Ene Motor: 15. Ruler Pack

SEaTSS has a dedicated resource page linked to Ruler Skills. This is a comprehensive collection of advice relating to practice, equipment and activity.

How to use a ruler

Most students having difficulty using a ruler often have trouble stabilising the ruler and engaging both hands.

You could consider using a ruler with a handle;



http://redbridgeserc.org/resources/entry/ruler-with-handle/



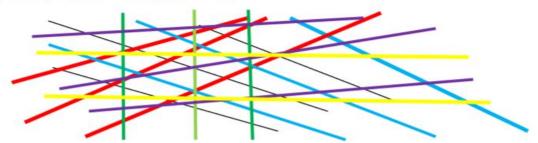
http://redbridgeserc.org/resources/entry/early-years-ruler-with-a-handle/

Alternatively you could try sticking a small piece of Dycem matting underneath the ruler to stop it slipping.

Activities

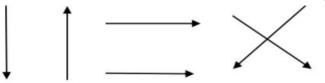
1. Pattern

Drawing straight lines to make a pattern. Choose different colours to encourage the student to repeatedly organise their grip on the ruler.



2. Directional lines

Students will need to be able to draw lines in the following directions using the ruler;



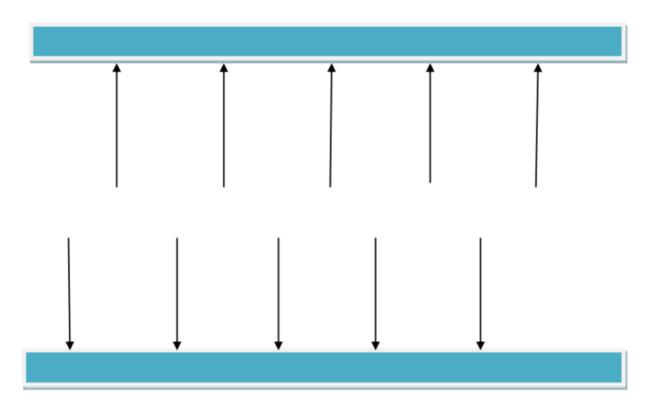
3. Start and stop

Students will now need to draw along a line and stop when it hits the wall.

When this is achieved- repeat with the reverse direction.

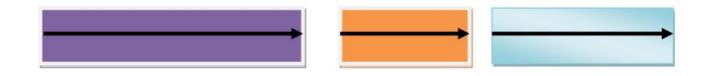


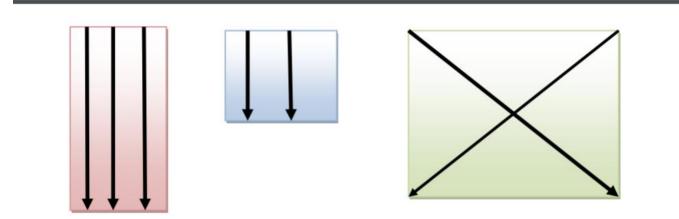
Then repeat with vertical strokes, into the sky / sea



4. Trace the line

Ask the student to draw over the coloured boxes and try to start and stop within the shape- try not to go over the edge.





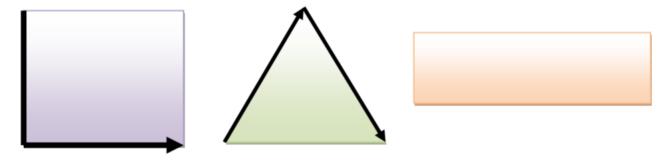
5. Dots and dashes

Using traditional tracing / early handwriting patterns use a ruler to draw over the dotted lines.



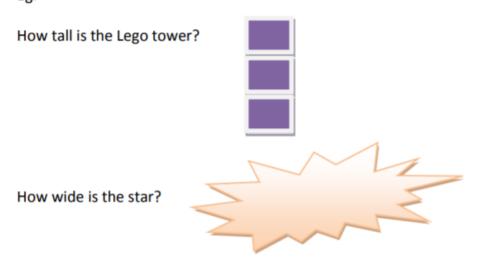
6. Round the corner

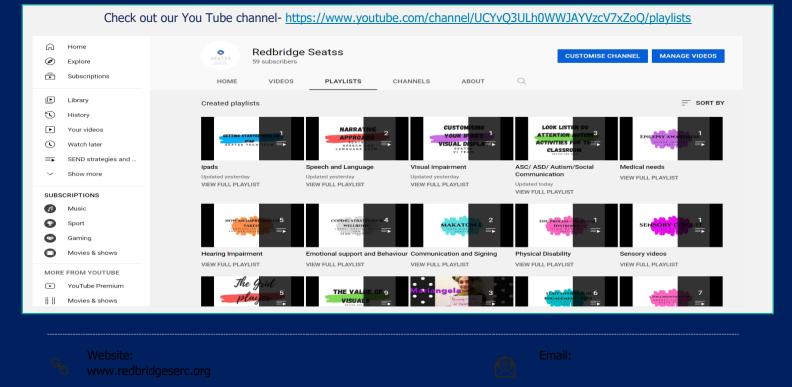
This stage asks students to use their ruler to draw around simple shapes.



7. Using a ruler to measure

There are a host of free simple measuring worksheets on the Internet. Look for visually clear worksheets that ask students to measure through different orientations Eg.





You will find a variety of Fine and Gross Motor videos here.

https://www.youtube.com/playlist?list=PL7MVghDNLeJz-IOnEzJCxolM8n0v4wi_O

We have a wide range of handwriting and motor skill advice videos on our website www.redbridgeserc.org