Letter R: 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.

R r

Trace the light letters.

R r R r R r

Trace the light letters.

R r R r R r

Try your own, or ask an adult to model.

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Letter R: a looking game

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

Find every R and r. Point, circle or colour your choices.

1 B	2 i	3 R	4 x	5 E	6 l
7 r	8 a	9 H	10 o	11 W	12 R
13 K	14 s	15 Z	16 g	17 r	18 R
19 C	20 j	21 Q	22 r	23 F	24 m

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 R: grown-up guide and game

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

Make and play

Build a paper P and add a sloping strip to turn it into R. Draw a robot beside it with an r badge. Move the extra strip away and back so the visual change is easy to follow.

Notice a difference

Compare R with P and find the diagonal leg that R adds. Compare r with n by looking at whether the shoulder continues all the way down. Let the child point to the difference before naming it.

Example words

rabbit, rain, robot. Find r at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

3 (R), 7 (r), 12 (R), 17 (r), 18 (R), 22 (r). 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.