Letter Q: 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.

Q q

Trace the light letters.

Q q Q q Q q

Trace the light letters.

Q q Q q Q q

Try your own, or ask an adult to model.

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Letter Q: a looking game

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

Find every Q and q. Point, circle or colour your choices.

1 Y	2 Q	3 M	4 u	5 B	6 q
7 P	8 x	9 E	10 l	11 Q	12 a
13 H	14 o	15 W	16 q	17 Q	18 s
19 Z	20 g	21 q	22 v	23 C	24 j

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 Q: grown-up guide and game

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

Make and play

Draw an O, then add a short tail to change it into Q. Make a lowercase q nearby and decorate the space around both letters with a patchwork quilt pattern. Keep the letter outlines uncoloured if that helps them stand out.

Notice a difference

Compare Q with O and locate the tail before naming the letter. Compare lowercase q with p using the position of the stem. Avoid presenting mirrored forms as a timed test; a side-by-side reference is more helpful.

Example words

queen, quilt, quack. Find q at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

2 (Q), 6 (q), 11 (Q), 16 (q), 17 (Q), 21 (q). 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.