Letter J: 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.

J j

Trace the light letters.

J j J j J j

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J j J j J j

Try your own, or ask an adult to model.

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Letter J: a looking game

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

Find every J and j. Point, circle or colour your choices.

1 C	2 k	3 R	4 J	5 F	6 n
7 U	8 b	9 j	10 J	11 X	12 e
13 M	14 j	15 A	16 h	17 P	18 w
19 J	20 l	21 S	22 z	23 j	24 o

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 J: 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 large J as a curved route for a toy jet. Move along it slowly, then make a smaller j route and add its dot. The route is a recognition game, not a prescribed handwriting movement.

Notice a difference

Compare i with j: both have a dot, but j reaches down and curves below the writing line. With capitals, compare J and I by following their lower ends. Show a clear baseline to make the difference visible.

Example words

jam, jug, jet. Find j at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

4 (J), 9 (j), 10 (J), 14 (j), 19 (J), 23 (j). 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.