
 - Small building materials: Lincoln logs, interlocking blocks, Duplos/Legos, small blocks (less than 2" on majority of sides).
 - Art: scissors, crayons, paints with brushes of various sizes, sidewalk chalk.
 - Manipulatives: beads of different sizes for stringing, pegs and pegboards, lacing cards, snap/button/latch mats.
 - Puzzles: large floor, wooden inlay, 3-dimensional, large or small foam.

Small building materials

- 1.
- 2.
- 3.

Art materials

- 1.
- 2.
- 3.

Manipulatives

- 1.
- 2.
- 3.

Puzzles

- 1.
- 2.
- 3.



