Letter S: 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.

S s

Trace the light letters.

S s S s S s

Trace the light letters.

S s S s S s

Try your own, or ask an adult to model.

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Letter S: a looking game

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

Find every S and s. Point, circle or colour your choices.

1 E	2 l	3 T	4 S	5 H	6 o
7 W	8 s	9 K	10 r	11 Z	12 g
13 S	14 v	15 C	16 j	17 Q	18 s
19 S	20 m	21 U	22 b	23 s	24 p

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 S: 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 wide S-shaped path for a finger to follow. Add a separate snake picture beside it rather than replacing the printed model. Make a smaller s underneath and compare where each curve changes direction.

Notice a difference

Compare S with the numeral 5: they may resemble one another, but the 5 includes straighter sections. Use an upright model when checking direction, since a reversed curve can be hard to notice without a reference.

Example words

sun, sock, snake. Find s at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

4 (S), 8 (s), 13 (S), 18 (s), 19 (S), 23 (s). 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.