## St Edmund's Lower Case Letter Formation Rhymes

(Please be aware that the letter f is not on this sheet as we have not found a computer font that matches it)
a - Start on the line, halfway up, curl, back on yourself, up, down and flick.
b - Start on the line, whole way up, down, halfway up, round and flick.
c - Start on the line, halfway up, curl, back on yourself and flick.
d-Start on the line, halfway up, curl, back on yourself, whole way up, down and flick.
e-Start on the line, diagonally halfway up, round in a loop, down, around and flick.

- Start on the line, diagonally up, round in a loop, whole way down, loop, up and flick.
g - Start on the line, halfway up, curl, back on yourself, up, whole way down, loop, up and flick.
h - Start on the line, whole way up, down, back up, round, down and flick.
i - Start on the line, half way up, down, flick and dot.
j - Start on the line, half way up, whole way down, loop, up, flick and dot.
$\mathbf{k}$ - Start on the line, whole way up, down, halfway up, loop, kick and flick.
I - Start on the line, whole way up, down and flick.
m - Start on the line, half way up, down, back up, round, down, back up, round, down and flick.
$\mathbf{n}$ - Start on the line, half way up, down, back up, round, down and flick.
o - Start on the line, halfway up, curl, back on yourself, keep on going round, join up and flick.
p - Start on the line, half way up, whole way down, back up, round, join up and flick.
q - Start on the line, halfway up, curl, back on yourself, up, whole way down and flick.
$\mathbf{r}$ - Start on the line, half way up, down, back up and flick.
s - Start on the line, halfway up, curl, curl back, across the middle, curl in and flick.
t-Start on the line, whole way up, down, curl up, flick and cross.
u - Start on the line, half way up, down, curl, up, down and flick.
$\mathbf{v}$ - Start on the line, half way up, down diagonally, up diagonally and flick.
$\mathbf{w}$ - Start on the line, half way up, down diagonally, up diagonally, down diagonally, up diagonally and flick.
$\mathbf{x}$ - Start on the line, half way up, down diagonally, flick and cross diagonally.
$\mathbf{y}$ - Start on the line, half way up, down, curl, up, whole way down loop, up and flick.
z - Start on the line, half way up, across, back down diagonally, across and flick.

