Letter H: 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.

H h

Trace the light letters.

H h H h H h

Trace the light letters.

H h H h H h

Try your own, or ask an adult to model.

Try your own, or ask an adult to model.

Letter H: a looking game

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

Find every H and h. Point, circle or colour your choices.

1 W	2 H	3 L	4 s	5 Z	6 g
7 h	8 H	9 C	10 k	11 R	12 h
13 F	14 n	15 U	16 b	17 H	18 q
19 X	20 e	21 h	22 t	23 A	24 i

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 H: grown-up guide and game

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

Make and play

Build H with two long paper strips and one short bridge between them. Draw h beside it, then make a little house picture around the letters without changing their outlines.

Notice a difference

Compare H and A: their joining bars are similar, but H has upright sides. Compare h with n by finding the tall stem. Keep both letters at the same baseline when you show the difference.

Example words

hat, hand, house. Find h at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

2 (H), 7 (h), 8 (H), 12 (h), 17 (H), 21 (h). 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.