Letter D: 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.

D d

Trace the light letters.

D d D d D d

Trace the light letters.

D d D d D d

Try your own, or ask an adult to model.

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Letter D: a looking game

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

Find every D and d. Point, circle or colour your choices.

1 K	2 r	3 d	4 D	5 N	6 u
7 B	8 d	9 Q	10 x	11 F	12 m
13 D	14 a	15 I	16 p	17 d	18 e
19 L	20 s	21 Z	22 D	23 O	24 v

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 D: grown-up guide and game

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

Make and play

An adult draws a tall line and a large curve to make a D-shaped doorway on paper. Decorate around it, then add a lowercase d sign. Say which marks belong to the letter and which are decoration.

Notice a difference

Put b and d side by side. Ask where the tall stem sits in each printed model. Avoid treating a reversal as carelessness; return to a clear example and offer a smaller choice.

Example words

dog, door, duck. Find d at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

3 (d), 4 (D), 8 (d), 13 (D), 17 (d), 22 (D). 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.