Letter P: 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.

P p

Trace the light letters.

P p P p P p

Trace the light letters.

P p P p P p

Try your own, or ask an adult to model.

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Letter P: a looking game

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

Find every P and p. Point, circle or colour your choices.

1 P	2 c	3 J	4 r	5 p	6 f
7 M	8 u	9 B	10 P	11 Q	12 x
13 E	14 l	15 p	16 P	17 H	18 o
19 W	20 p	21 K	22 s	23 Z	24 g

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 P: grown-up guide and game

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

Make and play

Make a capital P from a straight strip and a curved paper section. Draw p underneath with its stem below a lightly drawn baseline. Add a pig picture nearby without turning the letter itself into an unclear drawing.

Notice a difference

Compare P with B: B has an additional lower rounded section. Compare p with q using the side of the stem and the direction of the lower part. Give the child time to look back at the model.

Example words

pig, pen, pan. Find p at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

1 (P), 5 (p), 10 (P), 15 (p), 16 (P), 20 (p). 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.