





# Cursive Lowercase Formation Chart

Magic c      up like a      bump      back down bump travel away

travel up like a      back down bump      climb back up and over      and down bump travel away

Can you climb up + over + down?

travel, then up turn down bump      travel and up      end with a tow bump

bump      dot      travel up      back down bump travel away

Magic c      travel on the line slide up and over      come back make a new c

bump      dot      travel up      back down      turn      aim for corner travel away

Magic c      up like a      up higher      back down bump travel away

travel up like a      back down bump      climb back up over and around      kick! slide down travel away

bump      travel then up      turn      down bump travel away

travel then up      turn      down bump travel away

Make the line as straight as a ruler.

travel then up      turn      down      aim for corner travel away

U-turn

travel up and over down      up and over down      up and over down travel away

Magic c      bump      up like a      back down      turn aim for corner travel away

travel up and over down      up and over down travel away



# Cursive Lowercase Formation Chart

Magic c      keep on going      bump      end with a tow

bump

down travel up      back down bump travel away

bump

travel up      back down      climb back up and over and around      bump travel away

slide down      and up      end with a tow

Magic c      up like a      back down      bump      aim for corner travel away      U-turn

down and up      down and up      end with a tow

bump

travel up      smile      down bump travel away

climb up slide down      travel away cross      after sigma slide down cross

bump

straight jet takeoff      down make a J-turn      bump travel away

bump      Make the line as straight as a ruler.

down travel up      back down      turn      aim for corner travel away

travel up like a      back down bump travel away      cross

make your half      start another half down      aim for corner travel away turn