Letter M: 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.

M m

Trace the light letters.

M m M m M m

Trace the light letters.

M m M m M m

Try your own, or ask an adult to model.

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Letter M: *a* looking game

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

Find every M and m. Point, circle or colour your choices.

1 L	2 m	3 A	4 h	5 P	6 w
7 M	8 k	9 S	10 z	11 G	12 m
13 M	14 c	15 J	16 r	17 m	18 f
19 N	20 u	21 B	22 M	23 Q	24 x

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 M: grown-up guide and game

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

Make and play

Make an M from four paper strips, with two strips sloping into the middle. Draw a moon above it and a small m below. An adult can draw a large m road for a finger to follow.

Notice a difference

Compare m and n by looking at the number of shoulders. Compare M and W with both models upright; turning the paper changes the visual pattern, so return it to the reading position before naming it.

Example words

moon, mouse, map. Find m at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

2 (m), 7 (M), 12 (m), 13 (M), 17 (m), 22 (M). 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.