Letter O: 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.

O o

Trace the light letters.

O o O o O o

Trace the light letters.

O o O o O o

Try your own, or ask an adult to model.

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Letter O: a looking game

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

Find every O and o. Point, circle or colour your choices.

1 S	2 z	3 G	4 o	5 V	6 c
7 J	8 r	9 O	10 f	11 M	12 u
13 B	14 o	15 O	16 x	17 E	18 l
19 o	20 a	21 H	22 p	23 W	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 O: 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 O and a smaller o on paper. Turn the space around them into an underwater picture with an octopus, while leaving the letter outlines clear. Point to which marks are letters and which are the picture.

Notice a difference

Compare O with C by finding the gap, and compare O with Q by finding the extra tail. The numeral 0 can also resemble O; identify whether the symbol belongs to a word or a number.

Example words

octopus, otter, orange. Find o at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

4 (o), 9 (O), 14 (o), 15 (O), 19 (o), 24 (O). 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.