

Letter E: 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.

E e

Trace the light letters.

E e E e E e

Trace the light letters.

E e E e E e

Try your own, or ask an adult to model.

Try your own, or ask an adult to model.

Letter E: a looking game

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

Find every E and e. Point, circle or colour your choices.

1 N	2 u	3 B	4 e	5 E	6 x
7 F	8 m	9 e	10 a	11 I	12 p
13 W	14 E	15 L	16 s	17 Z	18 e
19 O	20 v	21 C	22 k	23 E	24 y

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 E: grown-up guide and game

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

Make and play

Build E with four paper strips, then remove its bottom strip and notice the new letter. Put it back before drawing an e nearby. An adult can write a large model rather than asking for precise small movements.

Notice a difference

Compare E and F by looking at their lowest bars. For e and c, look for the extra line in e. Only introduce one comparison at a time so the distinguishing feature stays easy to notice.

Example words

egg, elephant, elbow. Find e at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

4 (e), 5 (E), 9 (e), 14 (E), 18 (e), 23 (E). 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.