Letter C: 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.

C c

Trace the light letters.

C c C c C c

Trace the light letters.

C c C c C c

Try your own, or ask an adult to model.

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Letter C: a looking game

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

Find every C and c. Point, circle or colour your choices.

1 H	2 c	3 C	4 d	5 K	6 r
7 c	8 g	9 N	10 u	11 B	12 C
13 Q	14 x	15 F	16 c	17 T	18 a
19 I	20 p	21 C	22 e	23 L	24 s

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 C: grown-up guide and game

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

Make and play

Draw a wide curved road shaped like C. Move a toy car slowly around it, leaving the gap open. An adult can add a small c road beside it so the two forms can be compared.

Notice a difference

Compare C with O and G. O closes the gap; G adds a short section inside the opening. Start with C and O only if three choices feel busy.

Example words

cat, cup, car. Find c at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

2 (c), 3 (C), 7 (c), 12 (C), 16 (c), 21 (C). 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.