Letter F: 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.

F f

Trace the light letters.

F f F f F f

Trace the light letters.

F f F f F f

Try your own, or ask an adult to model.

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Letter F: a looking game

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

Find every F and f. Point, circle or colour your choices.

1 Q	2 x	3 E	4 m	5 f	6 F
7 I	8 p	9 W	10 f	11 L	12 s
13 Z	14 h	15 F	16 v	17 C	18 k
19 f	20 y	21 G	22 n	23 U	24 F

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 F: 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 paper F with three strips. Put it next to a drawing of a fish and invent a little fishing sign. Add f below the capital, using the printed model as a reference.

Notice a difference

Compare F with E: E has a bottom bar that F does not. Compare lowercase f with t by noticing the curved top and the position of the crossing stroke in the model you are using.

Example words

fish, fan, foot. Find f at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

5 (f), 6 (F), 10 (f), 15 (F), 19 (f), 24 (F). 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.