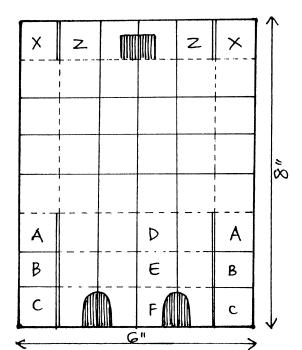


A FOLD

MATERIALS REQUIRED.





HOW TO MAKE IT.

DIVIDE THE CARD INTO 48 SQUARES. IF THE CARD IS 6" X 8" THEN "DIVIDING INTO I" SQUARES WILL GIVE YOU 48 SQUARES IN ALL.

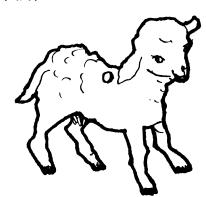
- * CUT ALONG THE DOUBLE LINES.
- * CUT OUT THE SHADED DOORS.

* FOLD ON THE DOTTED LINES.
FOLD (D.E.F) FORWARD ALONG THE
DOTTED LINES, TO FORM THE SHELTER.
GLUE X UNDER Z TO MAKE THE
PRONT FENCE STAND UP. THE STRIPS

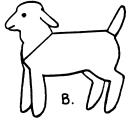
A.B.C ARE PASTED ALONG THE BACK OF THE SHELTER. THE FOLD CAN BE COLOURED BEFORE MAKING IT UP. PAINT THE PLOOR GREEN OR STICK ON A SHEET OF GREEN PAPER.

BADGE

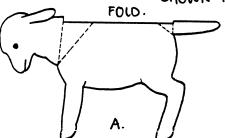
COPY THE LAMB BELOW ONTO A PIECE OF CARD. GLUE COTTON WOOL THINLY ON THE LAMB AND ATTACH A SAFETY PIN.



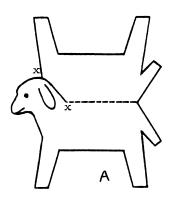
MODELS



CUT OUT SHAPE (A)
ON A FOLDED PIECE OF
PAPER WITH THE BACK
ON THE FOLD.
BEND ON THE DOTTED
LINES TO THE SHAPE
SHOWN IN (B)

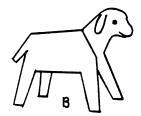


MODEL(2)



WITH ANY OF THE TWO MODELS COVER WITH GUIE AND STICK ON COTTON WOOL.

THIS LAMB IS VERY EASY TO MAKE.
CUT OUT SHAPE'A'
MAKING A SLIT
FROM X TO X. FOUD
ON THE DOTTED
UNE. DRAW IN
EYES AND EARS
AS IN 'B'.



GLUE (EXCEPT THE ENDS) AND PUTON SOME COTTON WOOL TO MAKE THE LAMB WOOLLY. GLUE THE BACK AND FRONT OF THE LAMB TO THE ENDS OF THE SPOOL. PLACE THE LAMB ON END FOR A FEW MINUTES UNTIL THE GLUE DRIES.

FINGER PRINT SHEEP.

BRING ALONG A STAMP PAD TO CLASS. CHILDREN CAN DRAW SIMPLE SHEEP USING THEIR FINGER PRINTS AS A BASIS







SPOOL LAMB.



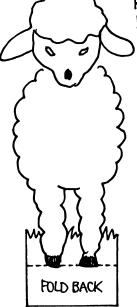
MATERIALS REQUIRED.

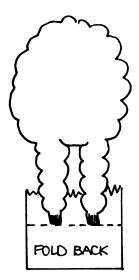
STIFF WHITE CARDBOARD A A SMALL COTTON SPOOL OR IF THIS IS NOT AVAILABLE

CUT UP SHORT LENGTHS OF BROOM HANDLE.
• GLUE • COTTON WOOL • SCISSORS.

HOW TO MAKE IT.

COPY AND CUT OUT THE BACK AND FRONT OF THE LAMB
PICTURED HERE. USE
FAIRLY THICK CARD





AS THE LAMB MUST STAND UPON THESE TWO PIECES OF CARD. COLOUR THE GRASS GREEN. COVER THE SPOOL WITH



CARDS & HANGINGS

USE THE TWO PICTURES ON THE NEXT PAGE FOR WALL HANGINGS (SEE PREVIOUS LESSON FOR DETAILS) OR USE FOR THE FRONT AND INSIDE OF A CARD J.





