

# Letterland Handwriting Songs - Uppercase - Lyrics

## Track 1

### Letterland Theme Tune

Letterland, Letterland.  
There could be no better land  
for meeting a duck, a man with a hat,  
an orange or two and a clever old cat.  
So let's go to Letterland!

Letterland, Letterland.  
Walter Walrus's wetter land.  
Meet slithering Sam,  
a king who can kick,  
a quarrelsome queen,  
or meet Noisy Nick.

So let's go to Letterland!  
Let's go to Letterland today.



## Track 2

### A - Annie Apple's Applestand

At the applestand top  
start down to the line.  
And again from the top,  
start the other way. Fine!  
Then add a shelf for Annie to sit  
with lots of space for her friends to fit.



## Track 3

### B - Bouncy Ben balances a ball

Brush down Bouncy Ben's big brown ear,  
Then go 'round his balancing ball,  
Next brush gently 'round his head,  
but take care that his ball won't fall.

## Track 4

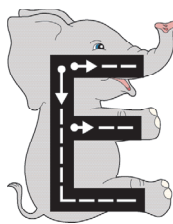
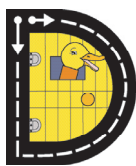
### C - Clever Cat gets bigger

Come, make a BIG curve  
'round Clever Cat's face,  
to show us her letter  
when it's uppercase.

## Track 5

### D - Dippy Duck's Duck Door

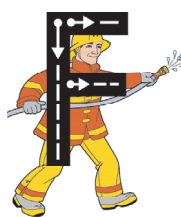
Draw down from the top of  
Dippy Duck's door.  
Go all the way down to the floor.  
Then start at the top once more.  
Curve down to the ground  
for a funny-shaped door.



## Track 6

### E - Eddy Elephant's on-End trick

Eddy Elephant loves sitting on end.  
Draw down from his head  
to his leg at the end.  
Draw a line for his trunk,  
and one leg in the air.  
That's how to make Eddy  
sitting right there!



## Track 7

### F - Firefighter Fred gets bigger

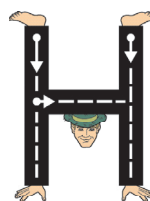
For uppercase Firefighter Fred,  
go down to his feet from his head.  
Go across at his helmet.  
Then add his arm, so he'll use his  
hose to keep us from harm.



## Track 8

### G - Golden Girl's Go-cart

Go 'round in nearly a circle  
to draw Golden Girl's fast go-cart.  
Go across with a short straight line,  
so her go-cart is ready to start.



## Track 9

### H - Harry Hat Man's Handstand

Hurry from heel to hand,  
then again from heel to hand.  
Then add a line across  
for the Hat Man's big handstand!



## Track 10

### I - Impy Ink's Ink Pen

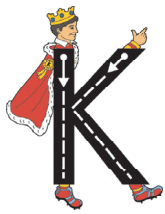
Impy Ink's pen is a long, thin line.  
Add two stands if you like. That's fine!

## Track 11

### J - Jumping Jim jumps up

Jumping Jim can jump very high,  
so we can't see his head up in the sky.  
Go right down his body, bending his knees.  
For his arms add a line -  
which everyone sees!





### Track 12

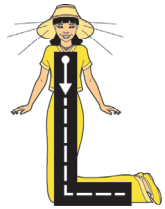
#### **K - Kicking King gets bigger**

Kicking King's body is a straight stick. Make his arm and leg loooooong for a really big KICK!

### Track 13

#### **L - Lucy Lamp Light gets longer**

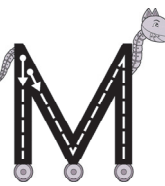
Lucy Lamp Light likes starting important words. That's when her legs grow quite long. Go straight down her body. Put her legs on the line. Do that - and you cannot go wrong!



### Track 14

#### **M - Munching Mike's Mum**

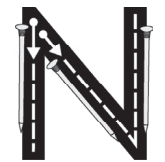
Move from Mike's Mum's tail drawing down to her back wheel. At the top go down, up, and down again, so she can munch a big meal! Mmmm!



### Track 15

#### **N - Noisy Nick's New Nails**

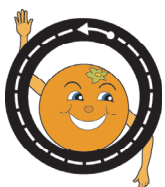
Noisy Nick's letter has three big nails: one..., and two... and three. Go down 1, go down 2, next up number 3 as quick as you can be!



### Track 16

#### **O - Oscar Orange gets bigger**

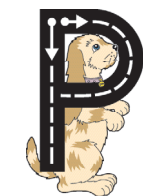
On Oscar Orange start at the top. Go all the way 'round him. Make him BIG... and then stop!



### Track 17

#### **P - Peter Puppy pops up**

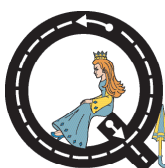
Peter Puppy pops up for important words. From the back of his head go down to the ground. Then go right 'round his face so he'll whisper his sound.



### Track 18

#### **Q - Quarrelsome Queen's Quiet Room**

Quickly draw the Queen's Quiet Room. Make it cosy and round. Then add a place where she can sit whenever she needs to calm down.



### Track 19

#### **R - Red Robot changes shape**

Ready? Draw Red Robot's back and one leg that is straight. Add a curve, and another leg, so he's ready to roller skate!



### Track 20

#### **S - Sammy Snake gets bigger**

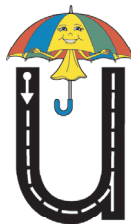
Start high on your page where Sammy Snake can see. Make his letter BIG, oh, so care-ful-ly!



### Track 21

#### **T - Talking Tess grows taller**

Talking Tess can grow very tall. With her head in the clouds you can't see her at all. So draw a straight line from her neck to her feet, then another, left-to-right, for her arms, straight and neat.



### Track 22

#### **U - Uppy Umbrella gets bigger**

Under Uppy Umbrella draw a BIG shape like a cup. Then draw a straight line all the way down so it won't tip up.



### Track 23

#### **V - Vicky's Vase gets bigger**

Vicky Violet has one VERY BIG vase. It's much bigger than her little one. Start at the top, slant down to the line. Draw back up to the top, and it's done!



### Track 24

#### **W - Walter Walrus gets bigger**

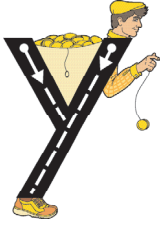
When Walter Walrus wants BIG wells he takes a deep breath and he swells! So whizz down and up and then... whizz down and up again!



### Track 25

#### **X - Fix-it Max gets bigger**

Fix-it Max sends you a BIG kiss! Cross two big sticks to look like this!



### Track 26

## **Y - Yellow Yo-yo Man steps up**

Yes, start at the Yo-yo Man's sack.  
Go down that sack at the back.  
Then go down from his head to his toes,  
so he'll stand on the line  
to sell his yo-yos!

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### Track 27

## **Z - Zig Zag Zebra gets bigger**

Zig Zag Zebra enjoys looking BIG,  
so give her a LONG nose,  
LONGER neck, and LONG back.  
Zzzoom! Away she goes.