Letter Z: 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.

Z z

Trace the light letters.

Z z Z z Z z

Trace the light letters.

Z z Z z Z z

Try your own, or ask an adult to model.

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Letter Z: a looking game

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

Find every Z and z. Point, circle or colour your choices.

1 z	2 Z	3 O	4 v	5 D	6 z
7 R	8 y	9 G	10 n	11 Z	12 c
13 J	14 q	15 z	16 f	17 M	18 t
19 B	20 Z	21 P	22 w	23 E	24 l

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 Z: grown-up guide and game

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

Make and play

Use three strips of paper to make Z. Draw a zebra beside it, keeping the letter outline separate from the stripes. Make a smaller z below and compare how both forms change direction at their corners.

Notice a difference

Compare Z with N: Z has horizontal outer bars, while N has vertical outer stems. The numeral 2 may also resemble a printed Z, so point out its curved section and explain when you are looking at a number.

Example words

zebra, zip, zero. Find z at the beginning of these written words. These are letter examples; follow school guidance when teaching sounds.

Letter-hunt answers

1 (z), 2 (Z), 6 (z), 11 (Z), 15 (z), 20 (Z). 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.