Letter W: 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.

W w

Trace the light letters.

W w W w W w

Trace the light letters.

W w W w W w

Try your own, or ask an adult to model.

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Letter W: a looking game

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

Find every W and w. Point, circle or colour your choices.

1 Q	2 y	3 w	4 m	5 T	6 b
7 I	8 W	9 X	10 e	11 L	12 w
13 A	14 h	15 O	16 v	17 W	18 k
19 R	20 z	21 G	22 w	23 W	24 c

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 W: grown-up guide and game

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

Make and play

Build W from four paper strips, checking that the middle meeting point is raised. Draw a little web beside it, then add a lowercase w. The decoration should leave the printed model easy to see.

Notice a difference

Compare W and V by counting their low points. Compare W and M with the models kept upright; the shapes can look related when turned. Always return the paper to the reading position before asking for a name.

Example words

web, window, watch. Find w at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

3 (w), 8 (W), 12 (w), 17 (W), 22 (w), 23 (W). 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.