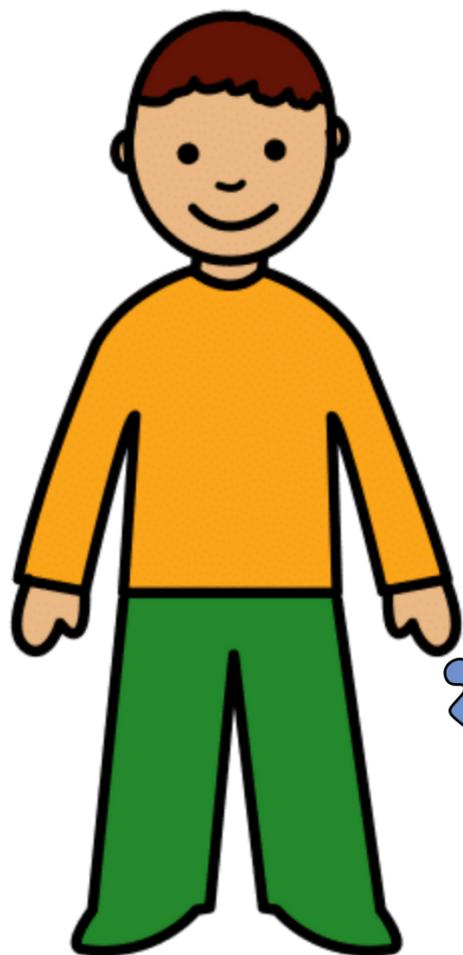
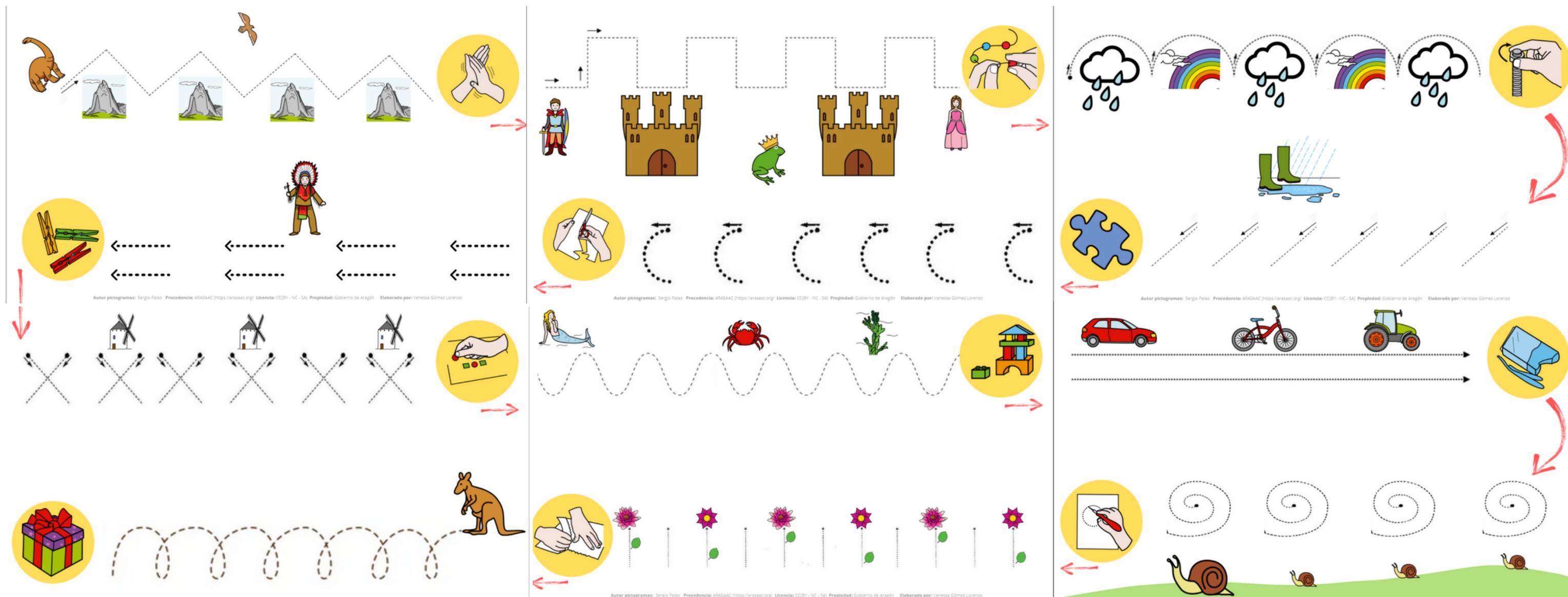


# PANEL DE GRAFOMOTRICIDAD con actividades



# MONTAJE Y ORDEN DEL PANEL

El panel está pensado para trabajar en conjunto las seis láminas a modo de circuito, pero también se puede trabajar de forma individual cada una. Ambas opciones, podrán desarrollarse en horizontal -sobre la mesa o el suelo - o en vertical, colocándolo en la pared o en un soporte.



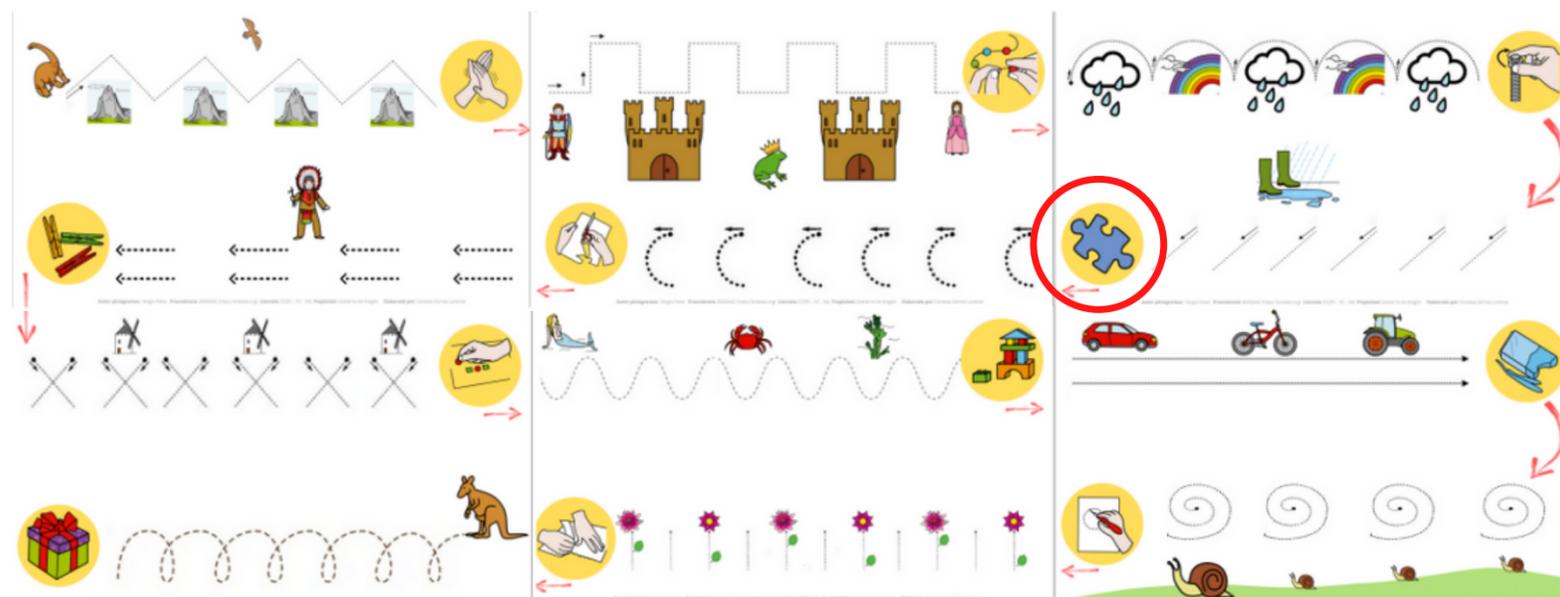
# ¿CÓMO TRABAJAMOS EL PANEL?

Aunque el objetivo principal de esta actividad es trabajar la grafomotricidad, vamos a desarrollar otras funciones como son la memoria, la atención, la motricidad fina, autoinstrucciones...etc.

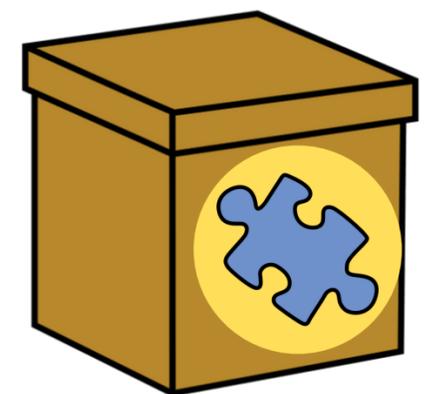
En la presentación del material al niño/a por primera vez, nuestro papel va a ser primordial para mostrarle qué tiene que hacer y cómo lo debe realizar para poder llegar a la caja sorpresa. Haremos el recorrido dando el modelo a la vez que acompañamos con explicaciones verbales; de esta forma, conseguiremos que el alumno/a vaya adquiriendo la autonomía suficiente para completar la actividad.

Recomiendo plastificar las láminas del panel para poder darles más de un uso sin que se estropeen.

Los materiales de cada "caja/actividad", los podemos colocar alrededor del panel o a cierta distancia, para que el alumno/a tenga que desplazarse hasta la zona donde estén ubicados y de esa forma tenga que memorizar la imagen que tiene que buscar en la caja correspondiente a la casilla donde ha llegado.



Autor pictogramas: Sergio Palao Procedencia: ARASAAC (<https://arasaac.org/>) Licencia: CC(BY - NC - SA) Propiedad: Gobierno de Aragón Elaborado por: Vanessa Gómez Lorenzo



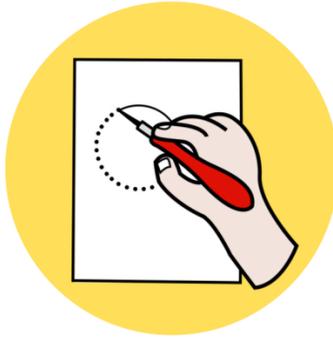
## **PANEL COMPLETO (6 láminas en conjunto)**

Unimos las 6 láminas en el orden que se indica en la página anterior. Explicamos al alumno/a (a la vez que recorremos el trazo con nuestro dedo) el sentido que debe seguir en el circuito (para ello, nos ayudamos de las flechas rojas). Cuando llegamos al círculo amarillo, nos indicará la actividad que tenemos que realizar a través de un pictograma. El alumno/a hace la actividad (con o sin desplazamiento) y vuelve de nuevo al panel para seguir con el circuito. En la casilla final encontrará la "caja sorpresa", donde incluiremos un refuerzo positivo y significativo para el niño/a , partiendo de sus intereses.

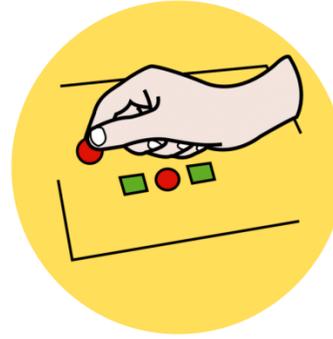
## **LÁMINAS INDIVIDUALES**

En esta opción, podemos trabajar todo el panel con el mismo niño/a presentándole lámina a lámina, o por ejemplo con un grupo o la clase entera, creando diferentes rincones o puestos de trabajo, en el que un pequeño grupo tiene que completar una lámina. Para finalizar la actividad se puede dar como recompensa al trabajo realizado una caja sorpresa por lámina, o que todos los grupos unan las láminas a modo de "puzzle" y la caja sorpresa sea para todos.

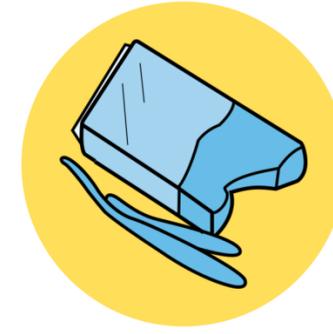
Las actividades de las cajas se pueden adaptar en función de las características de cada niño. Al final del documento, comparto algunos modelos de las tarjetas/instrucciones que van a encontrar al abrir cada caja.



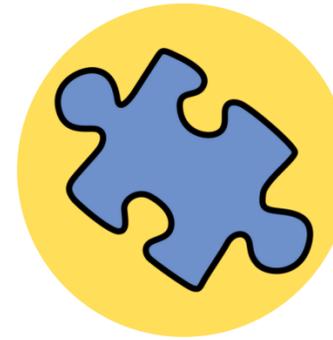
PICAR CON PUNZÓN



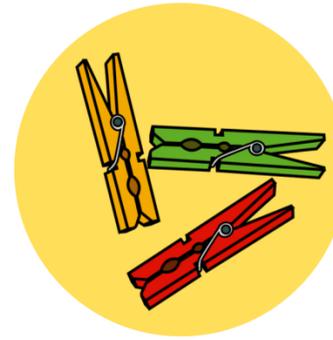
SERIE CON GOMETES



MOLDEAR PLASTILINA



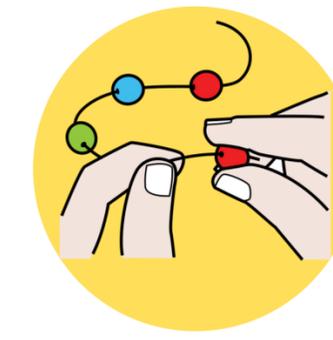
MONTAR UN PUZZLE



COLOCAR PINZAS



REPRODUCIR CON PALMAS



ENSARTAR BOLAS



CONSTRUCCIONES



RASGAR TIRAS DE PAPEL



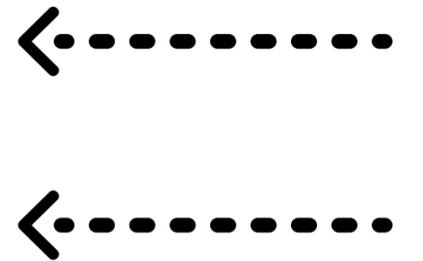
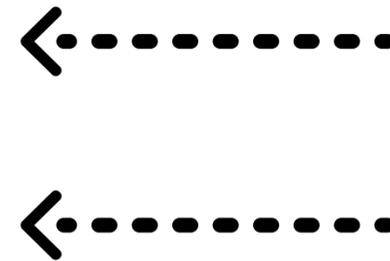
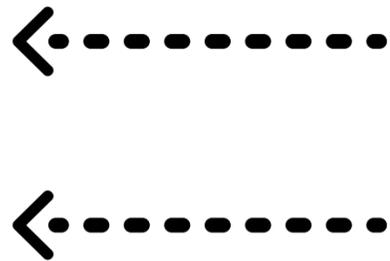
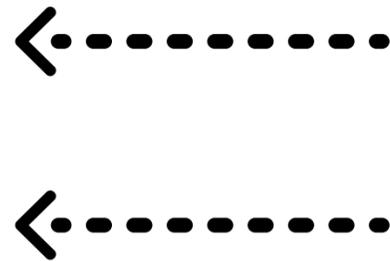
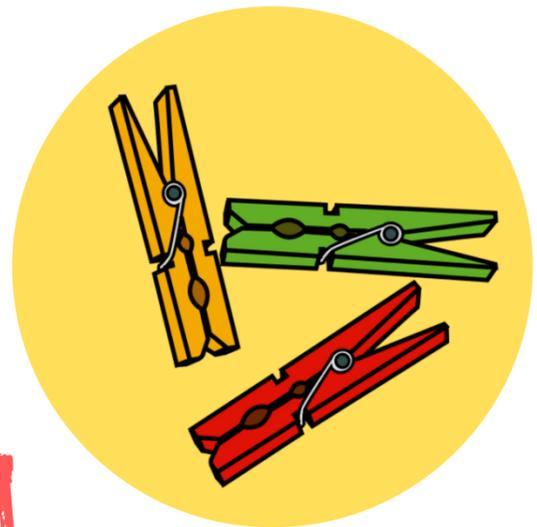
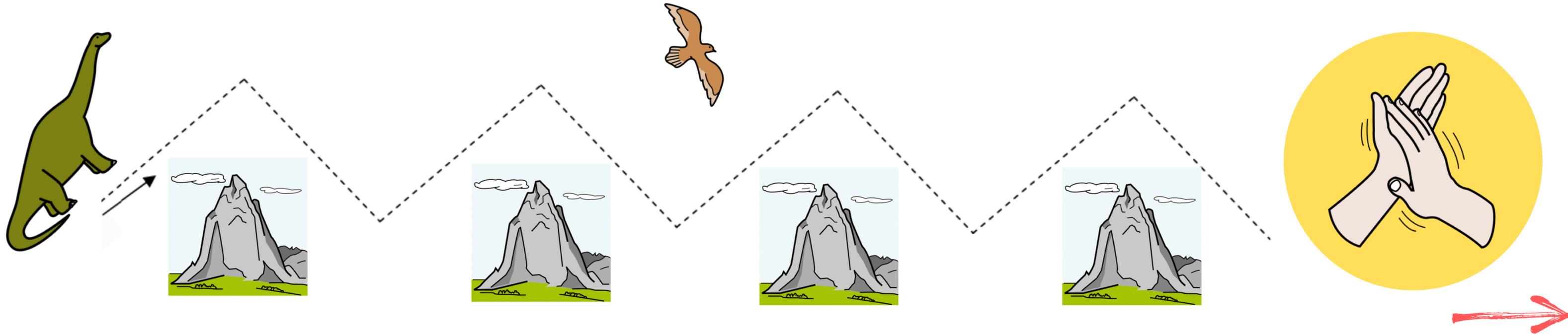
ENROSCAR TORNILLOS

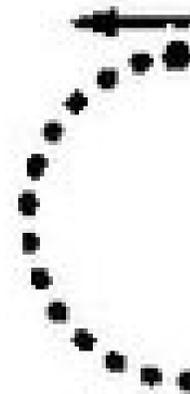
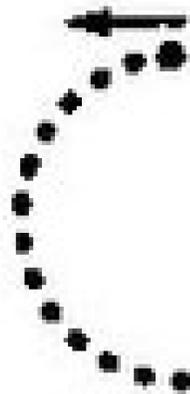
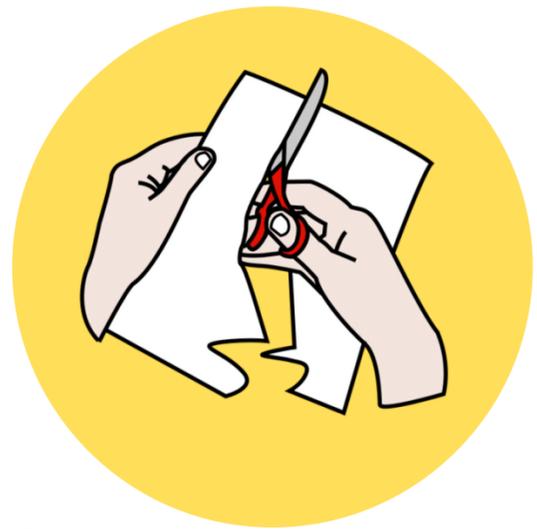
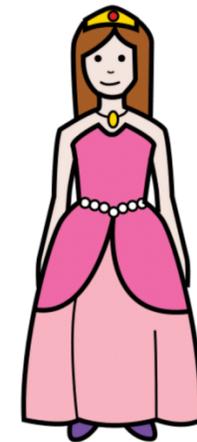
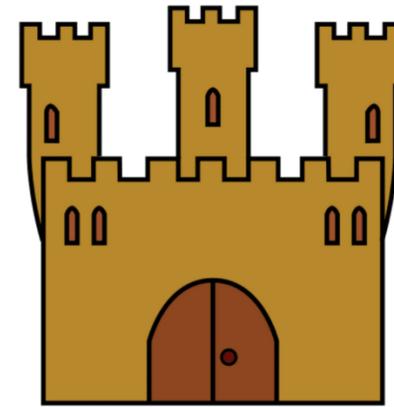
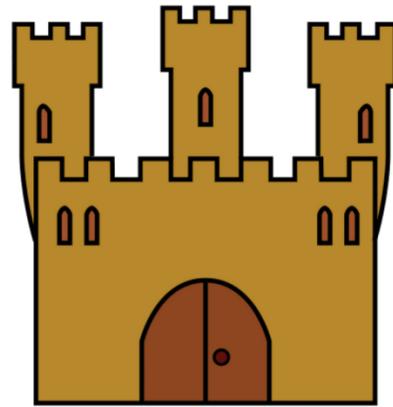
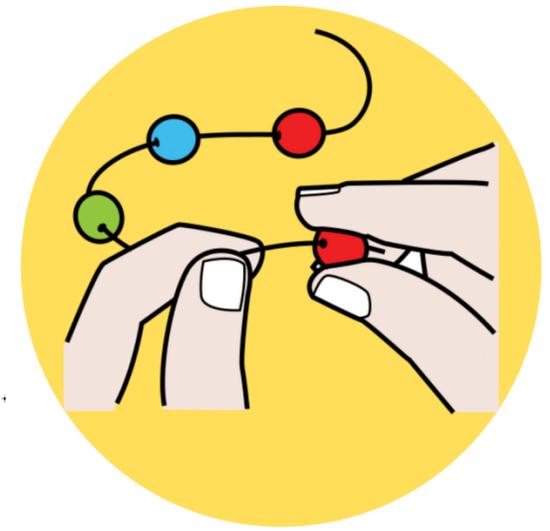


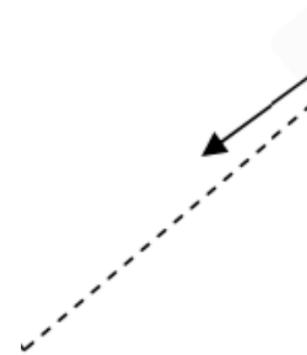
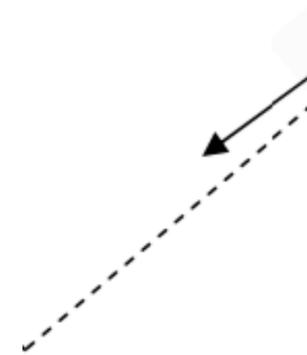
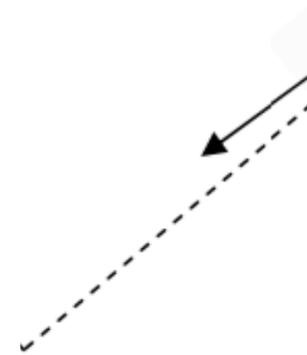
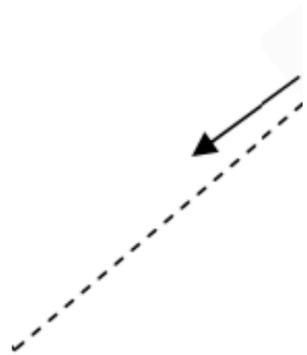
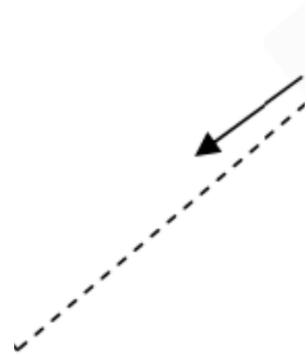
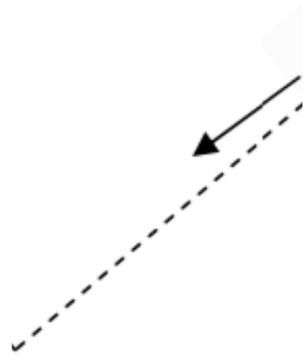
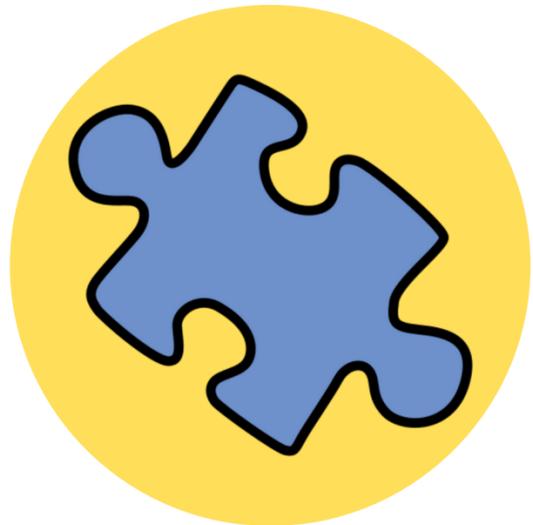
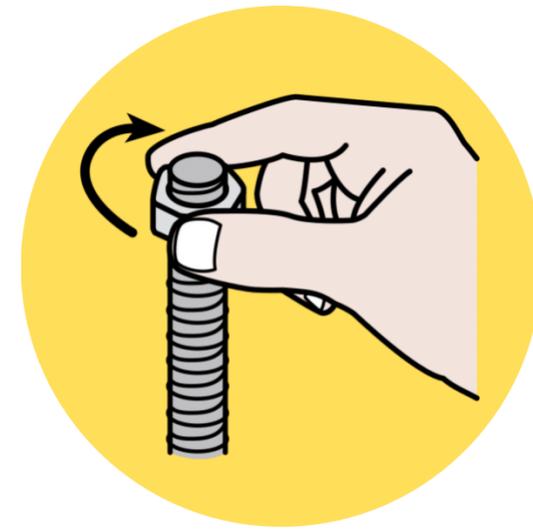
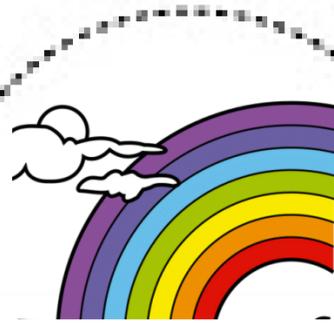
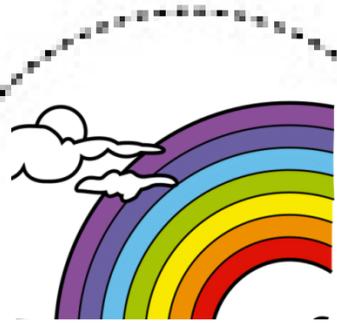
RECORTAR CON TIJERAS

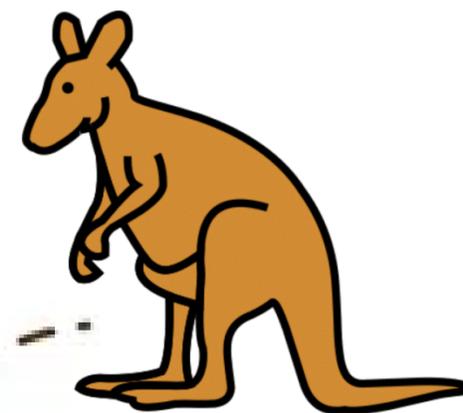
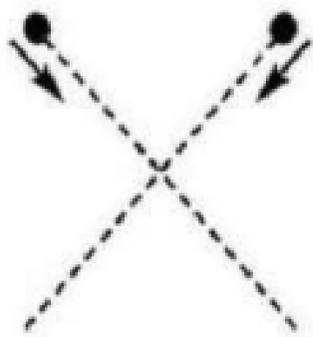
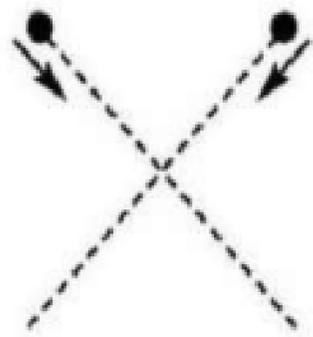
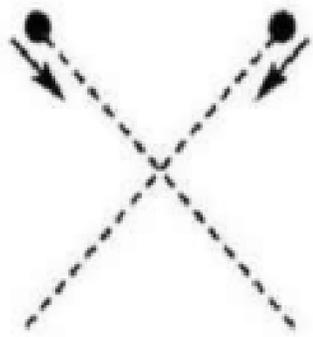
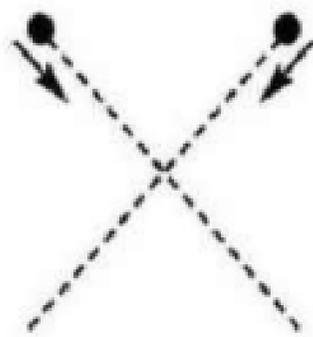
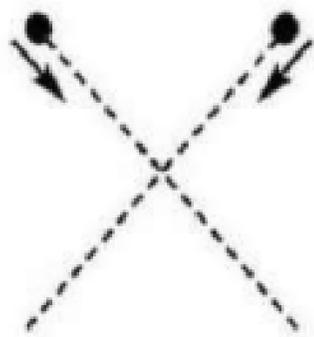
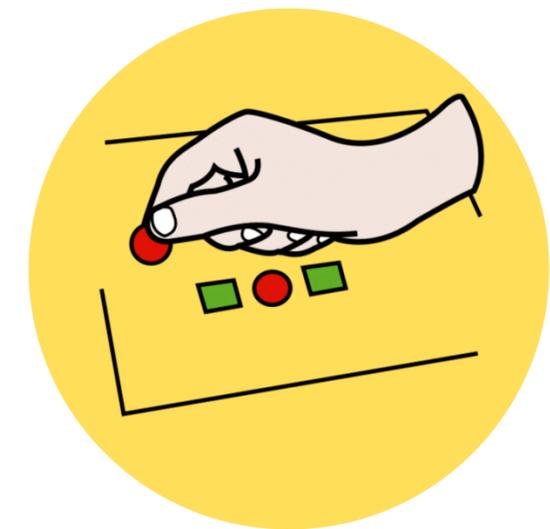


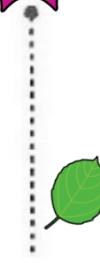
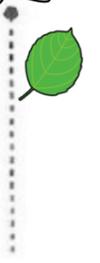
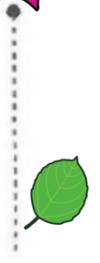
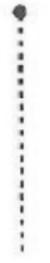
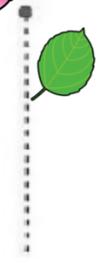
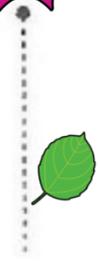
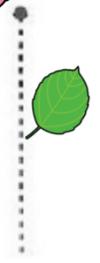
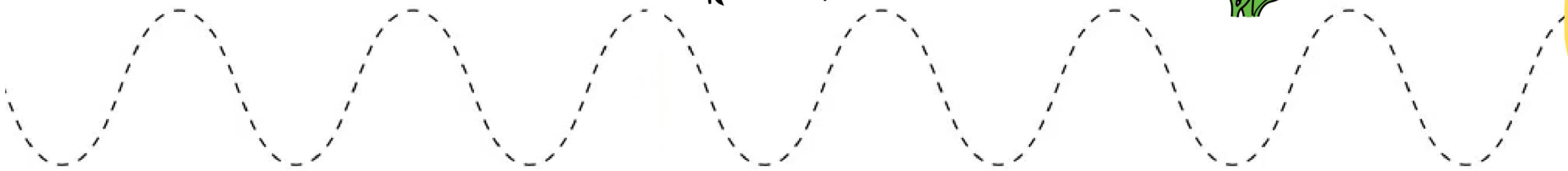
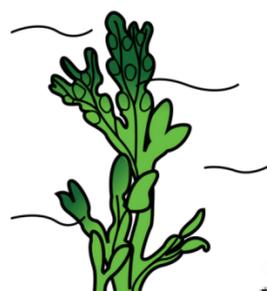
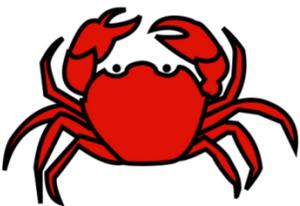
¡SORPRESA!

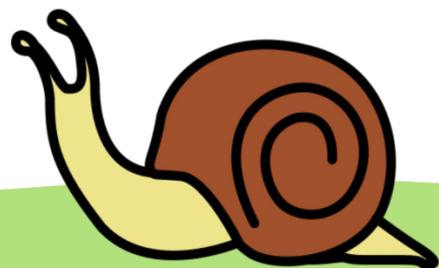
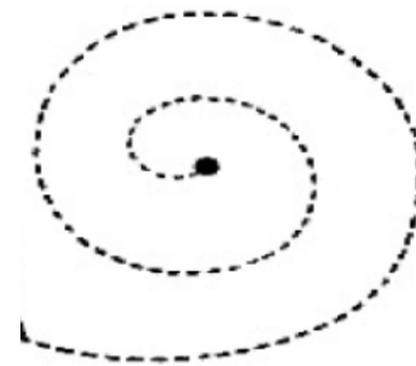
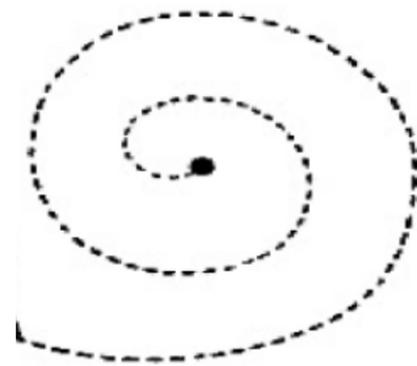
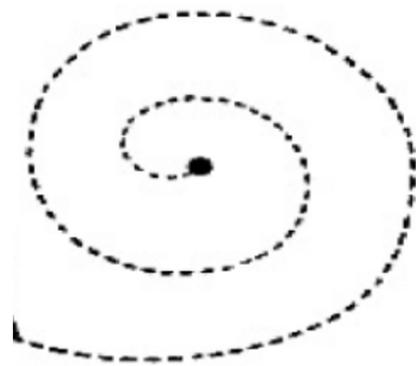
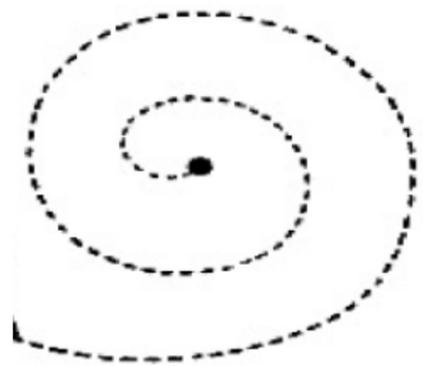
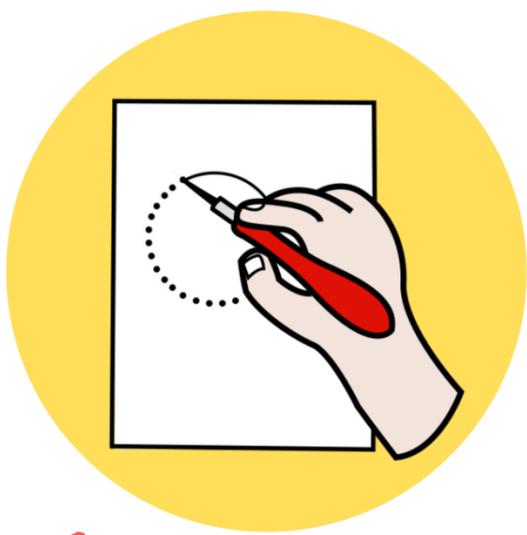
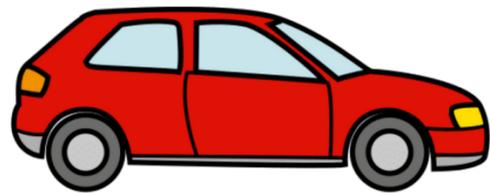




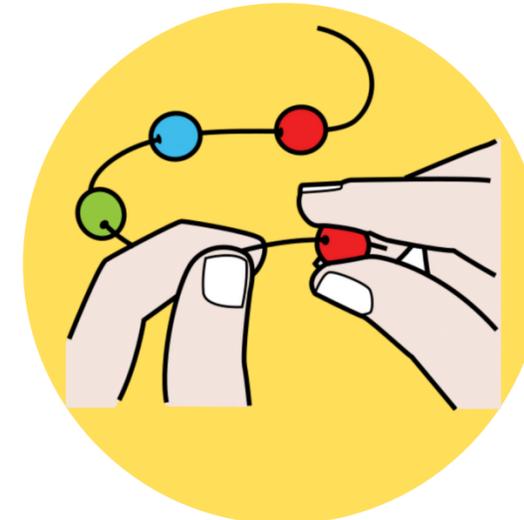
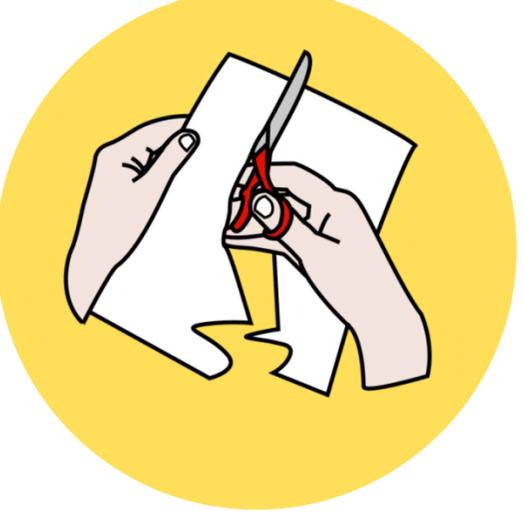
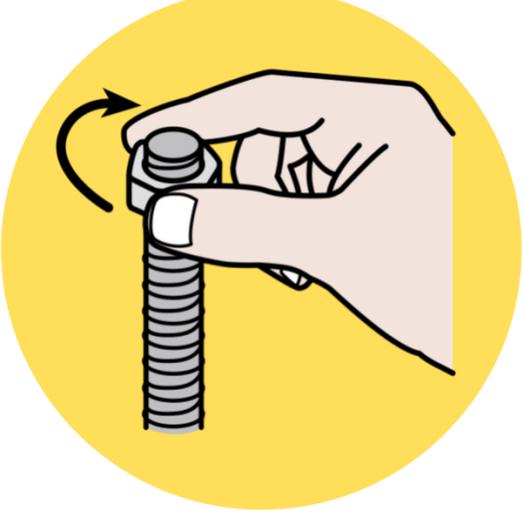
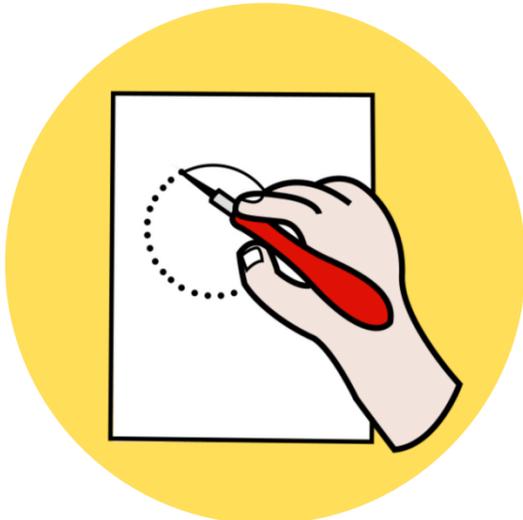
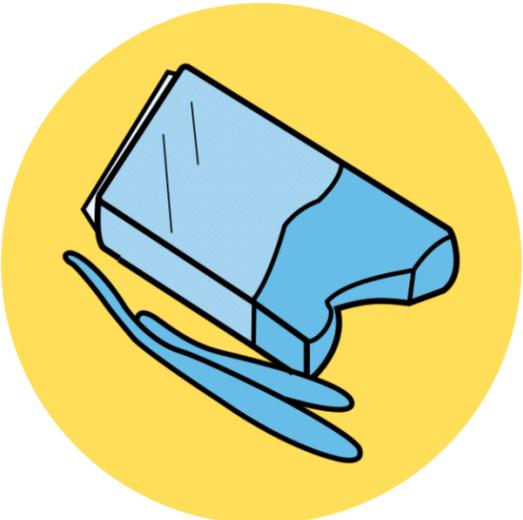
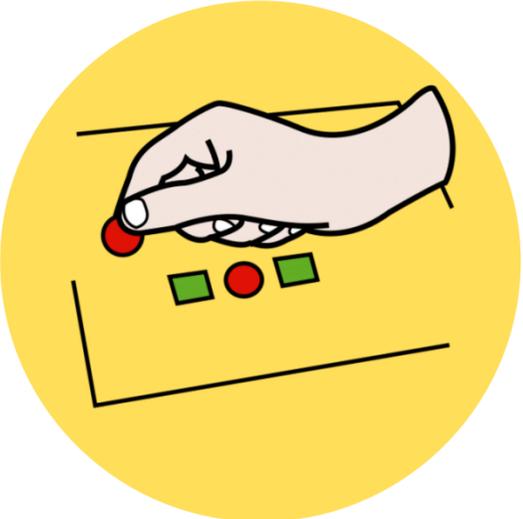
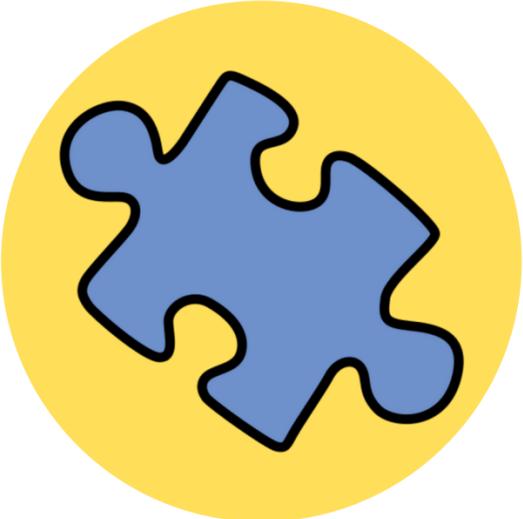
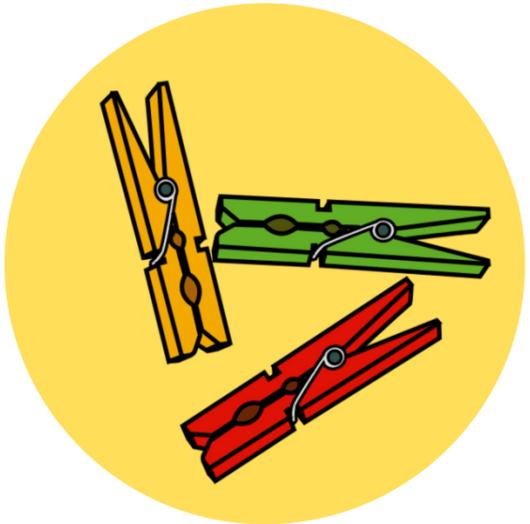
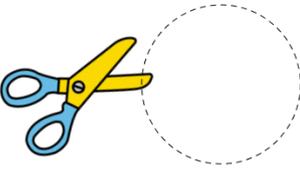


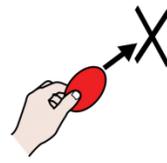




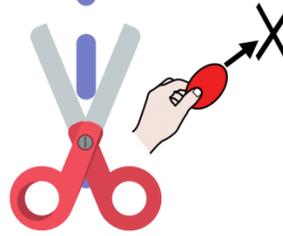
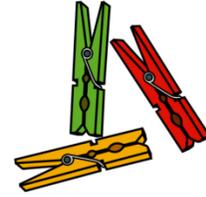


# ETIQUETAS PARA LAS CAJAS CON ACTIVIDADES

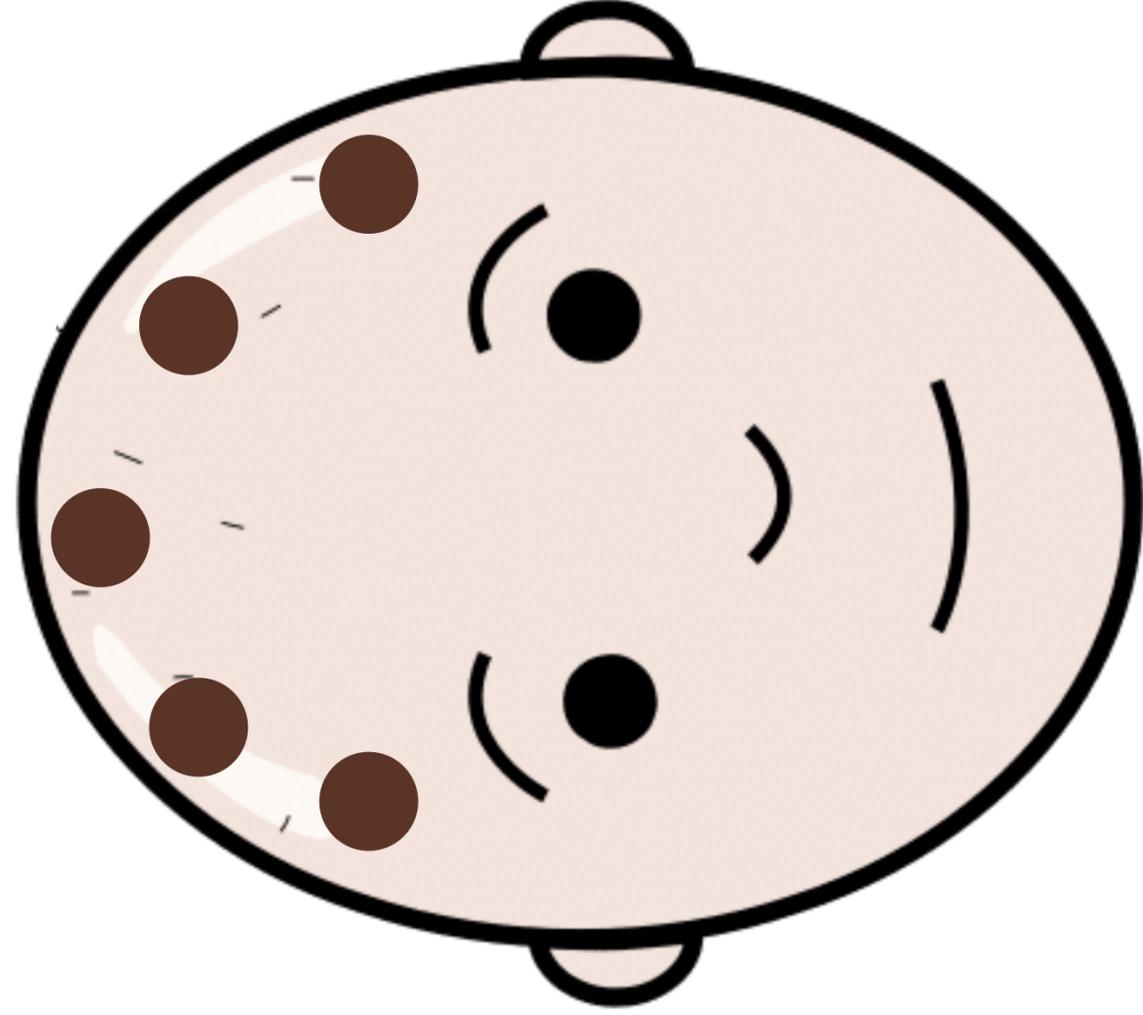
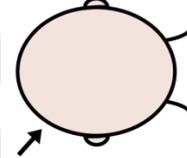
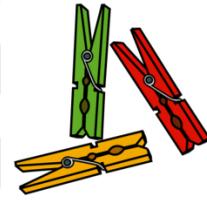


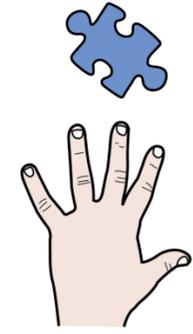


COLOCA LAS PINZAS EN EL ERIZO

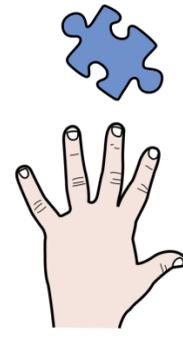
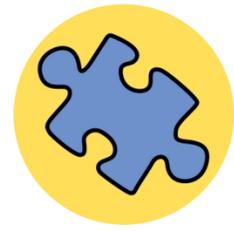
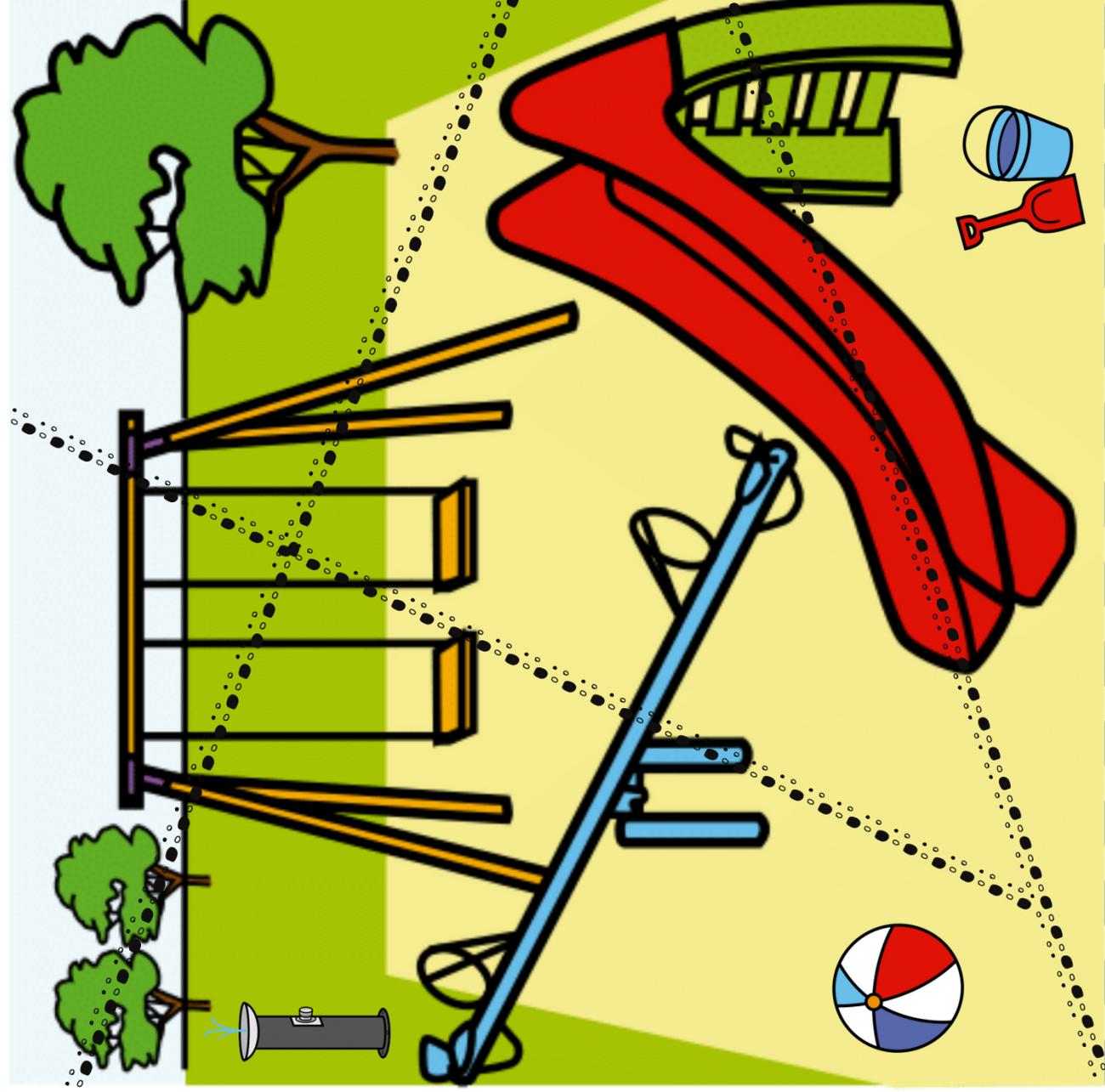


COLOCA LAS PINZAS EN LA CABEZA DEL NIÑO

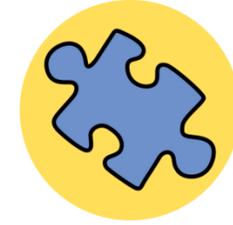
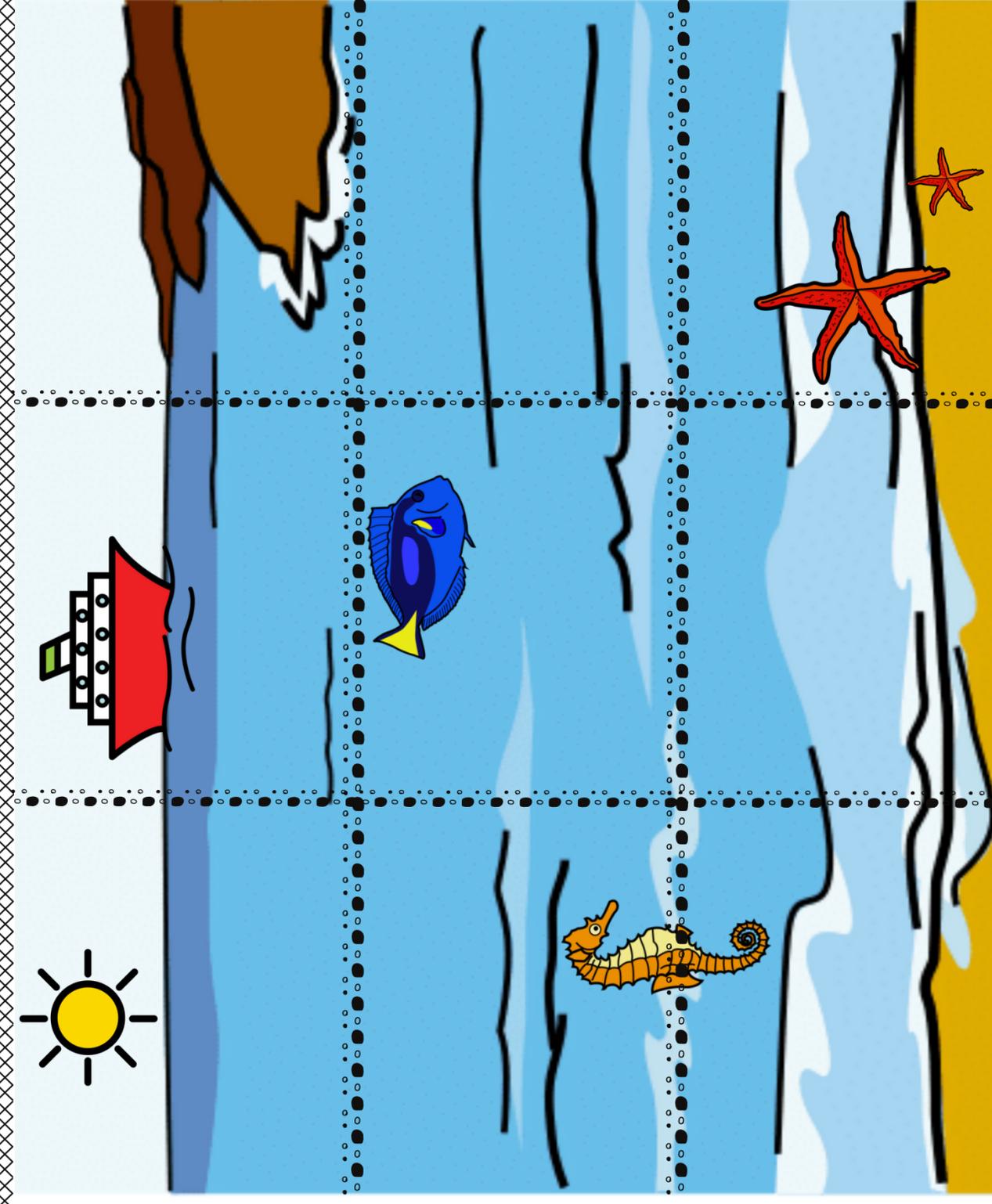


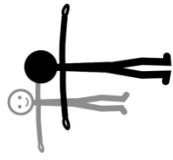


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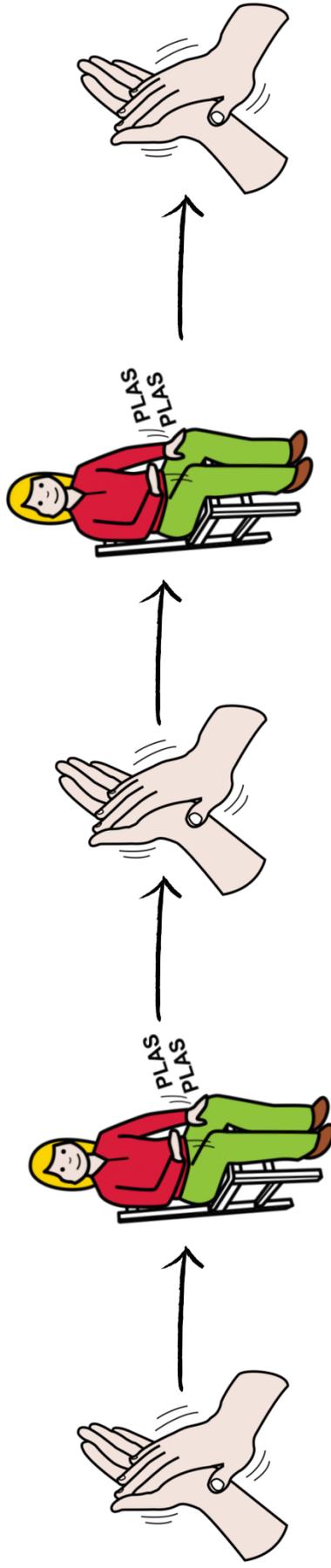


COMPLETA EL PUZZLE

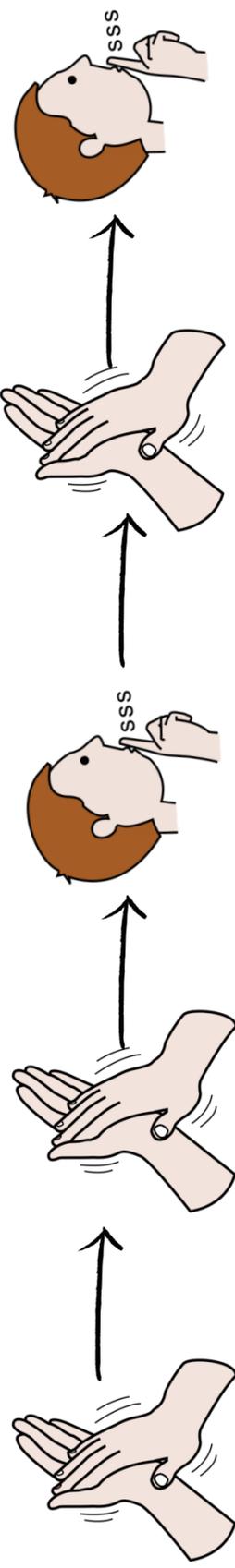


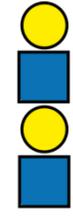
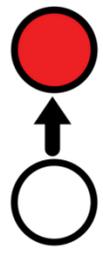


# IMITA CON PALMADAS

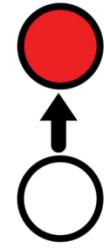
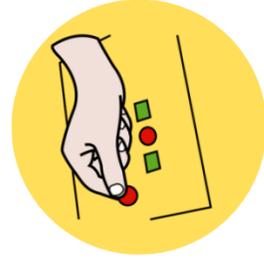
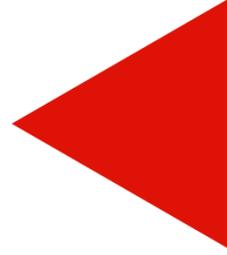


# IMITA CON PALMADAS

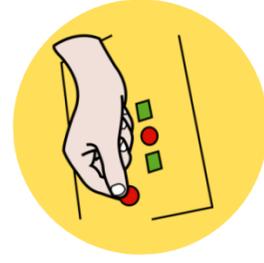
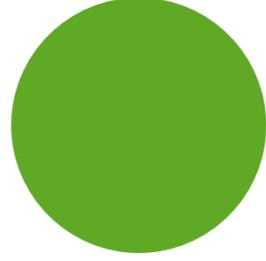
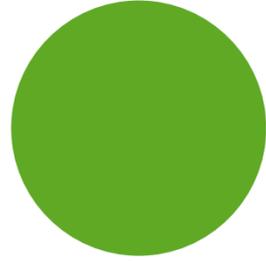


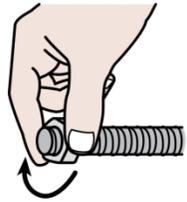


CONTINÚA LA SERIE CON GOMETS

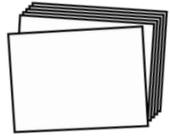
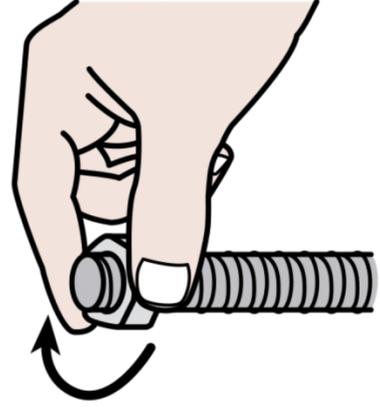
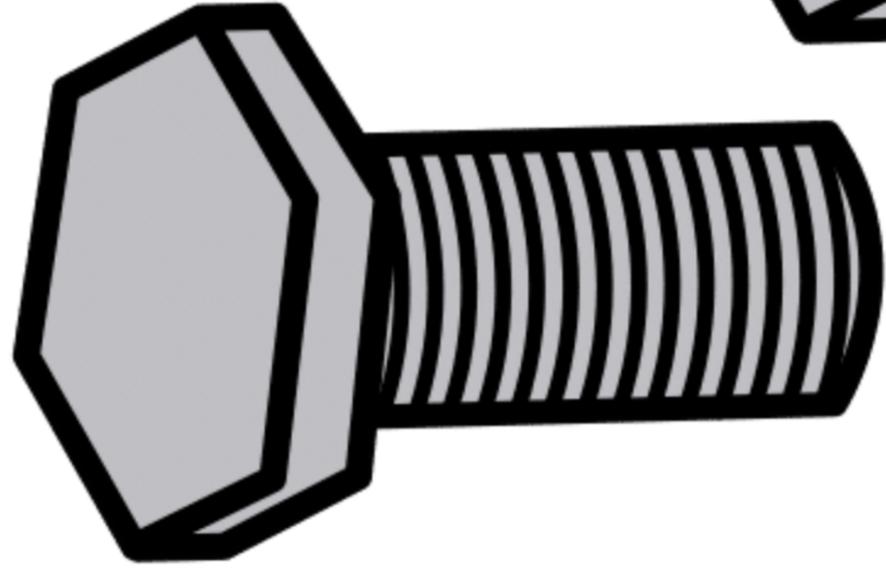


CONTINÚA LA SERIE CON GOMETS



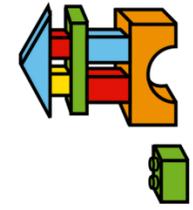


ENROSCA CADA TORNILLO CON SU TUERCA

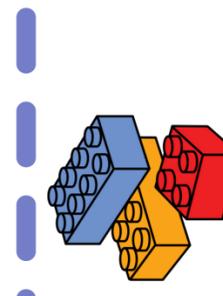
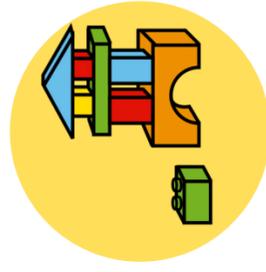
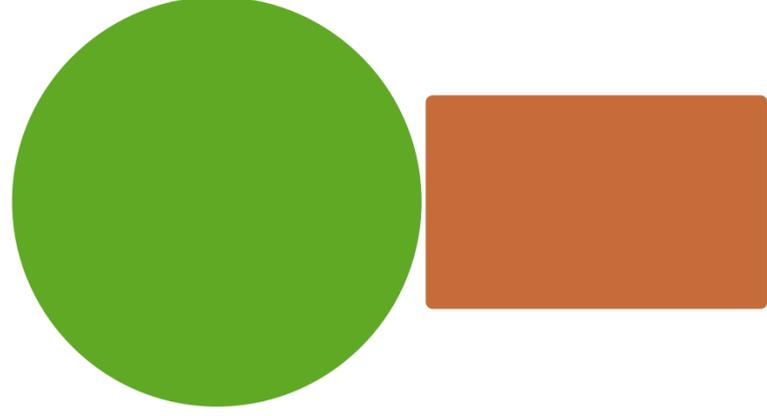
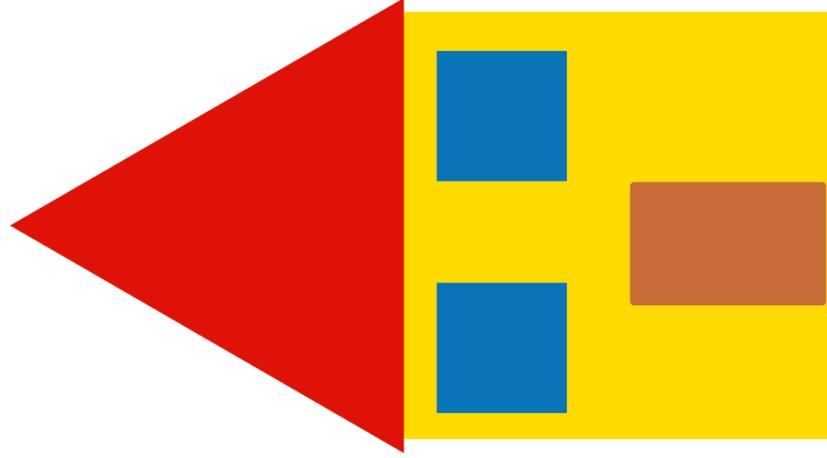
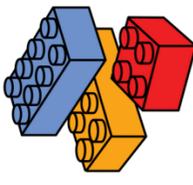


RASGA LOS PAPELES CON LAS MANOS

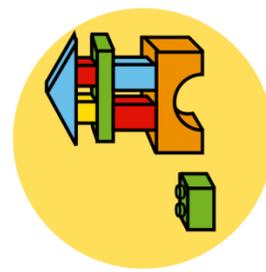
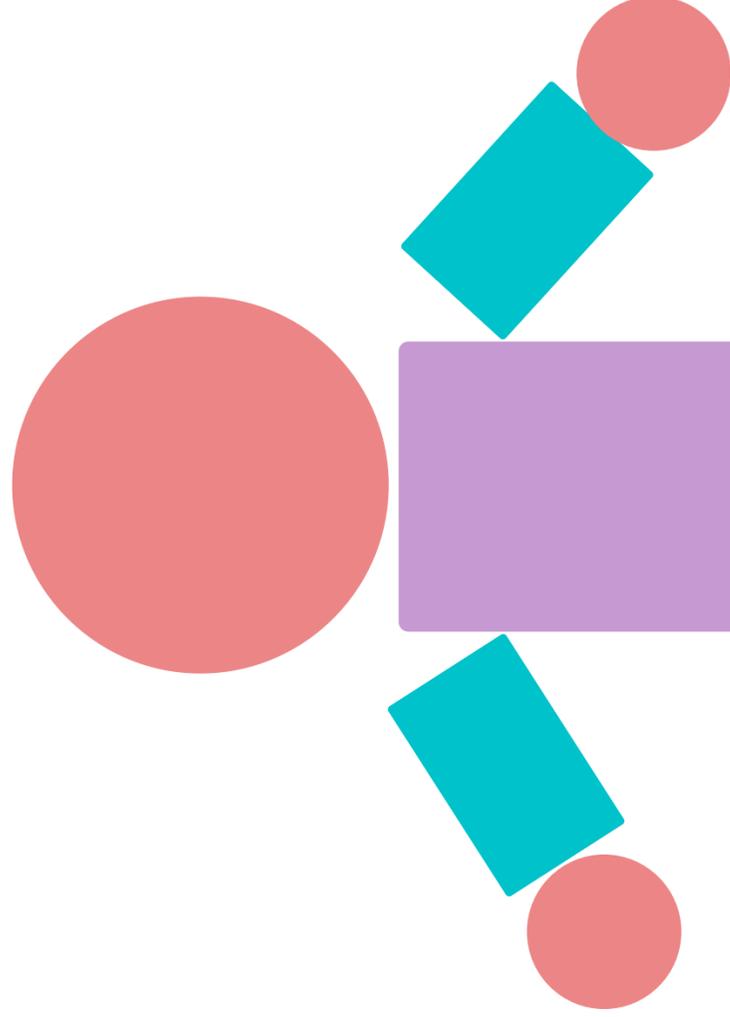


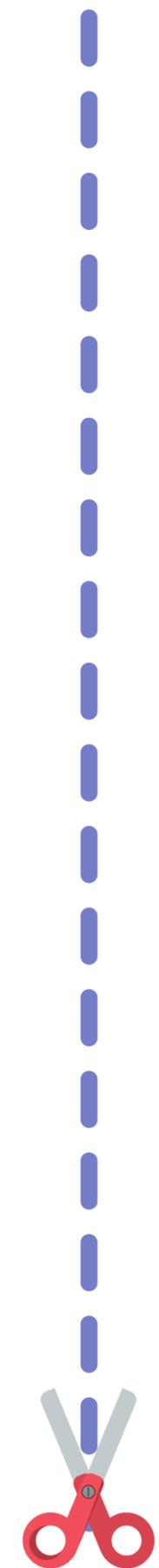
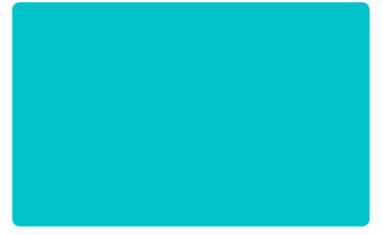
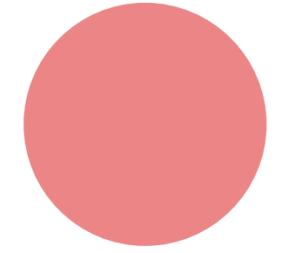
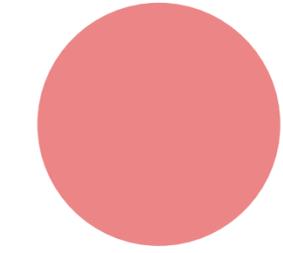
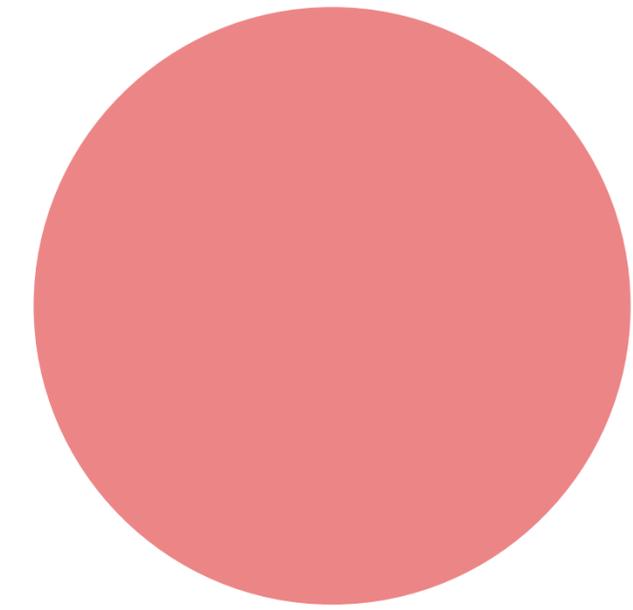
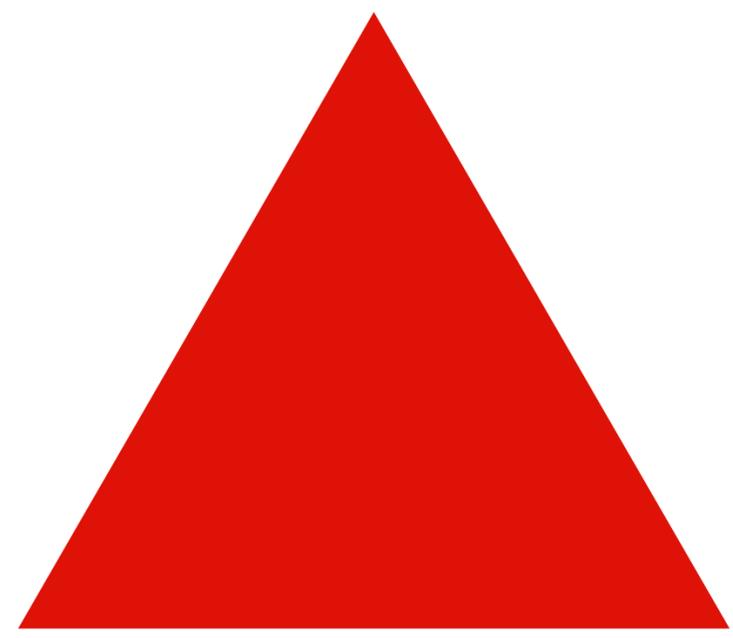
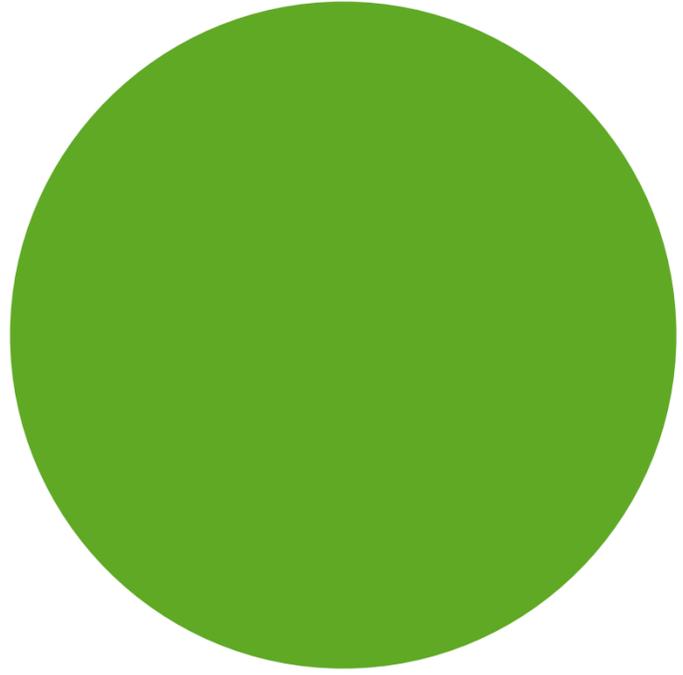


CONSTRUYE ESTA FIGURA CON LAS PIEZAS



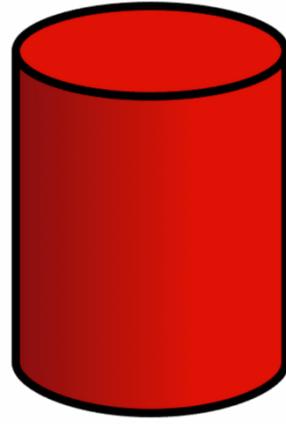
CONSTRUYE ESTA FIGURA CON LAS PIEZAS



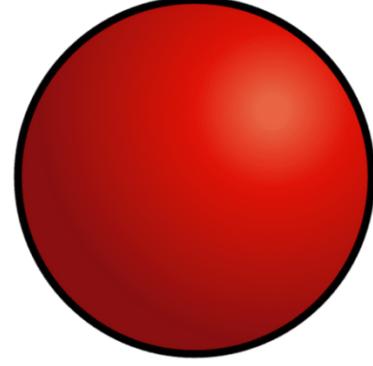




AMASA LA PLASTILINA Y HAZ ESTAS FIGURAS



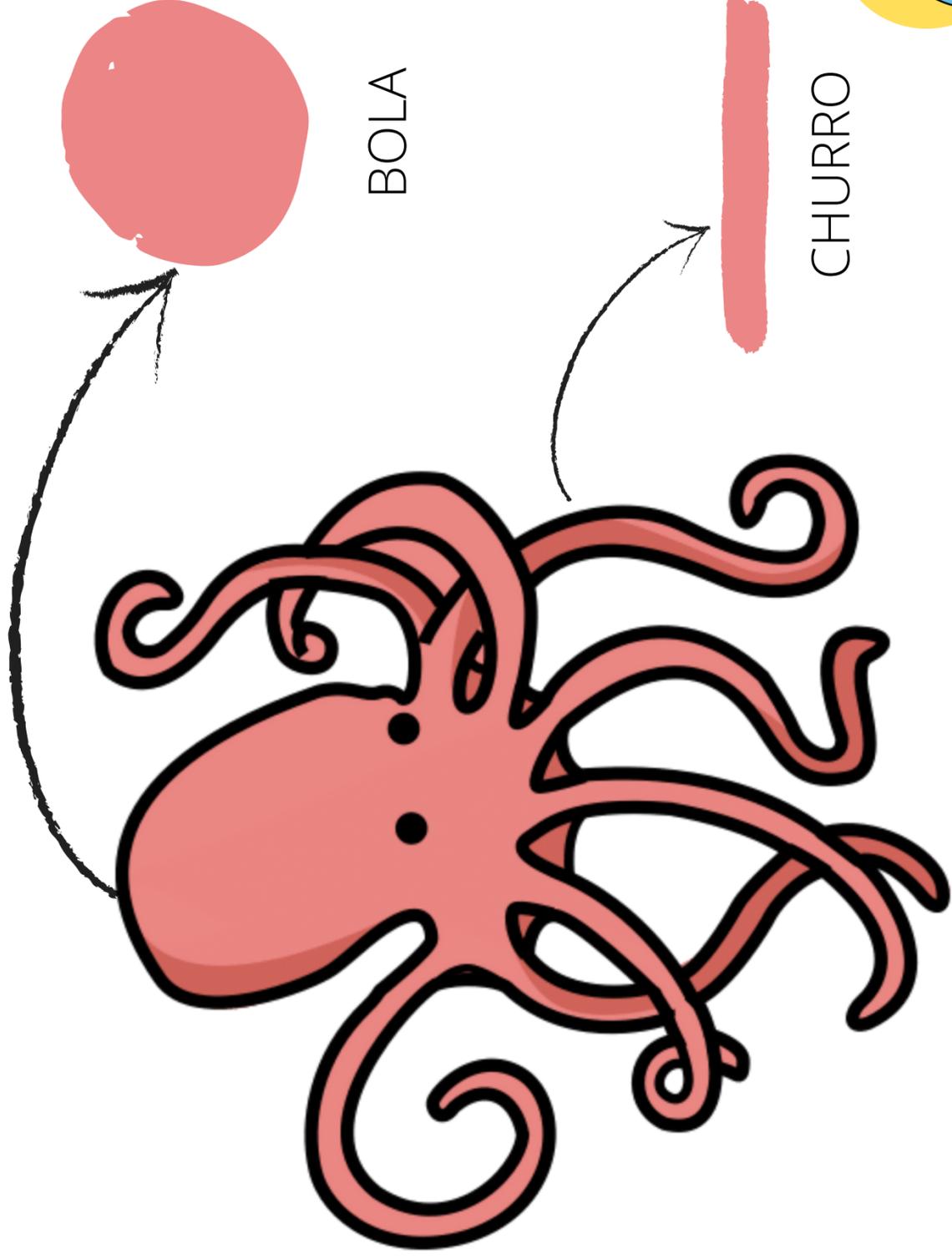
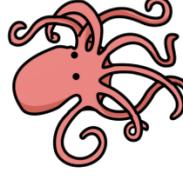
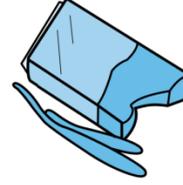
CHURRO



BOLA



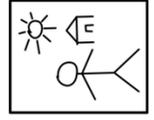
AMASA LA PLASTILINA Y HAZ ESTA FIGURA



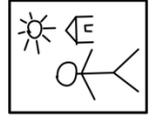
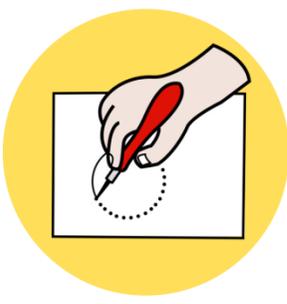
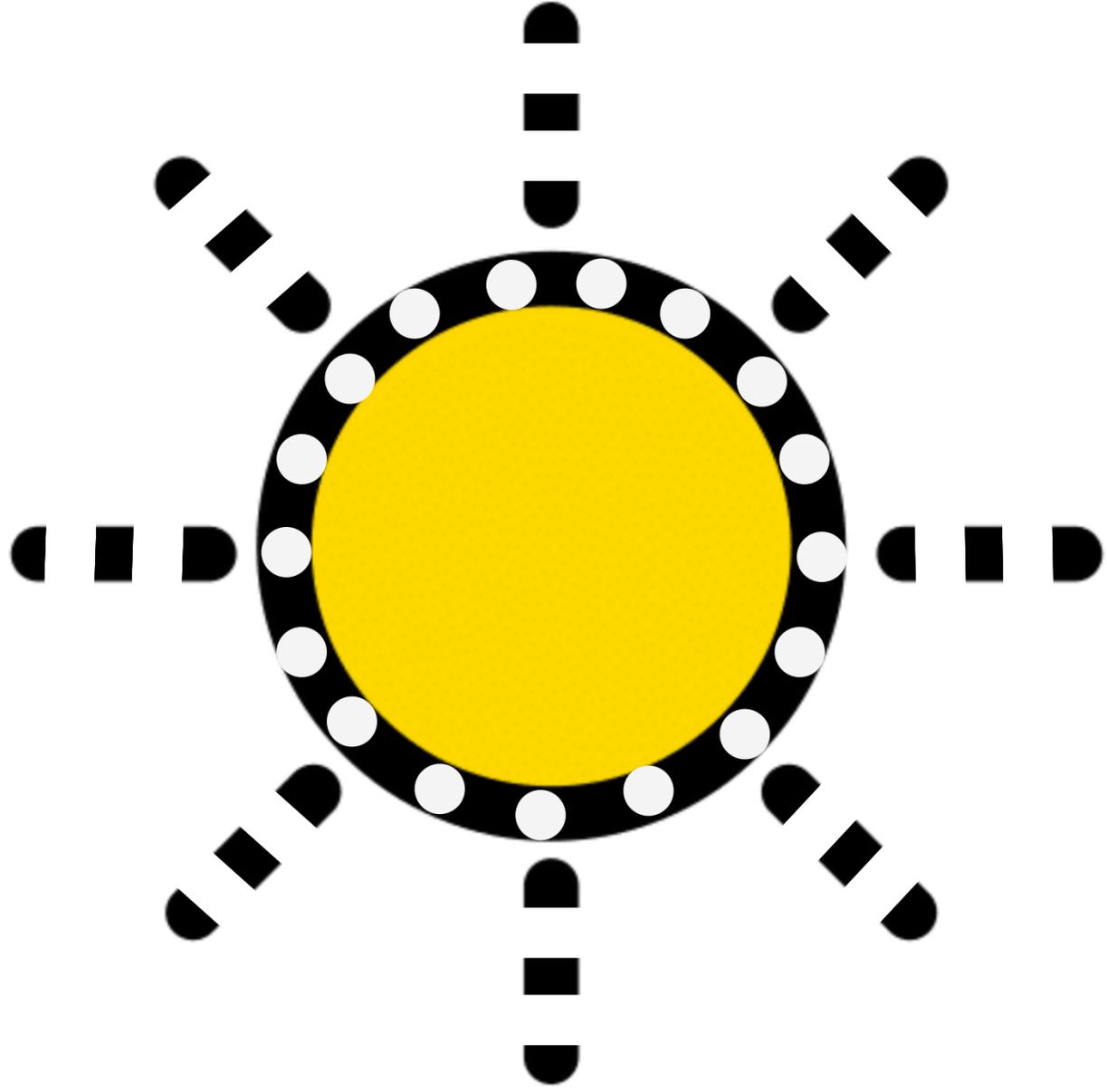
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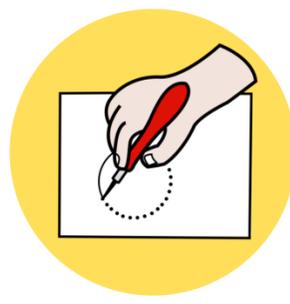
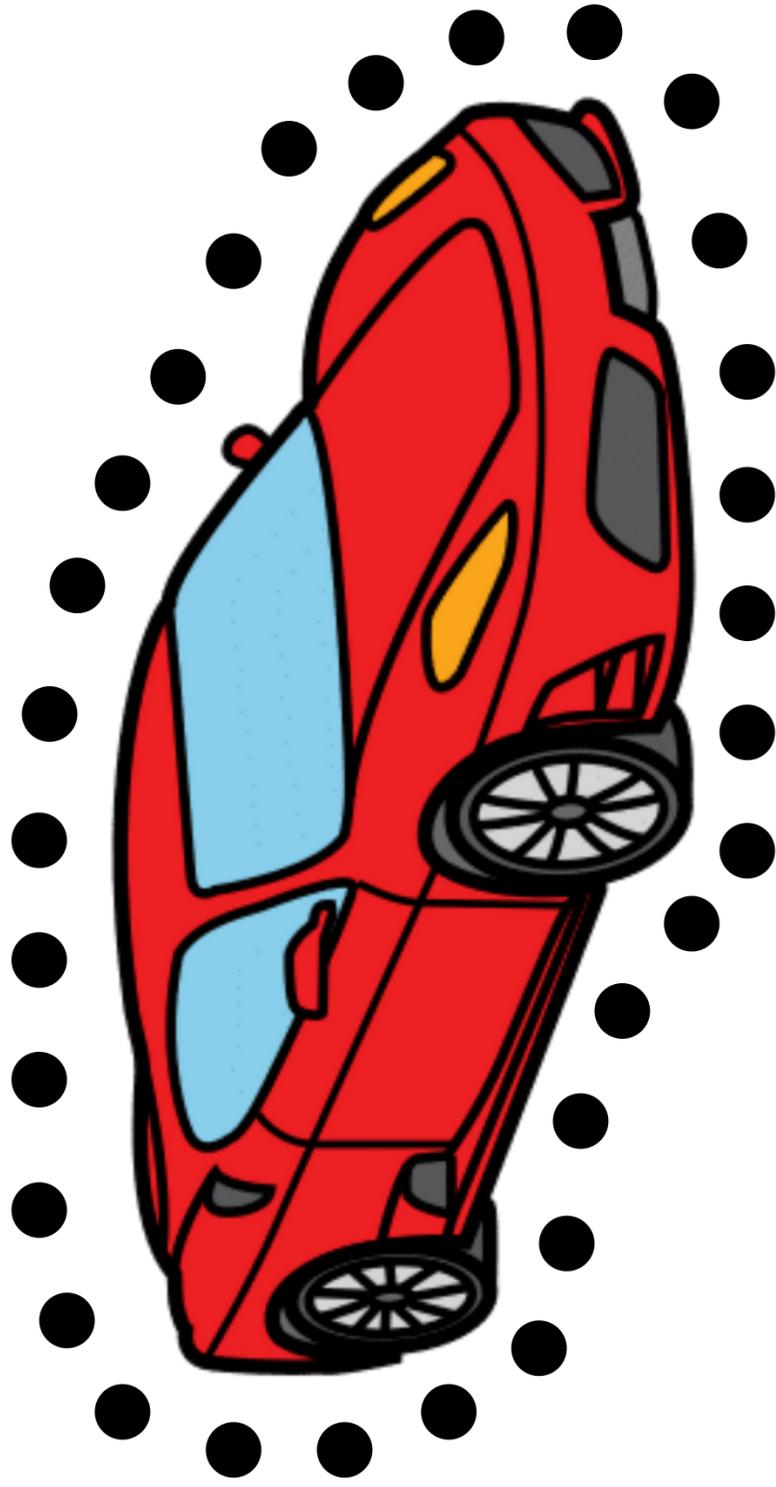


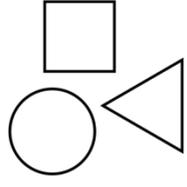
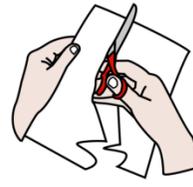


PICA EL CONTRONO DEL DIBUJO CON EL PUNZÓN

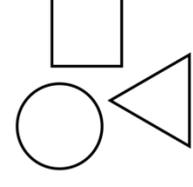
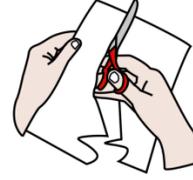
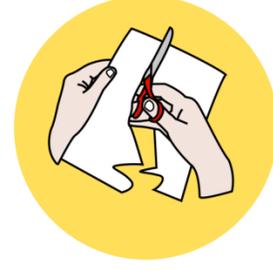
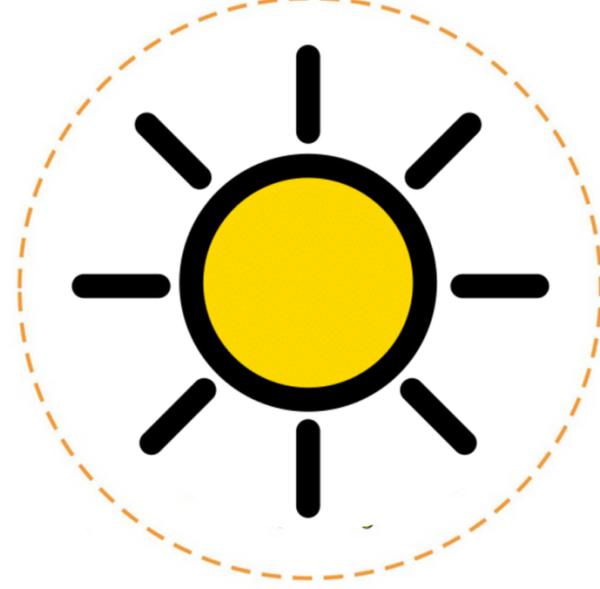
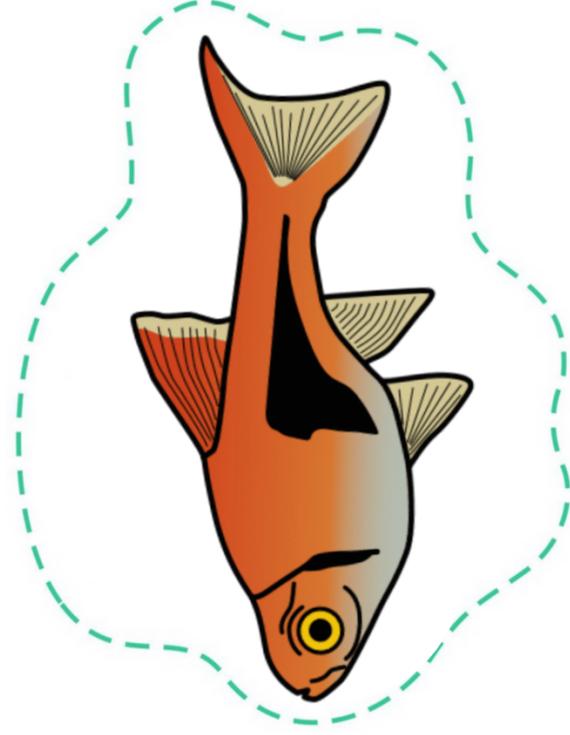
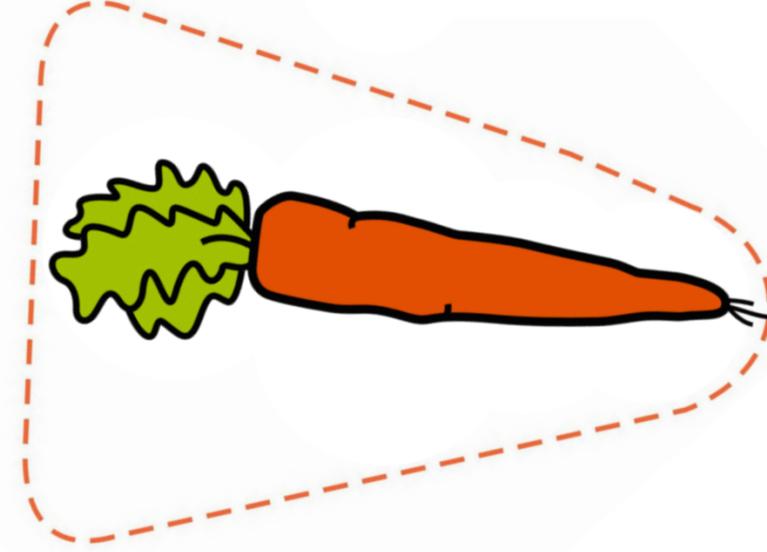


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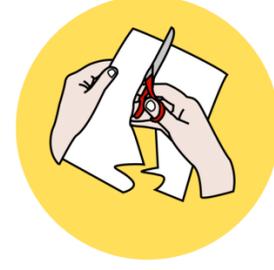
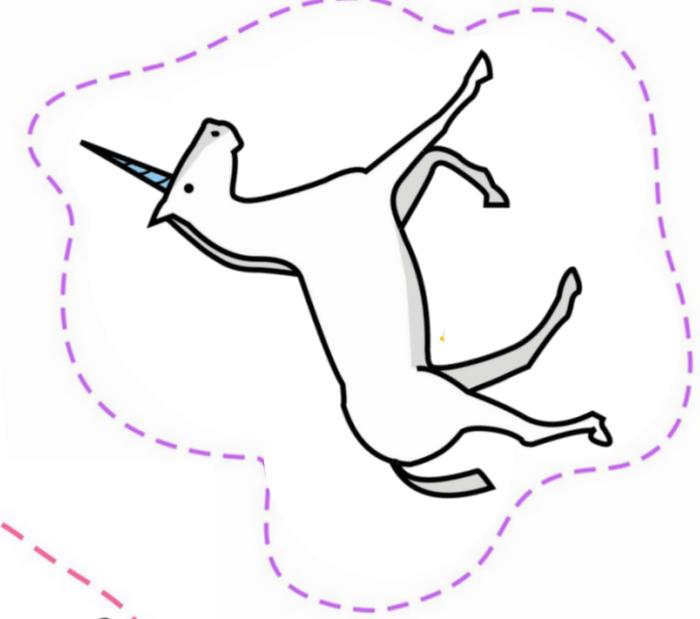
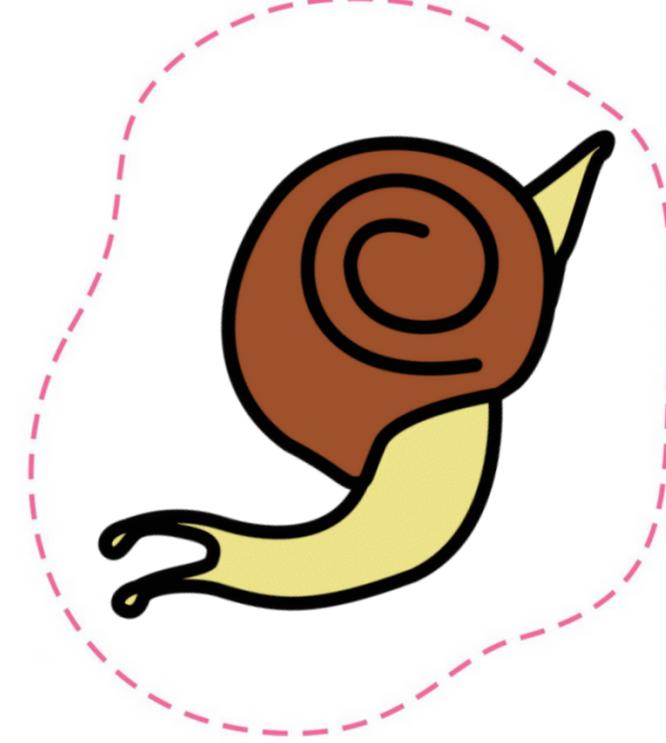


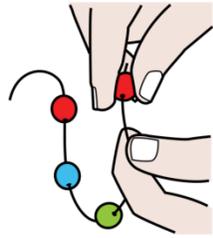


RECORTA LAS FIGURAS

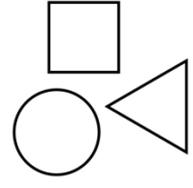
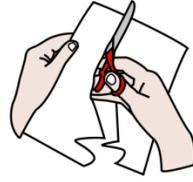
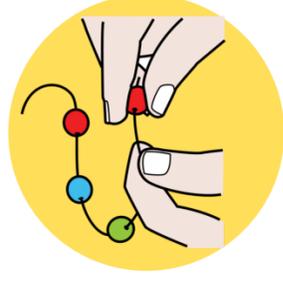
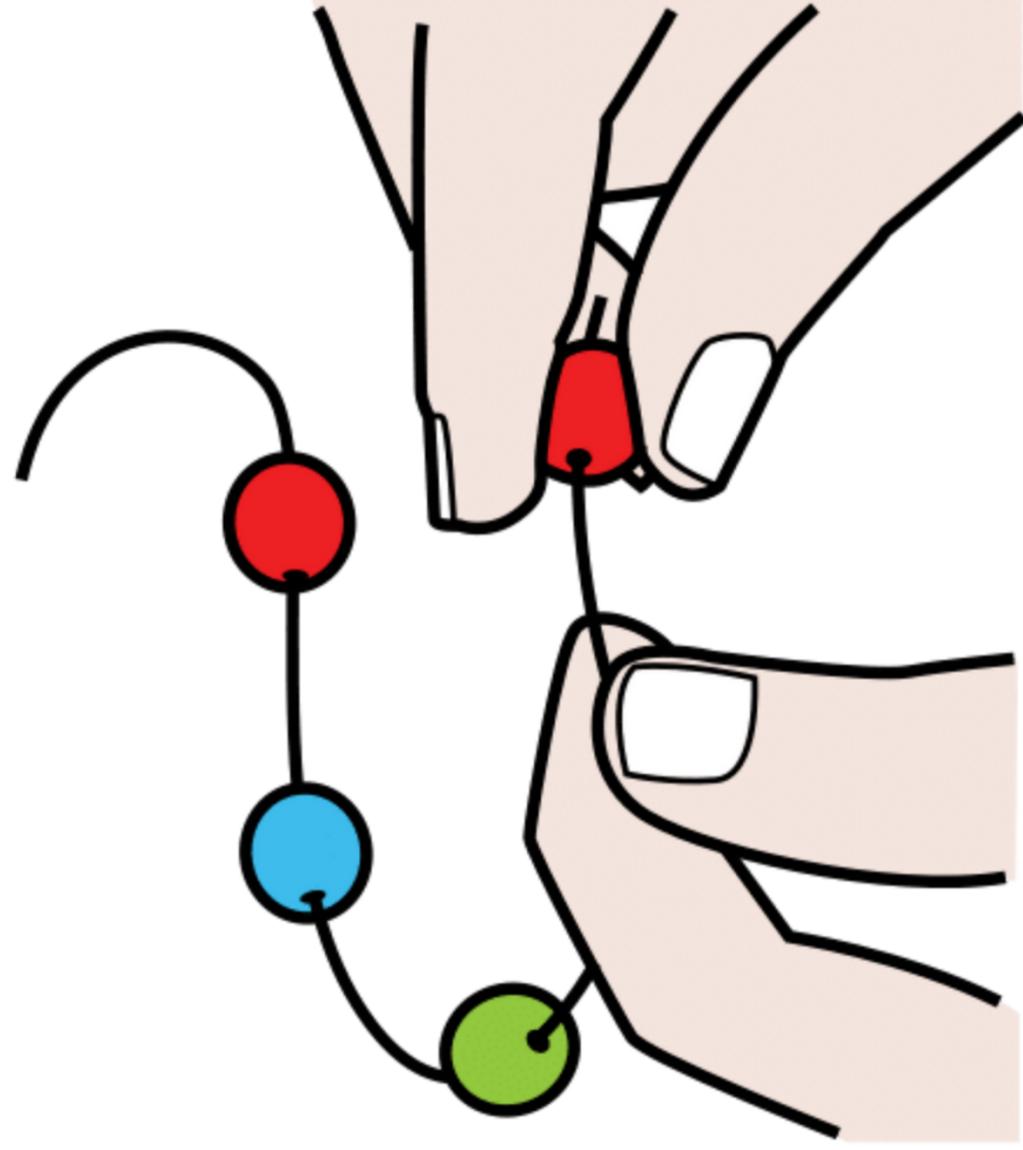


RECORTA LAS FIGURAS





ENSARTA LAS BOLAS



RECORTA LAS FIGURAS

