

Finger puppets. Use as many fingers as possible, especially the thumb, index and middle fingers.

Gloves. Focus on putting each finger going into its proper place.

Imitation Games: Student plays games such as “Simon Says”, “Where is Thumbkin?”, etc that focus on hand and finger movements, such as:

- Making circles by touching each fingertip to the tip of the thumb
- Moving thumbs up and down, wiggling thumbs, and moving them in a circle
- Opening and closing hands
- Spreading fingers apart and pulling them back together very tightly
- Wiggling each finger by itself
- Finger counting
- Imitating sign language letters of alphabet

Spider Fingers – keep palms of hands on desk and curl fingers. Crawl along the table surface like a spider.

Make a Rain Storm – Start by rubbing palms together (wind) and then increase the speed; then snap fingers (rain drops), change to slapping thighs, and finally stomp feet on the floor. Now calm the storm and lead the class in the reverse direction.

Jumping Fish – In your palm is a pretend pond. Each fingernail is a fish. Put the fish one at a time into the pond and then take them out one at a time. Finally, put all the fish in the pond together. Hold for a count of three before they jump out!

Copy Cat - Spread your hands flat on a table: lift one finger at a time and get the student to copy your movements. If this is too easy try hiding the student's hands so he or she can't see them (but you can).

Trace an outline of each hand. Place five **coloured stickers** on each outline and place one finger on each sticker. Ask the student to raise each finger separately to show a specific colour.

Painting: Paint with fingers in finger paint, shaving cream, or foam. Rake through paint, cream, or foam with each fingertip in sequence, or paint with each finger one at a time.

Finger Twister game.

