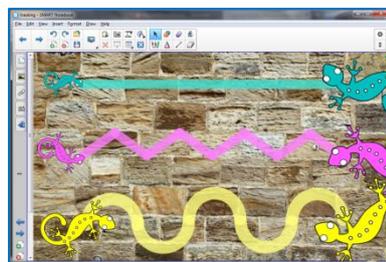
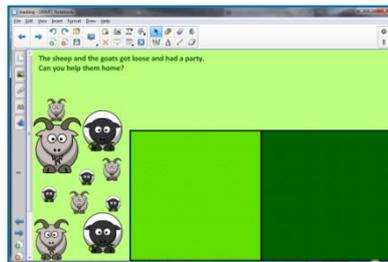
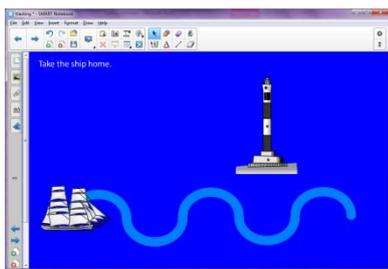


Tracking Activities!

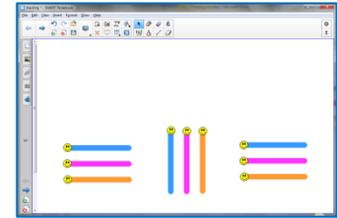
Tracking from left to right (or right to left) is a key skill that children need to master. It precedes reading and writing and is something that can be practised in a fun way, often without the children even realising the underlying skill they are mastering.



Follow the line!

Creating tracking activities: Drawing lines with a pen.

This activity uses lines and the creative pen to encourage tracking, motor skills and left-to-right directionality.

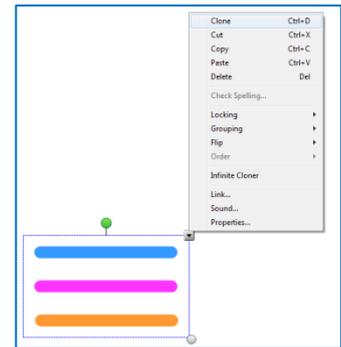


Completed example activity

1. Add your lines to the Notebook page.

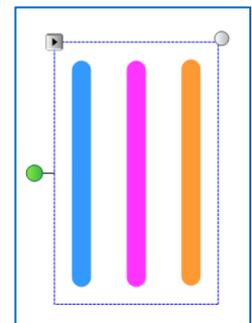
Use the line tool to add a line to the page. The lines can be long or short depending on the skill of your children. Clone the lines to make additional lines.

Click on each line and change the colour to your preference. You can change the transparency to create a paler line.



2. Group the first set of lines then Copy and Paste create the number of lines you need.

Click and drag your cursor over the objects to select them all (You can also use Ctrl-A for Select All). Group the lines using 'Grouping – Group' from the drop-down menu. Copy and Paste this group. Rotate if you need some 'top to bottom' lines.



3. Add a symbol to picture indicate the start point.

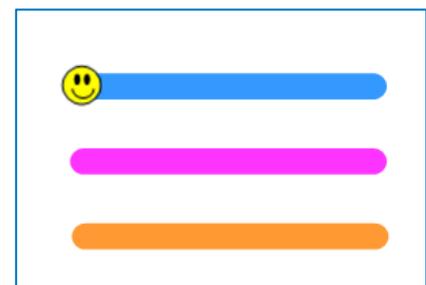
You can use the Creative Pen to add a smiley face, star or flower, indicating the starting point.



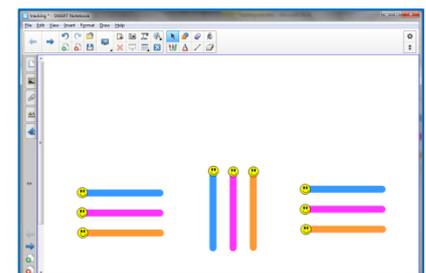
4. Lock everything down to the background

You can click and drag your cursor over all of the objects to select them all. You can also use **Ctrl-A** or **Edit – Select All**.

From the Drop-down menu on one of the objects choose Locking – Lock in Place.



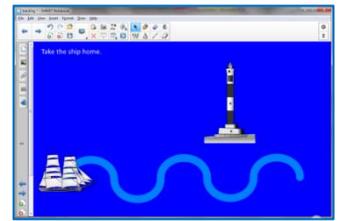
5. Save your file.



Follow the line (part 2)!

Creating tracking activities: Dragging objects.

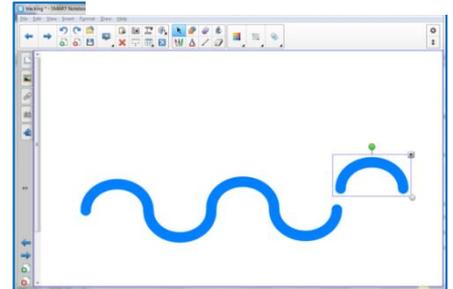
This activity uses curved lines locked to the background with an object to drag along the lines. The object can be a single object or an **Infinite Cloner** (chosen from the drop-down menu), in this case leading to a very busy shipping lane!



Completed example activity

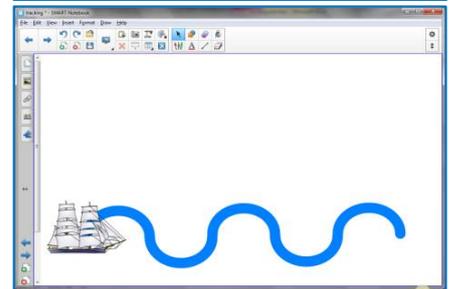
1. Create a curved line.

Click on the line icon on the tool bar. Choose a thick line style then drag out a small curve.



2. Clone the line and rotate to create the wave effect.

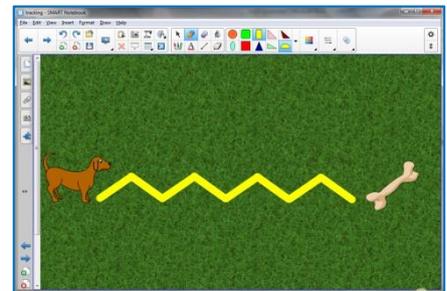
From the drop-down menu you can use **Clone** to copy a number of the lines. **Rotate** or **Flip** this curved line then join them together. Select all of the lines and Lock them to the background (Locking-Lock in Place).



3. Add an image to drag along the line.

Choose a graphic for the children to drag along the line. Use **'Locking – Allow Move**, to fix the shape and size of this image.

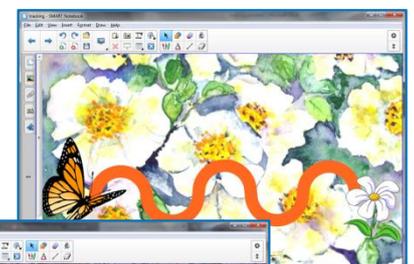
Follow your theme. The lines could be straight lines, zigzag lines or curved, with cats finding fish and dogs hunting for bones. Imagination is the only limiting factor!



4. Jazz up the background.

Add graphics for added interest and change the background to match your theme.

You may want to keep some files very simple whereas others could have more detail, for instance, narrower lines for tracking along or even multiple lines and multiple objects.



5. Save your file.

Take the geckos to their mummies and help the butterfly to the flower!

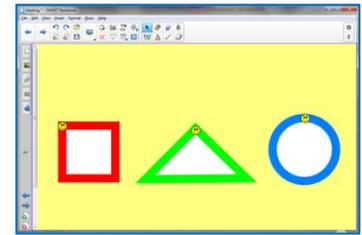


Shape tracking!

Creating tracking activities: Drawing shapes for children to track with a pen.

1. Draw shapes.

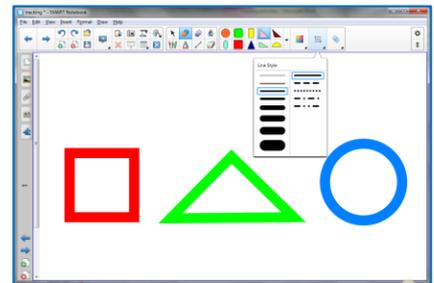
Change line colour and line thickness to match the children's abilities. Change the fill colour to white.



Completed example activity

2. Lock shapes to the background.

Select all of the objects and use **Locking - Lock in place**. Change the background if you wish.



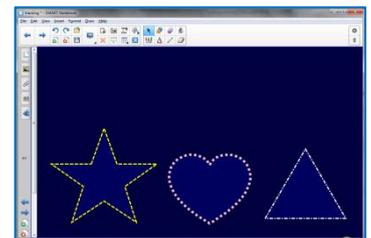
3. Save your file.

A range of shapes is available which could increase difficulty for this activity. Use a Creative pen for added interest.

Shape tracking (part 2)!

Variations on a theme...

This example creates shapes with dotted and dashed lines, for the children complete with one of the pens from the tray.



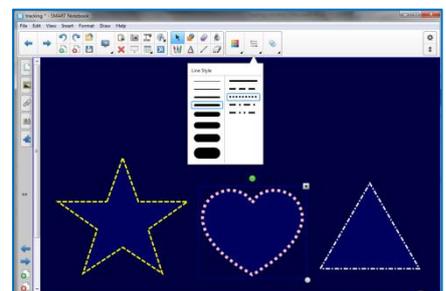
Example of finished activity

1. Draw shapes.

Change line colour and thickness and fill colour to white.

2. Lock shapes to the background.

Select all of the objects and use **Locking - Lock in place**. Change the background if you wish.



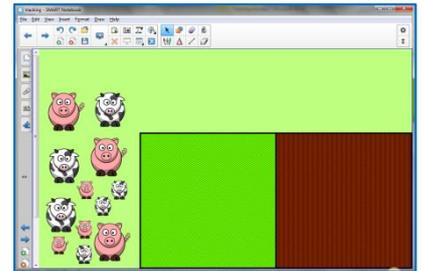
3. Save your file.

A range of shapes is available which could increase difficulty for this activity. Use a Creative pen for added interest.

Party time!

Creating tracking activities: Dragging objects.

The cows and the pigs got loose and had a party with lemonade and dancing. They are tired out now and need you to take them home to the pigsty and the green field. Can you help sort them out?

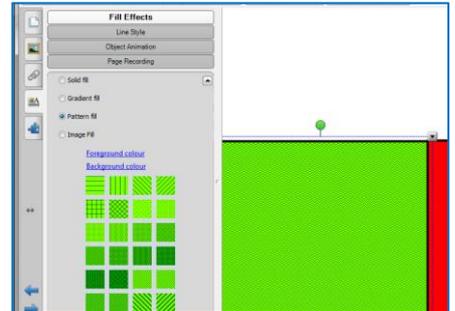


Example of finished activity

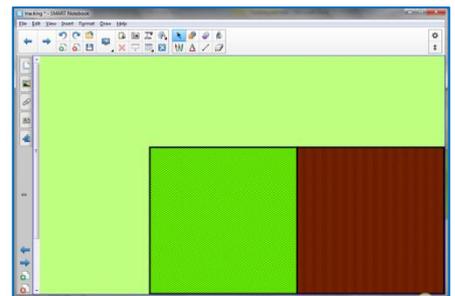
1. Create the two animal homes.

The pigsty and the cows' field are created by drawing a square or rectangle. Use the **Pattern fill** option.

An appropriate pattern was chosen for each animal home and as well as suitable foreground colour and background colour for the mud and the grass.

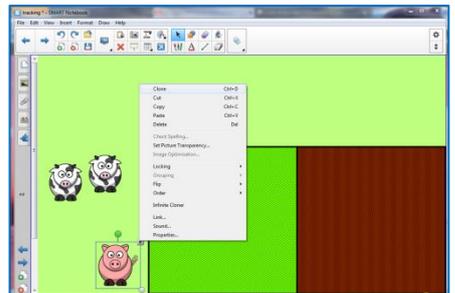


The background colour was filled to reduce the glare of the white screen.



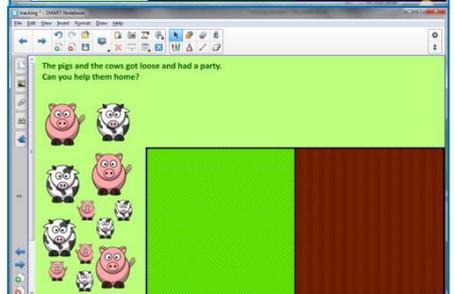
2. Lock the shapes to the background.

Prevent the shapes from moving by choosing '**Locking – Lock in Place**' from the drop-down menu.



3. Add the animals.

A cow and a pig clipart image were added using the '**Insert – Insert Picture**' option. These were then cloned using the Clone option in the drop-down menu.



4. Create some smaller animals for variety.

Clone and resize some pigs and cows.

5. Save your file.

For variation add different animals, or use ponds and pond life. Using **Infinite Cloner** properties would work well here as it would give unlimited animals to sort.