Letter T: 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.

T t

Trace the light letters.

T t T t T t

Trace the light letters.

T t T t T t

Try your own, or ask an adult to model.

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Letter T: *a* looking game

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

Find every T and t. Point, circle or colour your choices.

1 H	2 o	3 W	4 d	5 T	6 r
7 Z	8 g	9 t	10 v	11 C	12 j
13 Q	14 T	15 F	16 m	17 U	18 b
19 t	20 T	21 X	22 e	23 L	24 t

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 T: grown-up guide and game

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

Make and play

Arrange two paper strips into a T signpost. Move the horizontal strip lower to discuss what changes, then return to the model. Draw t beside a picture of a tent or tiger and point to its crossing stroke.

Notice a difference

Compare T with I using the presence of a lower bar, and compare lowercase t with f by looking at the top curve in f. Typefaces vary, so make comparisons using the actual models on this sheet.

Example words

tap, tent, tiger. Find t at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

5 (T), 9 (t), 14 (T), 19 (t), 20 (T), 24 (t). 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.