# Letter I: 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.

I i

Trace the light letters.



Trace the light letters.



Try your own, or ask an adult to model.

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# Letter I: a looking game

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

## Find every I and i. Point, circle or colour your choices.

| | | | | | |
|---|---|---|---|---|---|
| 1 Z | 2 g | 3 I | 4 v | 5 C | 6 k |
| 7 R | 8 i | 9 I | 10 n | 11 U | 12 b |
| 13 i | 14 q | 15 X | 16 e | 17 M | 18 I |
| 19 A | 20 h | 21 P | 22 i | 23 D | 24 l |

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 I: grown-up guide and game

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

## Make and play

Draw several tall and short stems on spare paper. Add dots to the short stems to make i, then make a capital I with its top and bottom bars. Let an adult write the examples if preferred.

## Notice a difference

Printed capital I, lowercase l and the numeral 1 can look similar. Compare the exact models on the page and name which kind of symbol each one is. Another typeface may make these differences more or less obvious.

## Example words

insect, ink, igloo. Find i at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

## Letter-hunt answers

3 (I), 8 (i), 9 (I), 13 (i), 18 (I), 22 (i). 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.