Letter G: 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.

G g

Trace the light letters.

G g G g G g

Trace the light letters.

G g G g G g

Try your own, or ask an adult to model.

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Letter G: a looking game

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

Find every G and g. Point, circle or colour your choices.

1 G	2 a	3 I	4 p	5 W	6 g
7 G	8 s	9 Z	10 h	11 g	12 v
13 C	14 k	15 R	16 G	17 F	18 n
19 U	20 g	21 J	22 q	23 X	24 e

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 G: 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 big G on paper as a garden gate sign. Add flowers around the outside without covering the opening. Make a smaller g label underneath and notice how its tail drops lower than its rounded body.

Notice a difference

Compare G with C and look at the extra mark inside G. Compare g with q using the direction and shape of their tails, rather than asking the child to memorise both at once.

Example words

goat, gate, gift. Find g at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

1 (G), 6 (g), 7 (G), 11 (g), 16 (G), 20 (g). 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.