MINI LESSON PLAN WITH LETTER TRACE

Letter formation

Hoppo
Free at playhoppo.com

Grades K-1 | 12-15 minutes | Works with webcam or touch

OBJECTIVE

Students practice how a letter is built: where it starts, which way each stroke goes, and what it is called.

Kid-friendly goal: "I can make the letter with the right strokes."

Scan to open Letter Trace

Setup: Projector or smartboard, plus one webcam (or a touchscreen or mouse). Open the QR link on the classroom computer, allow the camera when asked (video stays on the computer), and stand or sit a few feet back. No camera? Touch or a mouse works.

RUN IT AS A WHOLE CLASS

1. Open the QR link and choose Letters. Hoppo teaches letters in groups by stroke shape; start with the straight-line group (I, L, T, H, E, F).
2. Model the first letter in the air, saying the strokes out loud ("down... across").
3. One student traces at the board with a pointing finger, about a minute each. Hoppo shows the letter, then guide dots, then a turn without help.
4. The class sky-writes the same letter with a pointer finger, saying the strokes. Rotate 4-5 students per session.

RUN IT AS A STATION

- Pairs at a laptop with a webcam or touchscreen. One student traces, the partner is the "coach" who says the strokes.
- Switch every 3 minutes. Keep the same letter group all week.

NO-TECH EXTENSION

- Trace the same letters in a tray of salt or sand, or in a zip bag of finger paint.
- Then print each letter three times on a lined page, one color per try.

SAMPLE TIMELINE (12-15 MINUTES)

0-2 min	2-9 min	9-12 min	12-15 min
Model the first letter in the air and say its strokes.	Students take turns at the board while the class sky-writes.	Same letter in a salt tray or on paper.	Share: "Which stroke came first?"

WHAT TO WATCH FOR (NO SCORING NEEDED)

- Does the student start the letter at the top?
- Do the strokes go the same direction each time?
- Is the pointing finger steady, or does the whole arm swing?

SKILLS PRACTICED (HONESTLY)

Practices letter names, stroke order and direction (uppercase letters), and pointing-finger control. Does not replace pencil grip, lowercase letters or spacing on lined paper, and Hoppo does not grade handwriting.

STANDARDS THIS PRACTICE CONNECTS TO

- **L.K.1.a** “Print many upper- and lowercase letters.” CCSS.ELA-LITERACY.L.K.1.A
- **RF.K.1.d** “Recognize and name all upper- and lowercase letters of the alphabet.” CCSS.ELA-LITERACY.RF.K.1.D

Air-tracing is a warm-up for printing. The printing itself happens on paper, in the extension. Standards are listed so you can see where a game fits your plans. Hoppo is practice, not instruction or an assessment, and these pages make no claim that a standard is met.