



Handwriting practice grid for the word 'ピヨマー' (Piyomaru). The grid consists of four rows, each with a dashed midline. The characters are: Row 1: ピ (Pi), Row 2: ヨ (Yo), Row 3: マ (Ma), Row 4: ャ (Ya).

Stroke order guide for the character 'ピ' (Pi). The character is shown on a three-line grid (top, middle dashed, bottom). Stroke 1 is a horizontal line from left to right. Stroke 2 is a vertical line from top to bottom. Stroke 3 is a counter-clockwise circle starting from the top. Stroke 4 is a horizontal line from left to right. Stroke 5 is a horizontal line from left to right.

Stroke order guide for the character 'ヨ' (Yo). The character is shown on a three-line grid. Stroke 1 is a horizontal line from left to right. Stroke 2 is a vertical line from top to bottom. Stroke 3 is a counter-clockwise circle starting from the top. Stroke 4 is a horizontal line from left to right. Stroke 5 is a horizontal line from left to right.

Stroke order guide for the character 'マ' (Ma). The character is shown on a three-line grid. Stroke 1 is a horizontal line from left to right. Stroke 2 is a vertical line from top to bottom. Stroke 3 is a counter-clockwise circle starting from the top. Stroke 4 is a horizontal line from left to right. Stroke 5 is a horizontal line from left to right.

Large handwriting practice for the character 'ピ' (Pi). The character is shown on a three-line grid with stroke order numbers 1 through 5 and arrows indicating the direction of each stroke.

Large handwriting practice for the character 'ヨ' (Yo). The character is shown on a three-line grid with stroke order numbers 1 through 5 and arrows indicating the direction of each stroke.

ひらがなの
の
れんしゅう
をしゅう。
練習。

Small handwriting practice for the character 'ピ' (Pi) on a three-line grid with stroke order numbers 1 through 5 and arrows.

かきかた 5かく
①②③④⑤のじゅんばん
でかきましょう

Vertical handwriting practice for the word 'ピヨマー' (Piyomaru). The characters are stacked vertically, with orange arrows indicating the downward direction of the strokes for each character.