Letter A: look, trace and try

Start with a finger, then a pencil if wanted. These models are for recognition and tracing; follow your school's formation guidance.

Look at both forms.

A a

Trace the light letters.

A a A a A a

Trace the light letters.

A a A a A a

Try your own, or ask an adult to model.

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Letter A: *a* looking game

The small numbers help the grown-up check answers. They are not the letters you are looking for.

Find every A and *a*. Point, circle or colour your choices.

1 A	2 i	3 P	4 w	5 *a*	6 l
7 S	8 z	9 H	10 A	11 V	12 d
13 K	14 *a*	15 Y	16 g	17 N	18 u
19 A	20 j	21 Q	22 x	23 F	24 *a*

Keep the model nearby if helpful. Cover part of the grid to make a smaller hunt. A grown-up can check the numbered cells on page 3.

Letter A: grown-up guide and game

Choose a small shared activity. No perfect handwriting, completed worksheet or independent reading is expected.

Make and play

Make a large A with three strips of paper. Use two long strips for its sides and one shorter strip across the middle. Point to the enclosed space, then draw an a beside it.

Notice a difference

Compare A with H: both have a joining bar, but their sides behave differently. Turn an A upside down and talk about what changed, then put the model back upright.

Example words

apple, ant, acorn. Find a at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

1 (A), 5 (a), 10 (A), 14 (a), 19 (A), 24 (a). There are six matching cells: three capitals and three lowercase letters.

Let the child point, talk or direct your hand. Stop for a break whenever needed. An adult prepares paper pieces; keep scraps away from children who mouth objects.