Letter Y: 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.

Y y

Trace the light letters.

Y y Y y Y y

Trace the light letters.

Y y Y y Y y

Try your own, or ask an adult to model.

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Letter Y: a looking game

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

Find every Y and y. Point, circle or colour your choices.

1 Y	2 e	3 L	4 s	5 y	6 h
7 O	8 v	9 D	10 Y	11 R	12 z
13 G	14 y	15 U	16 c	17 J	18 q
19 Y	20 f	21 M	22 t	23 B	24 y

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 Y: grown-up guide and game

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

Make and play

Arrange three paper strips into Y, leaving one stem below the fork. Draw y beside it and add a yellow border around the page. Point out that the colour choice is a reminder, not a rule about how the letter should look.

Notice a difference

Compare Y with V: Y continues below the meeting point. Compare y and g by noticing the branching upper shape rather than a closed rounded body. Keep the examples large enough that those features are easy to distinguish.

Example words

yak, yellow, yogurt. Find y at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

1 (Y), 5 (y), 10 (Y), 14 (y), 19 (Y), 24 (y). 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.