

Continuous cursive letter formation rhymes

- a Whoosh in and round you go, up, down and kick out a's toe.
- b Whoosh in and up, tall and back down, then halfway up and all the way round. Add a lead at the end, so b can join on to a friend!
- c Whoosh in and curl the c. C joins other letters easily.
- d Whoosh up halfway and go round, then all the way up and down. Kick out d's toe and she's ready to go.
- e Whoosh in and curl like a snail, and leave an easy joining tail.
- f Whoosh in to the top and go round, and then zoom under the ground. Under the line, loop the last part, then finish your f near its start!
- g Whoosh in, go round and to the top, go down under the line, then loop, and stop.
- h Whoosh in up, tall and then down, halfway up, bend over and flick off the ground.
- i Whoosh up and down, then kick out a toe, add a dot and your i is ready to go!
- j Whoosh up then zoom down under the line, loop the tail, then add your dot at the right time.
- k Whoosh up tall and then back down, go halfway up and then back around. Go down and out, with a flick, now your k is ready to kick!
- l Whoosh in and up tall, down to the ground and make your flick small.
- m Whoosh in and then down, up, over and back to the ground. Up, over and down again, add a flick to finish your m.
- n Whoosh in and then down, up, over the hump and flick off the ground.
- o Whoosh in round you go. Lead out from the top for your o.

- p Whoosh in and then go down low, back up to the top and round you go. Then lead out at the end, so that p can join onto a friend.
- q Whoosh in and round you go, then zoom under the line and kick out q's big toe.
- r Whoosh to the top to start, go down and curve the top for your r.
- s Whoosh in and curl left, then curl right then lead out of your 's'.
- t Whoosh to the top and back down, then add a flick off of the ground. Now you need to cross the t, with a straight line on his tummy.
- u Whoosh up, then down and bend round, go up and down to the ground. Then you must kick out a toe, and u is ready to go!
- v Whoosh up, then down into the valley. Zoom back up and across the top to finish your v.
- w Whoosh in, then down and back up. Down again, up and across at the top.
- x Climb up to the top and then slide down, from left to right and have a rest. Jump back up to the top, go from right to left, and you have an x!
- y Whoosh up, then down and bend round, go up, then down underground. Loop the tail under the line, lead the y out and it's looking fine.
- z Whoosh up, then to the right. Zigzag down and back to the right!