Letter K: 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.

K k

Trace the light letters.

K k K k K k

Trace the light letters.

K k K k K k

Try your own, or ask an adult to model.

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Letter K: a looking game

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

Find every K and k. Point, circle or colour your choices.

1 F	2 n	3 U	4 b	5 K	6 q
7 X	8 e	9 M	10 k	11 K	12 h
13 P	14 w	15 k	16 l	17 S	18 z
19 G	20 K	21 V	22 c	23 J	24 k

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 K: grown-up guide and game

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

Make and play

Arrange three strips of paper into K. Move the two short arms while keeping the tall stem still, then return them to the model. Draw a kite beside the letter and add a lowercase k label.

Notice a difference

Compare K with X: K keeps a long straight stem, while X uses two crossing diagonals. Compare k and h by looking at the sloping arms and the rounded shoulder. Present just one contrast initially.

Example words

key, kite, king. Find k at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

5 (K), 10 (k), 11 (K), 15 (k), 20 (K), 24 (k). 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.