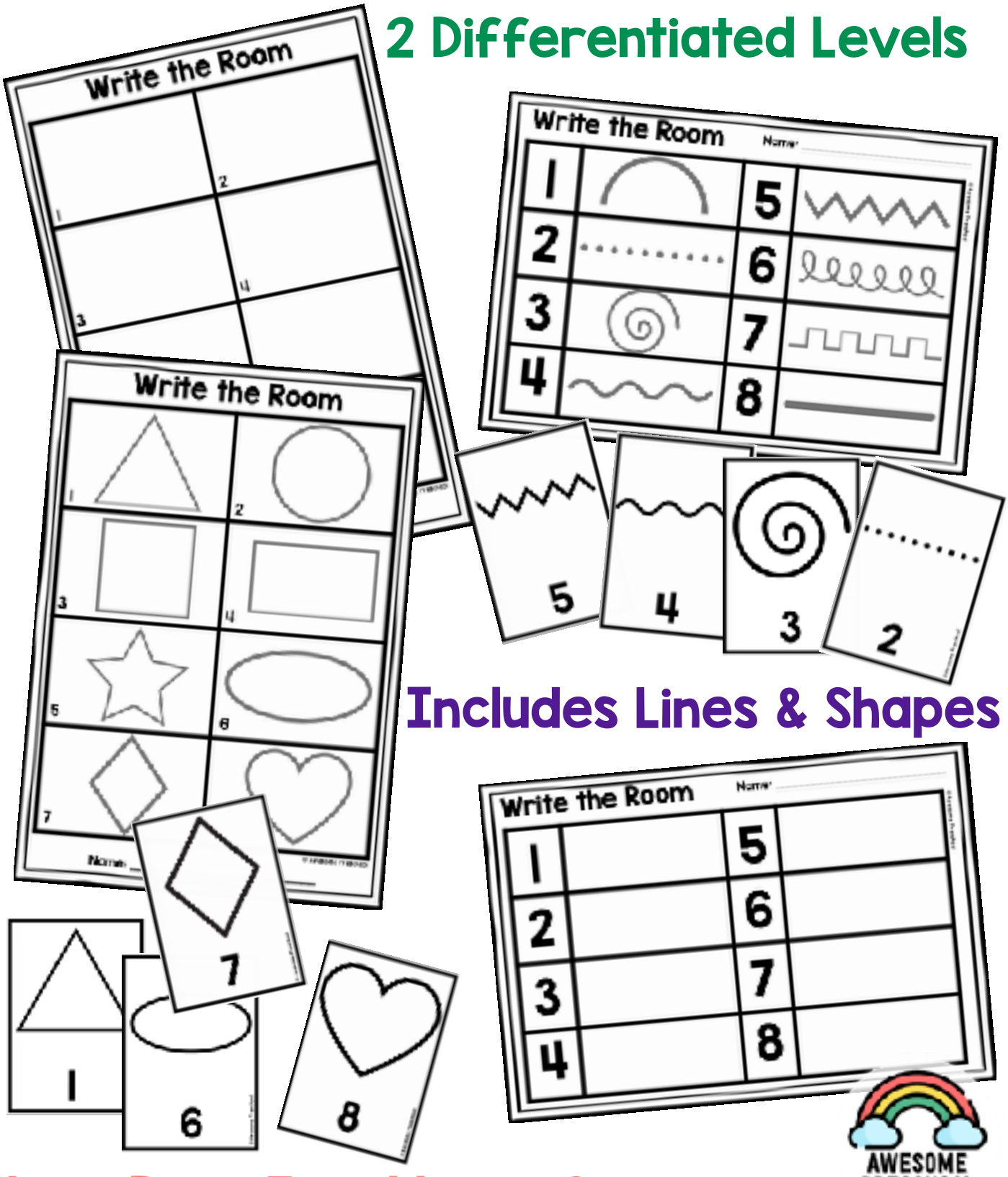
Write The Room

Line & Shape Tracing

2 Differentiated Levels



Includes Lines & Shapes

Low-Prep Fine Motor Center

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Instructions

Engage your early learners with a movement-based fine motor center. This Write the Room Tracing Activity builds pencil control, visual-motor integration, and shape recognition through interactive pre-writing practice.

Materials Needed

- Printed Tracing Cards (Numbered 1–8 featuring pre-writing lines and shapes)
- Printed Recording Sheets (Level 1 or Level 2 depending on student need)
- Painter's tape or blue tack for hanging cards
- Clipboards, pencils, crayons, or dry-erase markers

How to Prepare

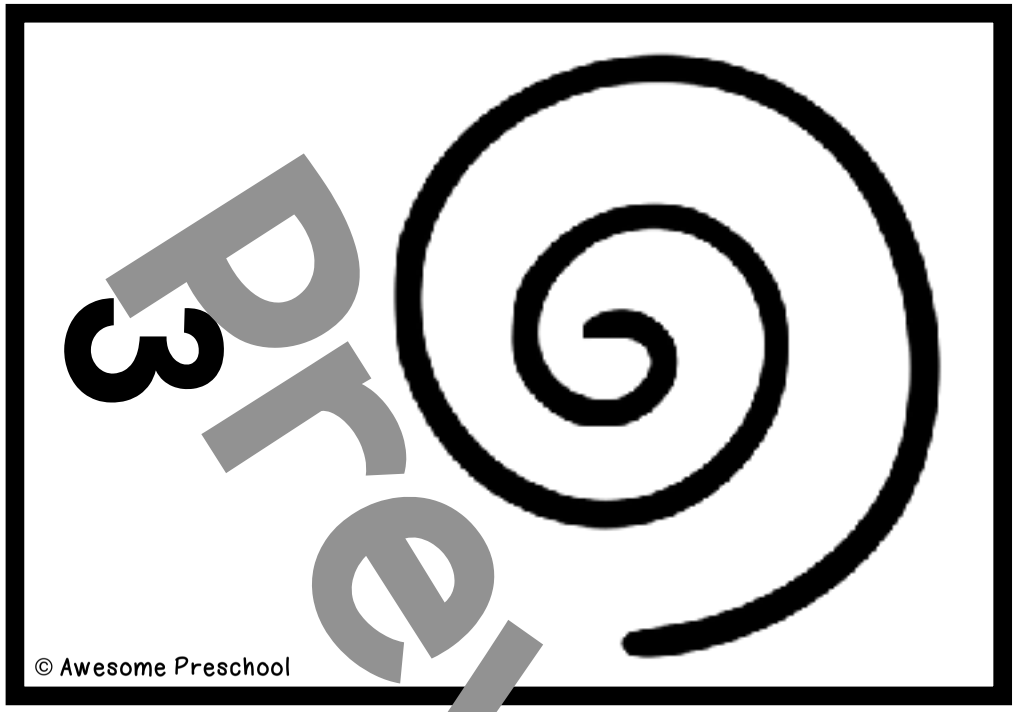
1. Print the Tracing Cards on cardstock and laminate for durability.
2. Print copies of the Recording Sheet matching your students' developmental levels:
    - Level 1 (Guided Tracing): Features dotted/gray pre-writing lines and shape outlines in each numbered box for guided tracing.
    - Level 2 (Independent Drawing): Features empty numbered boxes for students to reproduce the line or shape independently from memory/observation.
3. Place or tape the 8 numbered cards at eye level around the classroom.

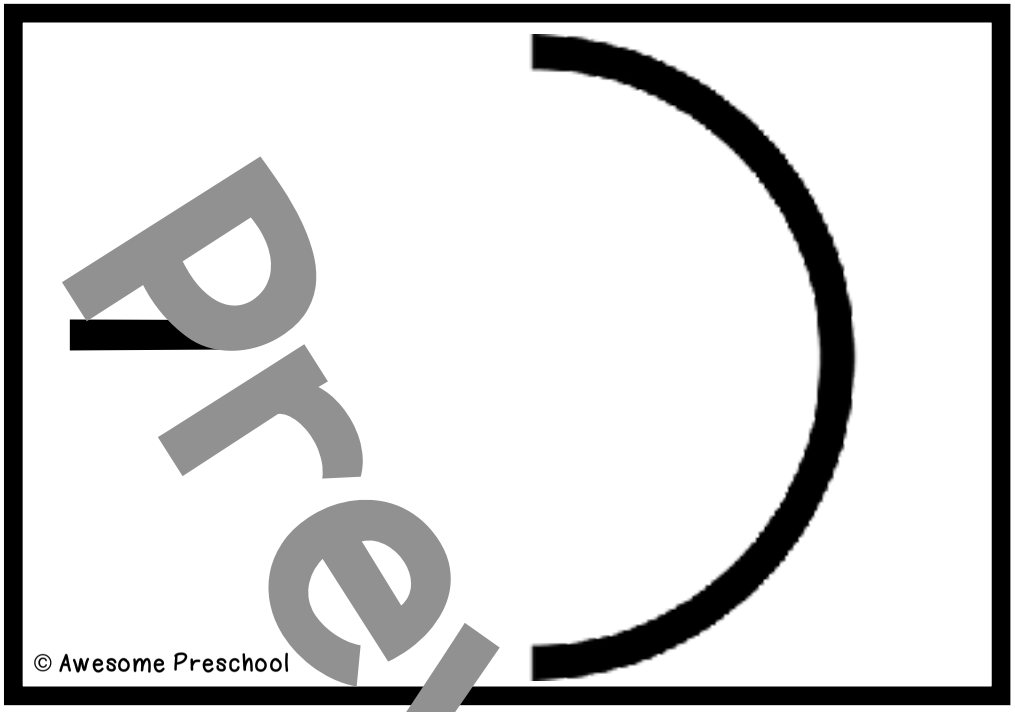
How to Play / Use

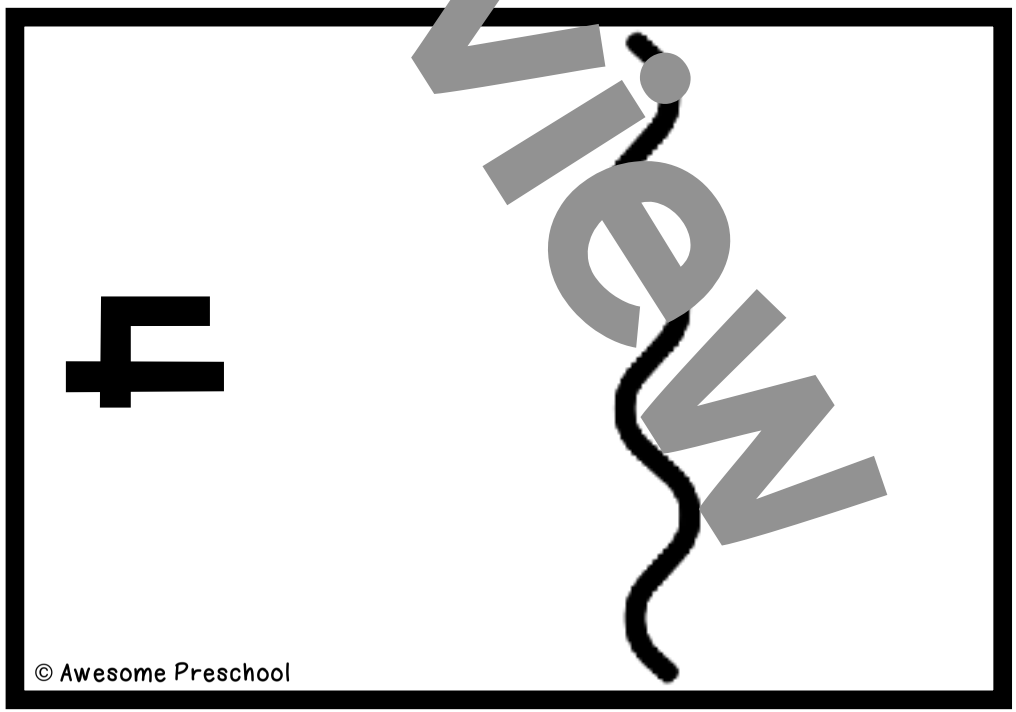
1. Explore: Provide each student with a clipboard, their differentiated recording sheet, and a writing tool.
2. Students search the room to locate the numbered cards 1 through 8.
3. Match & Complete:
    - On Level 1, students find the matching box number and trace along the gray line or shape outline.
    - On Level 2, students look at the card and draw the matching line or shape in the corresponding blank box independently.
4. Review: Once all 8 boxes are completed, students return to the main table to show their work.

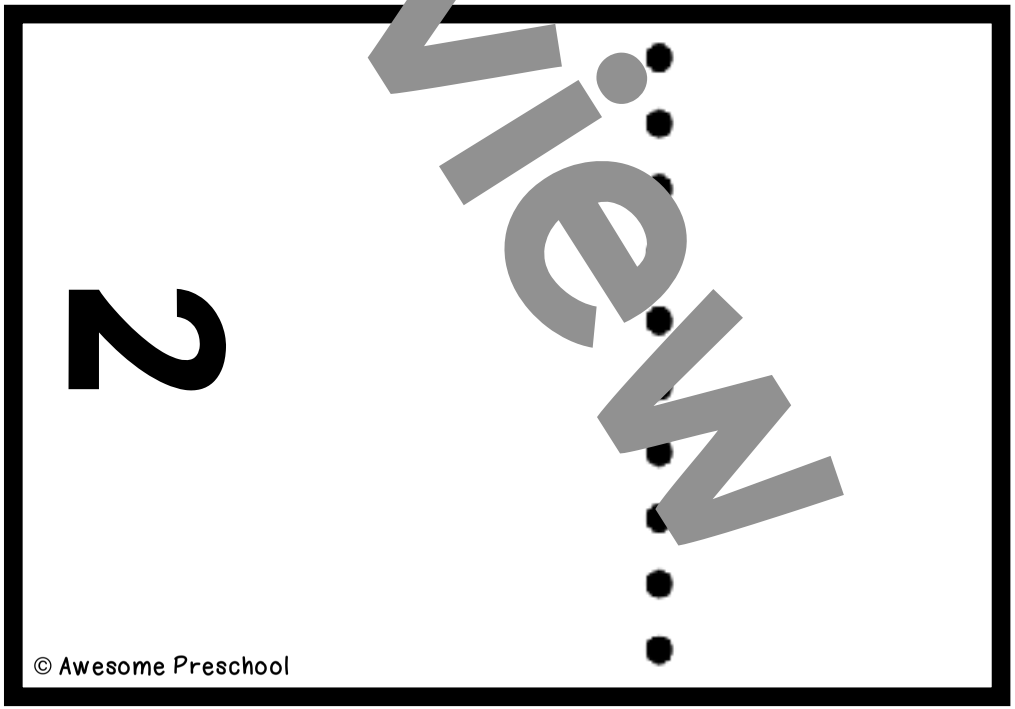
Differentiation Tips

- Support / IEP: Use Level 1 recording sheets with thick triangular crayons or adaptive grips to support pencil grasp development.
- Extension / Advanced Learners: Assign Level 2 recording sheets. Challenge students to name each shape out loud or turn their drawn shapes into pictures on the back of the page (e.g., turning a circle into a sun).


3
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1
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4
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2
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Preview

5

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6

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7

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8

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Preview
Preview

Write the Room

Name: _____

1		5	
2		6	
3		7	
4		8	

Preview
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Preview

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Write the Room

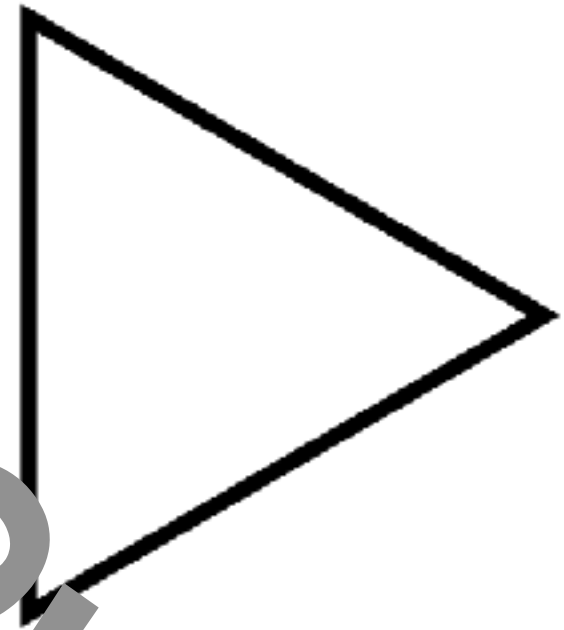
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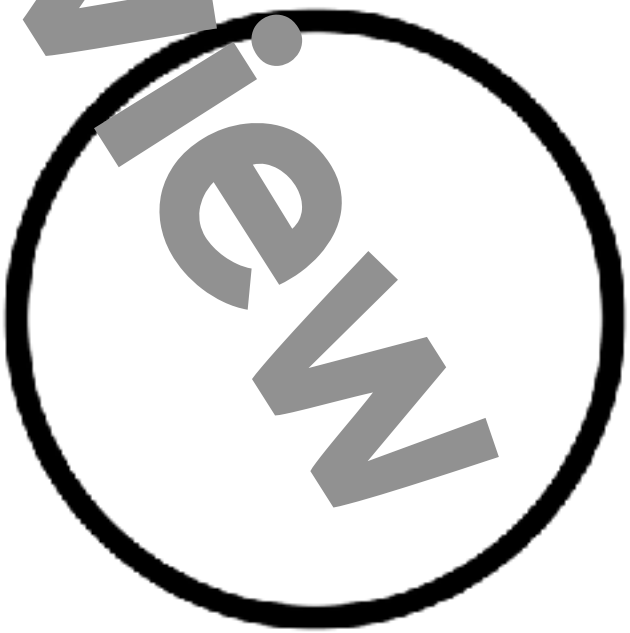
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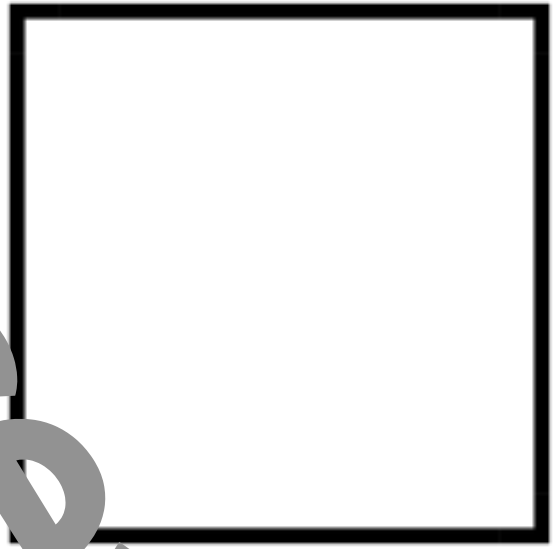
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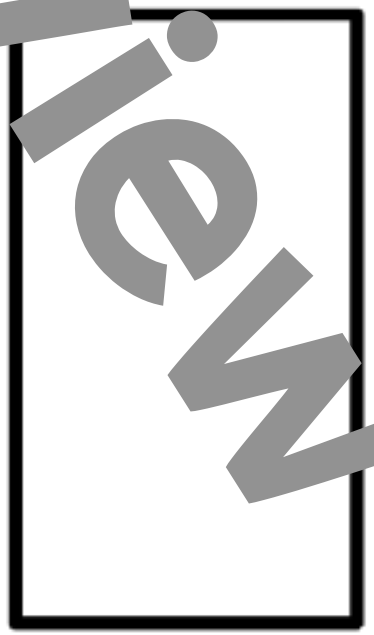
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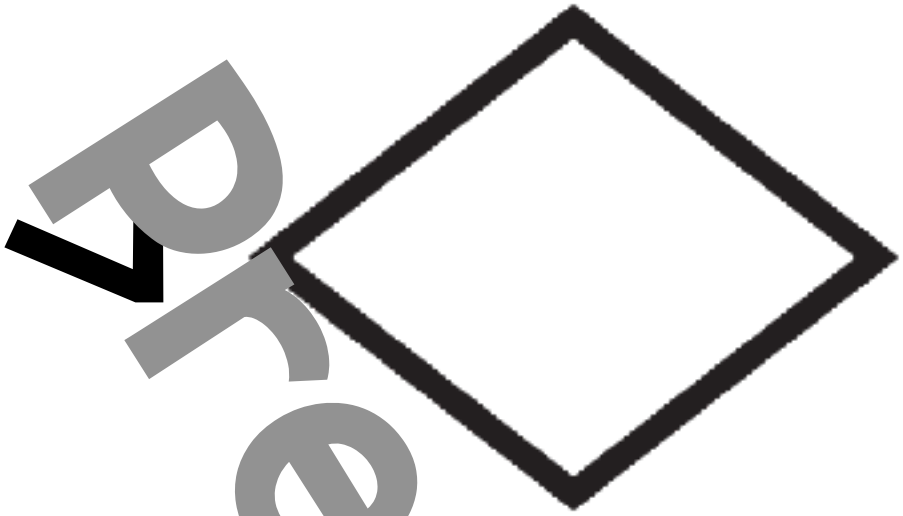
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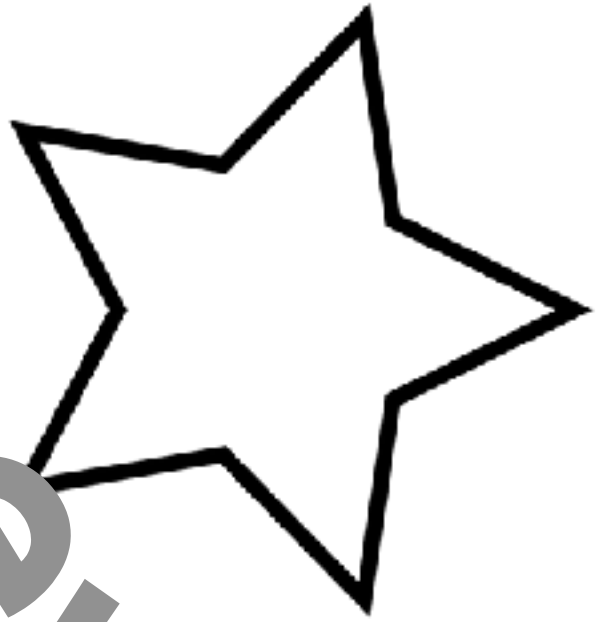
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Preview

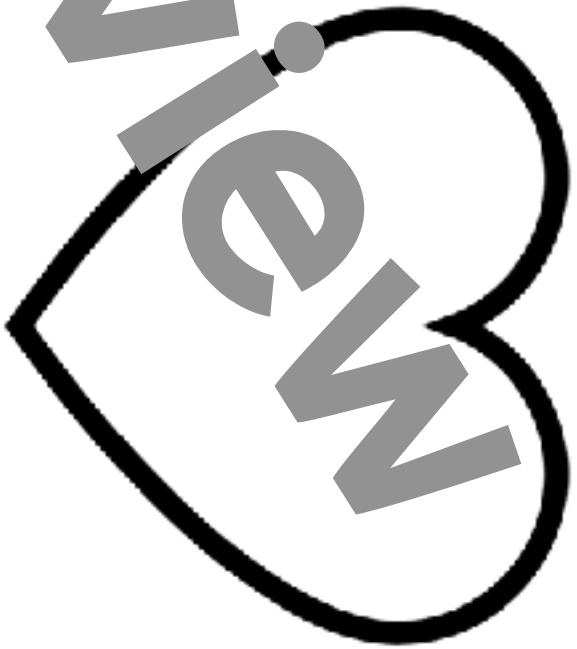
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Preview

8



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6



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Write the Room

1 	2 
3 	4 
5 	6 
7 	8 

Preview
Preview

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Name: _____

Write the Room

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