A SPARKATLAS PACK FOR LITTLE EXPLORERS

Curves & Spirals

Swirls, snail shells and moon crescents: the curves that grow into writing.



INSIDE THIS PACK

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03 Big curves to finger-trace
04 Spirals: snail shells and swirls
05 Curve hunt outside
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07 A swirly picture to draw

YOU WILL NEED

- Crayons or a soft pencil
- A finger for tracing first
- A short walk outside (optional)

TIME

5 to 15 minutes a page. Stop before anyone gets tired.

Our curve practice

Date _____ Where we drew _____

Weather · Circle one

○ sunny ○ cloudy ○ rainy ○ windy

AGES Sprout 2–3 Seedling 3–5 Sapling 5–7

Every page has an easier and a stretch idea.

WHY THIS MATTERS

Curves and spirals are the same motions children later use for letters like c, o, a, d, g and s. Practising them big, slowly and playfully makes writing feel like drawing, not a test.

Before You Start

A one-minute read for grown-ups.

How to use it (short sessions are best)

1. **Finger first.**
Trace the dashed path with a finger before any crayon. The movement matters more than the mark.

2. **Then crayon, then pencil.**
Soft crayons forgive wobbly lines. Move to a pencil only when they ask.

3. **Model one slow curve.**
Draw one big curve yourself, slowly, while they watch. Narrate: "Around… and up."

4. **Stop before frustration.**
One or two paths is a full win. Come back another day for the rest.

Three ways to play

Sprout 2–3

Finger-trace, scribble on the big paths, and point to curves you see outside.

Seedling 3–5

Crayon over the dashes, hunt real curves, and try the first letter of their name.

Sapling 5–7

Trace twice in two colours, invent a spiral, and write a full name on the blank lines.

Little safety notes

Keep crayons out of mouths. If you cut a spiral from paper, scissors stay with a grown-up. Stop the moment anyone is frustrated: curves should feel like play.

Printing tips

Page 1 is the cover. To save ink, print pages 2 to 7 only. Letter or A4. Slip a page in a plastic sleeve and use a dry-erase marker for endless practice.

Wonder out loud together

- Where do you see a curve right now?
- What letter looks like a curve?
- Can your finger make a spiral in the air?
- Which path felt the smoothest?

FOR GROWN-UPS

Neatness is not the goal. Big, slow, happy curves today become letters later. Cheer the motion, not the line.

Big Curves

Start at the green dot. Finger first, then a crayon.

Help each friend along the path. The last row is yours to invent.

A rainbow arc to the leaf



A wave that carries the boat



A big U under the flower



An S-curve to the tree



A hill path under the moon



Your own big curve: draw any swoop you like



Talk tip Say the motion out loud: “Up and over,” “wiggle-wiggle,” “down and around.”

FOR GROWN-UPS

Large arm movements build the control little hands need before small letters. Tracing with a finger first wires the path into the body.

PLAY IT YOUR WAY

Easier: Only do the rainbow and the wave. Drive a toy car along the dashes.

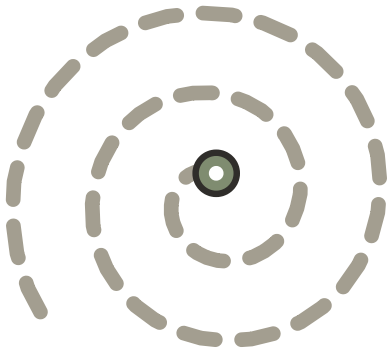
Stretch: Trace each path twice, once with each hand, in two colours.

Spirals

Snail shells grow in a spiral. Trace out, then in, then invent your own.

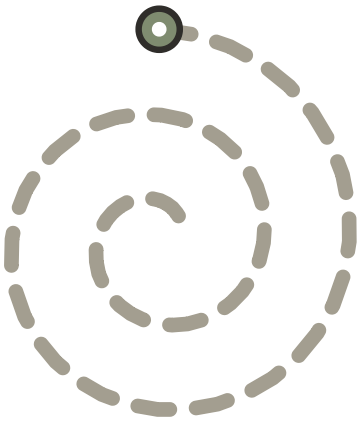
Start at the green dot. Go slowly. The empty box is for a spiral you invent.

Shell outward



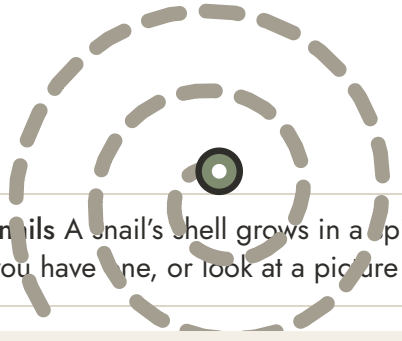
Start in the middle. Spiral out to the edge.

Swirl inward



Start at the edge. Spiral in to the middle.

One more shell



Your spiral

About snails A snail's shell grows in a spiral as the snail grows. Many shells curl the same way. Peek at a real shell if you have one, or look at a picture together.

FOR GROWN-UPS

Spirals ask the hand to keep turning while the size changes. That control shows up later in letters like e, and in drawing hair, vines and waves.

PLAY IT YOUR WAY

Easier: Finger-trace only, or draw spirals in sand, flour or fogged glass.
Stretch: Draw a spiral with your non-writing hand, then turn the paper into a snail by adding a head.

Curve Hunt Outside

Find real curves in the world. Peek, don't pick, when something is alive.

Tick a box when you find each curve. Draw your own surprise find in the last box.



Snail or shell ☐



Crescent moon or banana ☐



Round pebble ☐



Curled leaf or fern tip ☐



Puddle edge ☐



Arched branch or rainbow ☐

Your own curve
Draw or write what you found.

FOR GROWN-UPS

Hunting curves outdoors makes the worksheet real. Naming what they see builds the words they will later use for letter shapes.

PLAY IT YOUR WAY

Easier: Find just two: a round pebble and anything curved like a banana or a moon.
Stretch: Take a photo or sketch of your favourite curve and tell someone why you picked it.

My Name Line

Warm up with tiny curves, then practise your name on blank lines.

No name is printed here on purpose. A grown-up can write it lightly first, or your child can try from memory.

Wave



Arc



Swirl



Name practice (start at the green star)

Try 1

Try 2

Try 3

Try 4

Decorate your name

First letter only

Just the first letter, big and proud, is a perfect start.

Same-letter word

Write your name, then a word that starts with the same letter.

FOR GROWN-UPS

A blank name line stays useful as children grow: today's scribble on the line becomes tomorrow's full name. Owning the letters of your name is powerful early writing.

PLAY IT YOUR WAY

Easier: Scribble along the line, or have a grown-up write the name in dots to trace.
Stretch: Write the full name, then one more word that starts with the same letter, and decorate the box.

Swirly Picture

Turn curves into a picture: a snail, a wave scene, curly hair or a vine.

Fill the big box with a picture made of curves. Then answer the talk lines underneath.



I can hear... _____

My favourite curve was... _____

Next time I want to draw... _____

FOR GROWN-UPS

Open drawing lets children use the strokes they just practised for something that feels like theirs. Talking about the picture turns marks into language.

PLAY IT YOUR WAY

Easier: Add curves to a grown-up's outline of a snail or a wave.
Stretch: Tell the story of the picture in three sentences, or label two parts with words.