# Letter X: 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.

X x

Trace the light letters.

X x X x X x

Trace the light letters.

X x X x X x

Try your own, or ask an adult to model.

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# Letter X: a looking game

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

## Find every X and x. Point, circle or colour your choices.

| | | | | | |
|---|---|---|---|---|---|
| 1 T | 2 b | 3 I | 4 x | 5 W | 6 e |
| 7 L | 8 s | 9 X | 10 h | 11 O | 12 v |
| 13 x | 14 k | 15 R | 16 z | 17 G | 18 X |
| 19 U | 20 c | 21 J | 22 q | 23 x | 24 X |

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 X: grown-up guide and game

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

## Make and play

Cross two wide paper strips to make X. Draw a box nearby and write its label, then point to the x at the end. Make a smaller x and use it to mark a pretend treasure spot on a simple map.

## Notice a difference

Compare X with K: K has a straight upright as well as its sloping arms. Compare X with a plus sign and notice how the strokes are angled. A mark used as a symbol can look like a letter without being part of a word.

## Example words

box, fox, six. Look for x at the end of each word. These examples do not begin with x. These are letter examples; follow school guidance when teaching sounds.

## Letter-hunt answers

4 (x), 9 (X), 13 (x), 18 (X), 23 (x), 24 (X). 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.