

STAND-UP CARD FIGURES

Make card figures as described under **MAKING AND USING TEMPLATES**. To colour quickly and effectively, completely cover the figure with a rectangular piece of coloured gummed paper. Stick it onto one surface, turn it over and trim off the excess round the edge of the card. Cover the head, hands and feet with pieces of flesh coloured gummed paper, trim round:

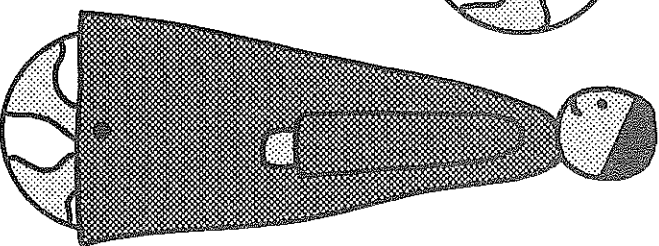
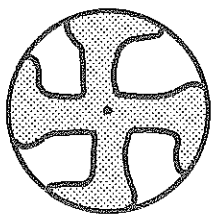
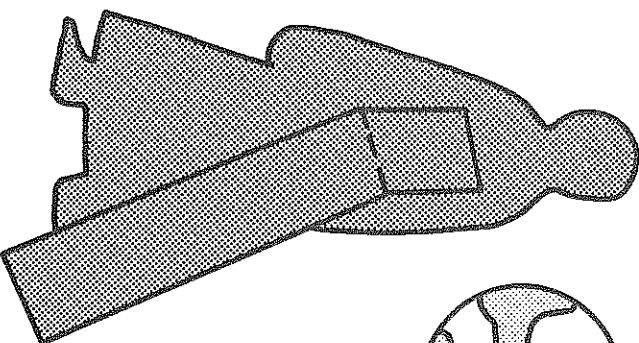
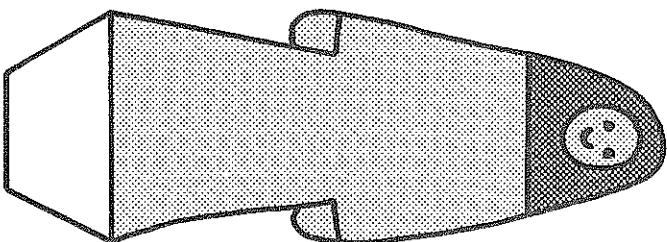
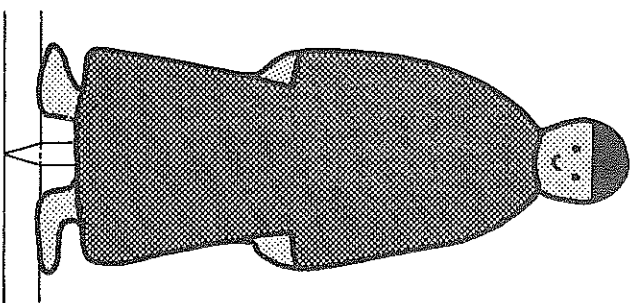
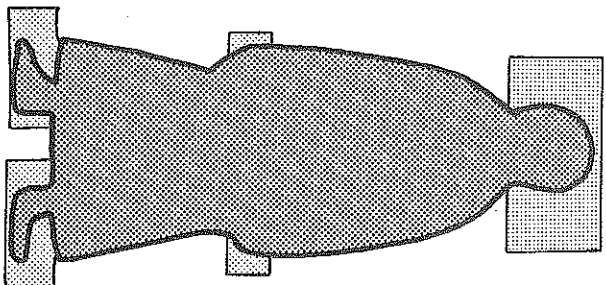
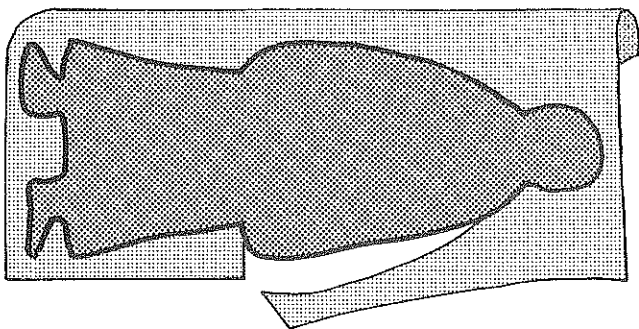
Cover the top of the head with another colour gummed paper for hair or hat and trim off excess. For a female shape cover the head area with one colour, trim, stick a round shape over the top.

To stand figures on a polystyrene tile fix a cocktail stick or sharpened match to the back of the ready coloured figure with adhesive tape, leaving 0.5 cm showing below the base of the figure so that it can be pushed into the polystyrene. Animals and some objects can also be made to stand on the tile by this method. Anything too tall will overbalance the tile which is very light unless it is mounted on a heavy block.

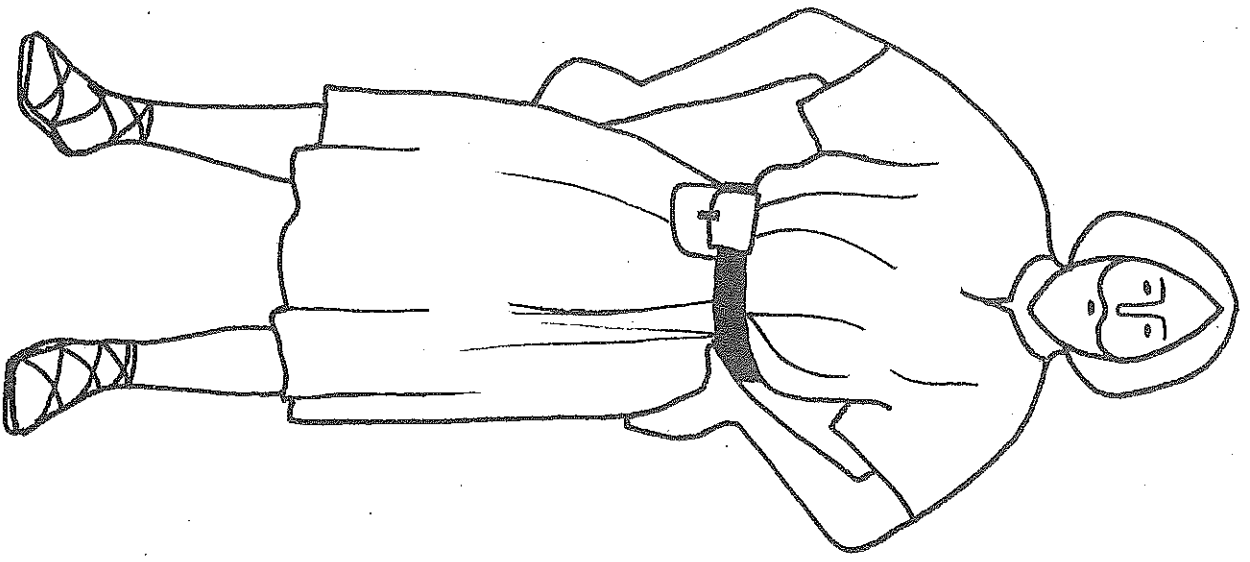
For figures to stand in slots or fit into slits on card backgrounds allow an extra 3 or 4 cm on the base of the figure before cutting it out of the card. Snip and taper the bottom corners of the tab. Colour the figure only, as the card tab will be hidden.

For free standing figures, colour as already described. Make a card hinge $\frac{1}{2}$ the height and $\frac{1}{3}$ width of the figure. Crease the top quarter of the hinge and glue it onto the back of the figure.

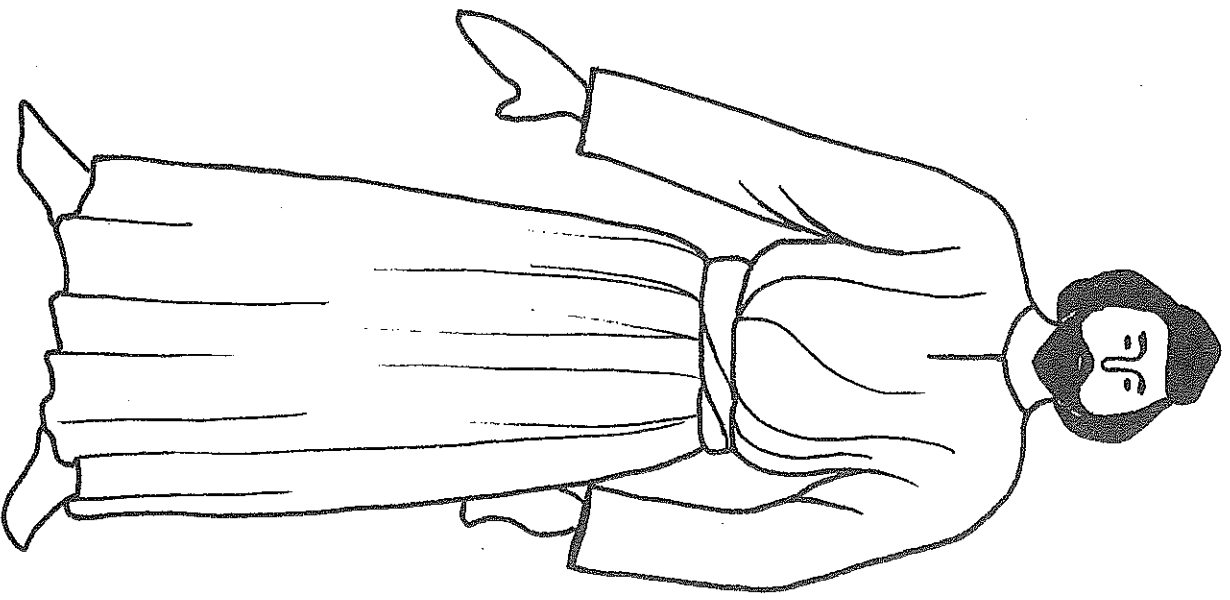
To simulate walking, make and colour a large *profile* figure down to the hem of the long robe. Make a card disc with its diameter a little less than the width of the base of the robe. Onto the disc stick four identical feet and ankles spacing the feet evenly round the circumference and with the ankles meeting at the centre. Fix the disc behind the base of the robe with a brass-headed paper clip through the centre. The wheel will move round as you push it along.



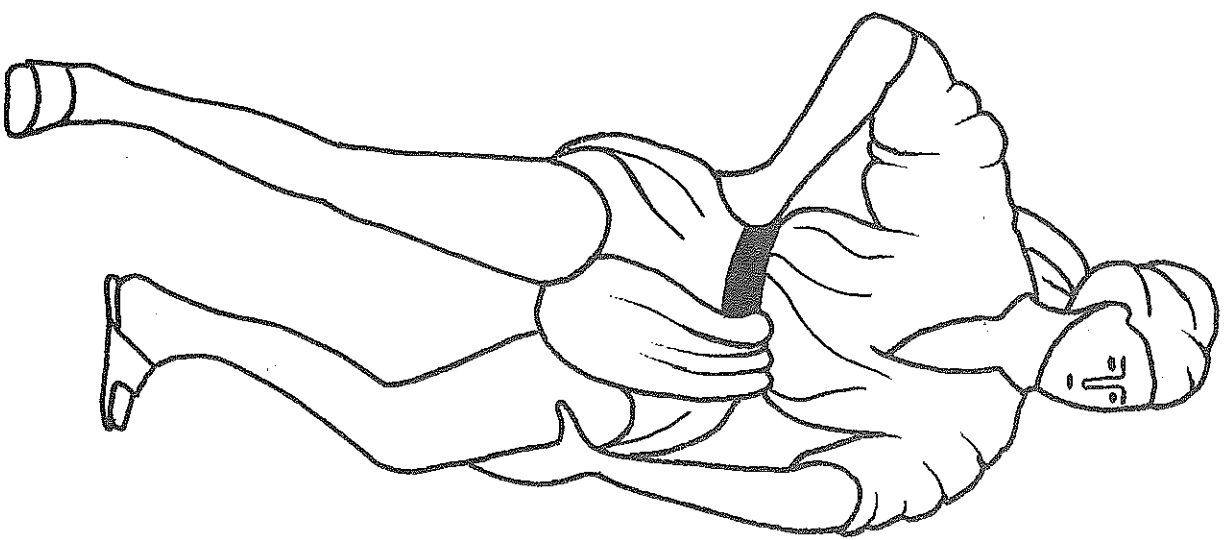
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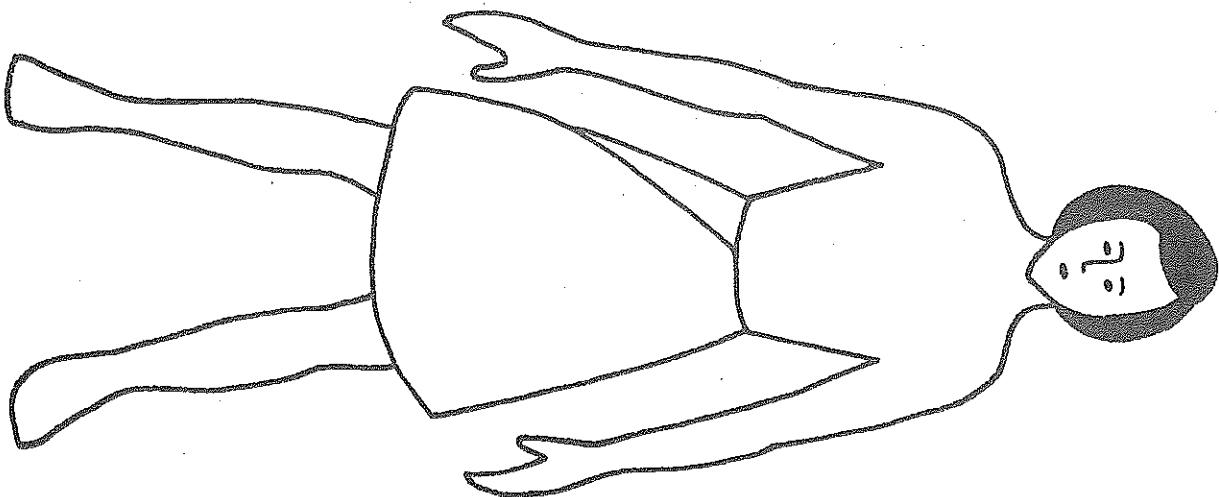


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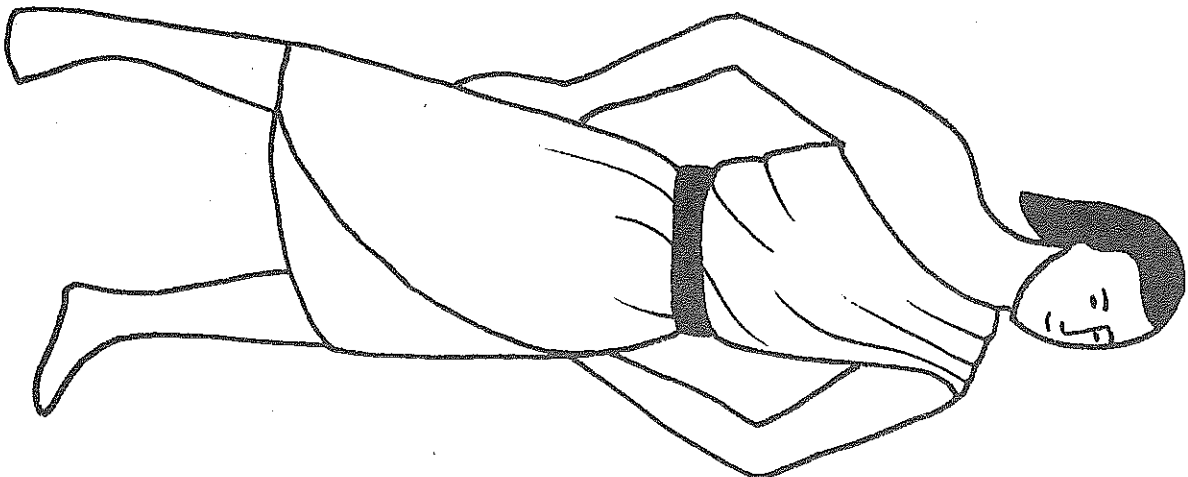
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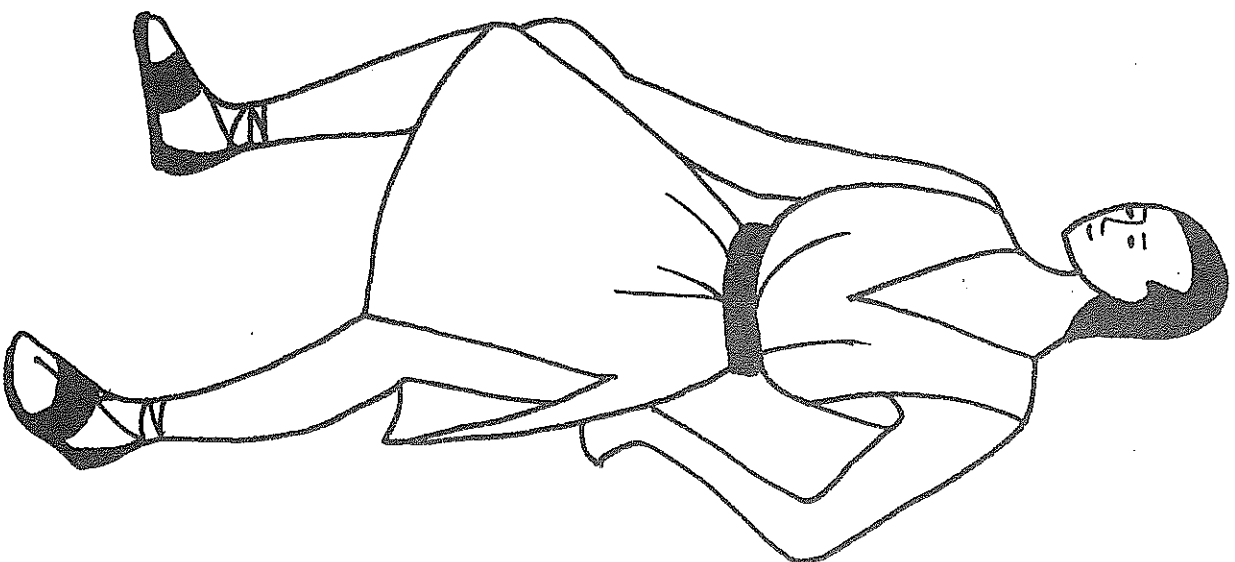


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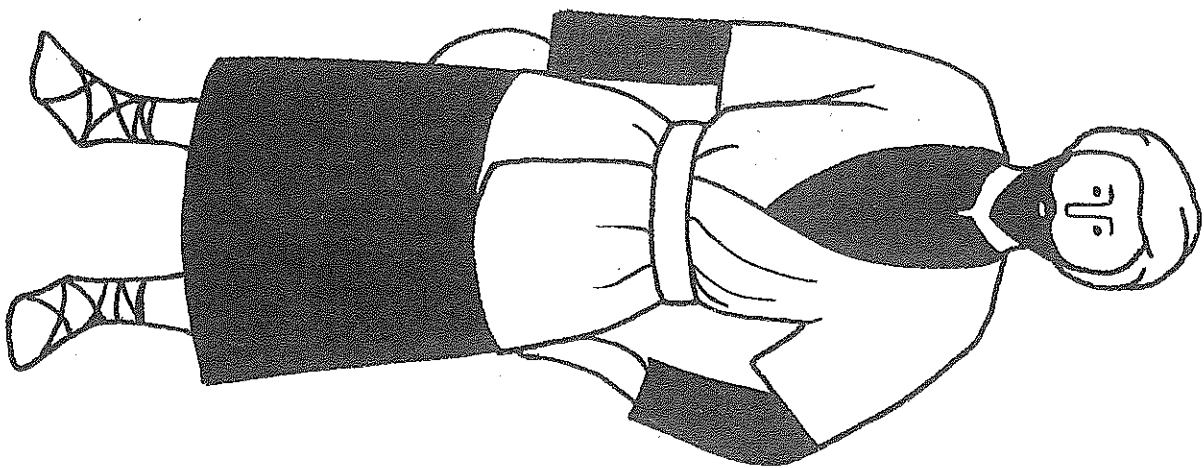
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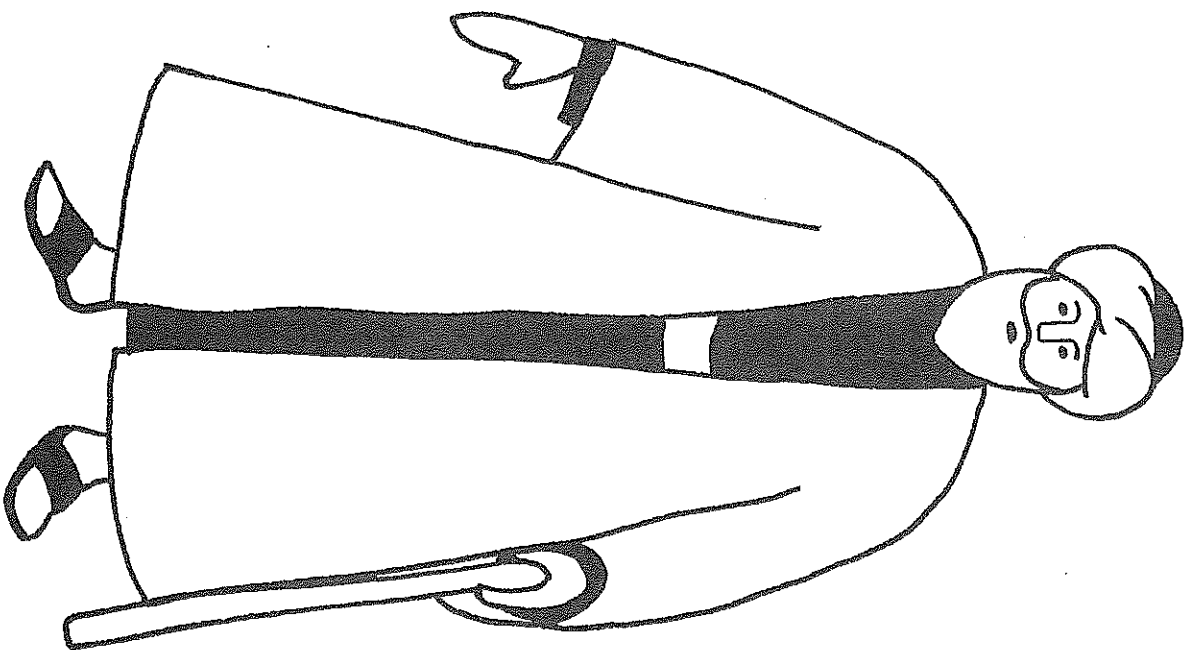
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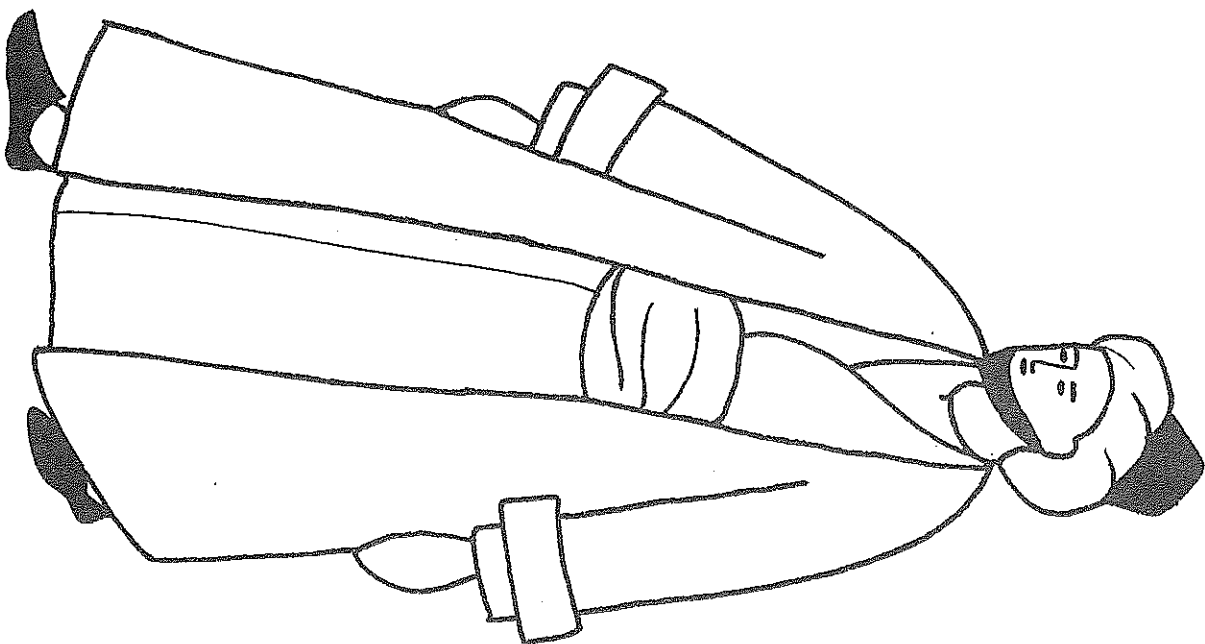
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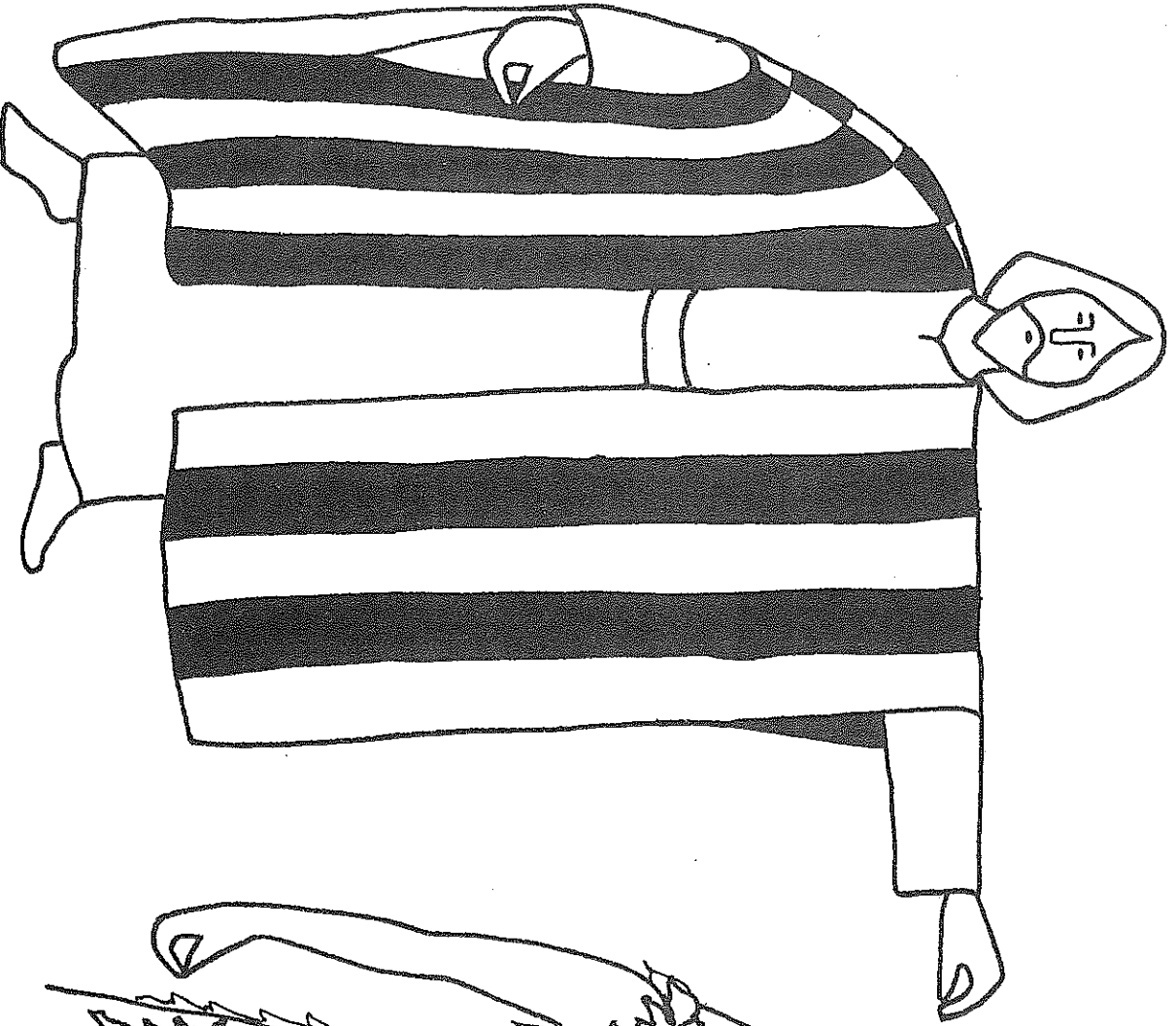


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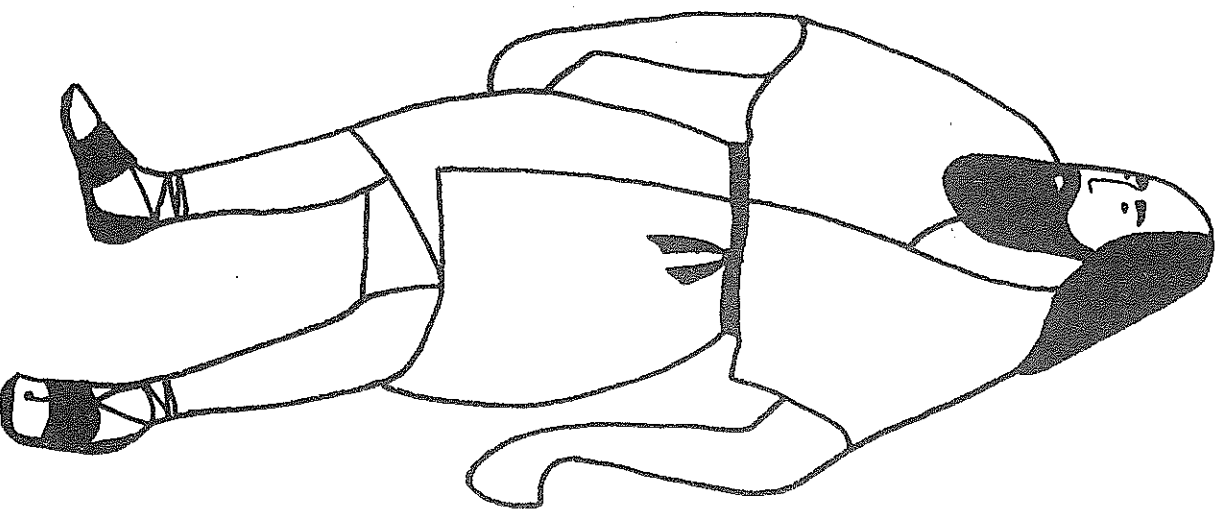


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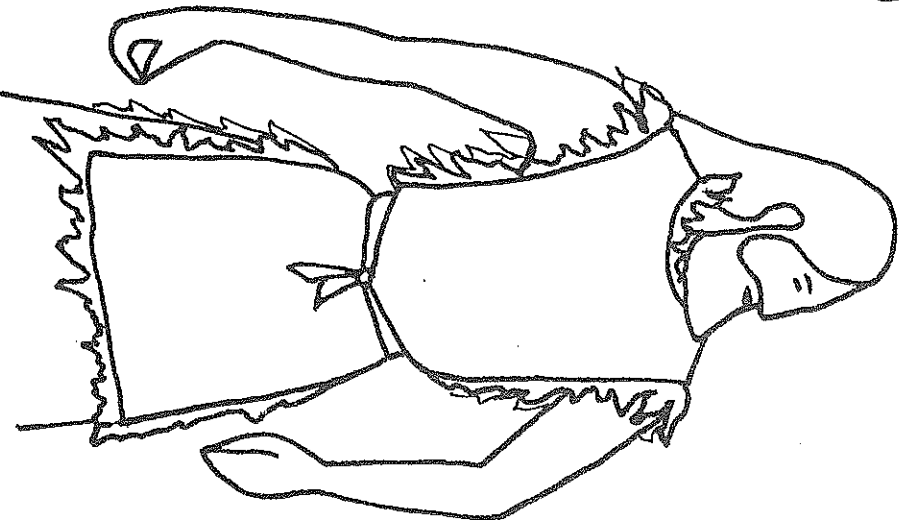
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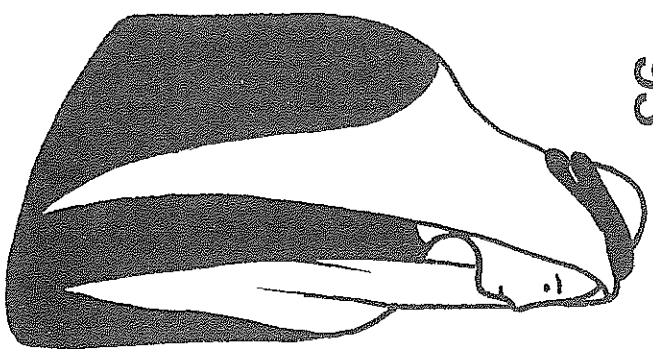


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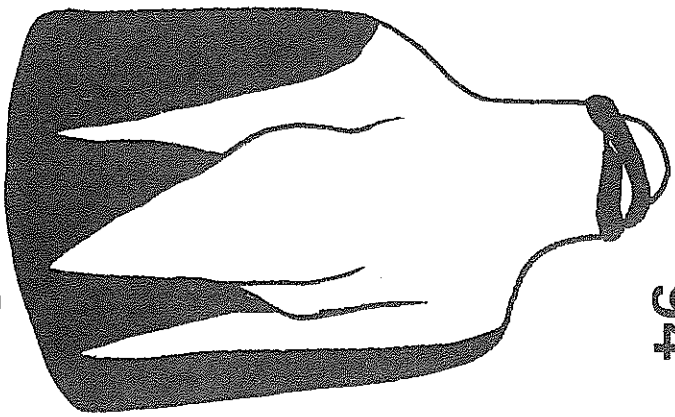


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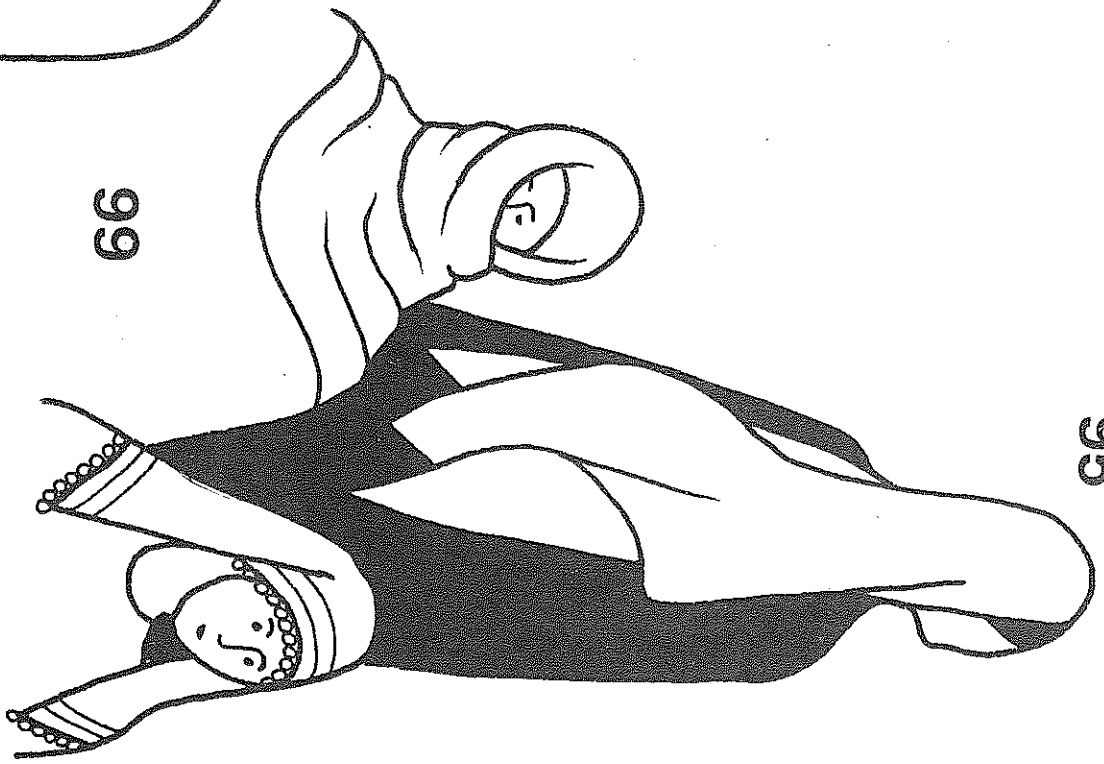
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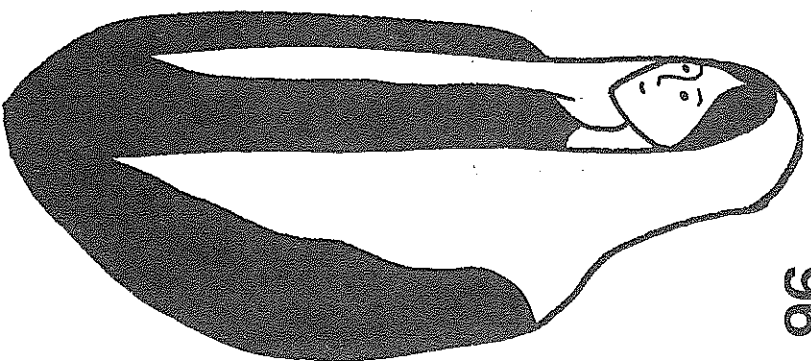
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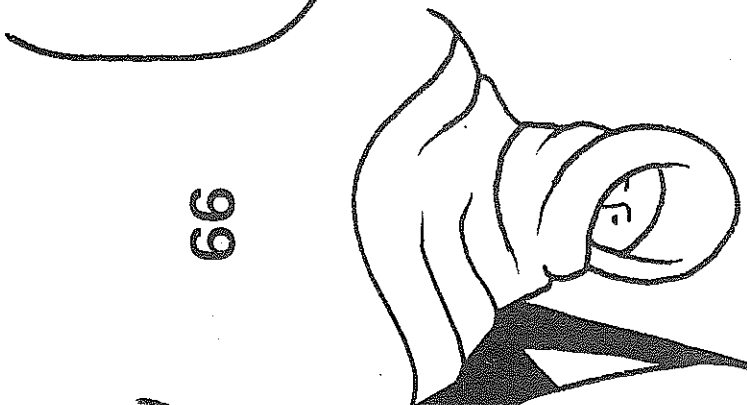
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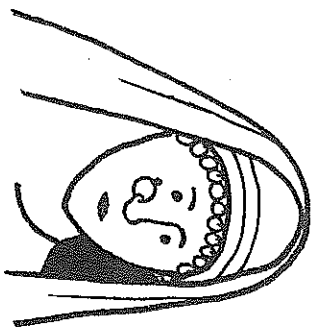
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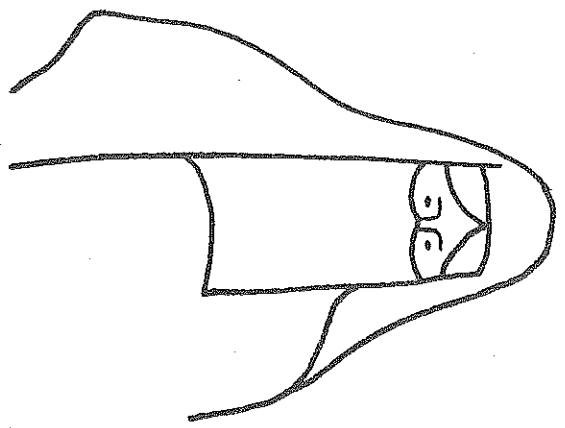
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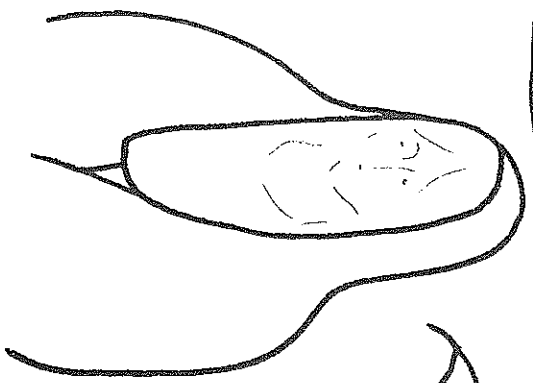
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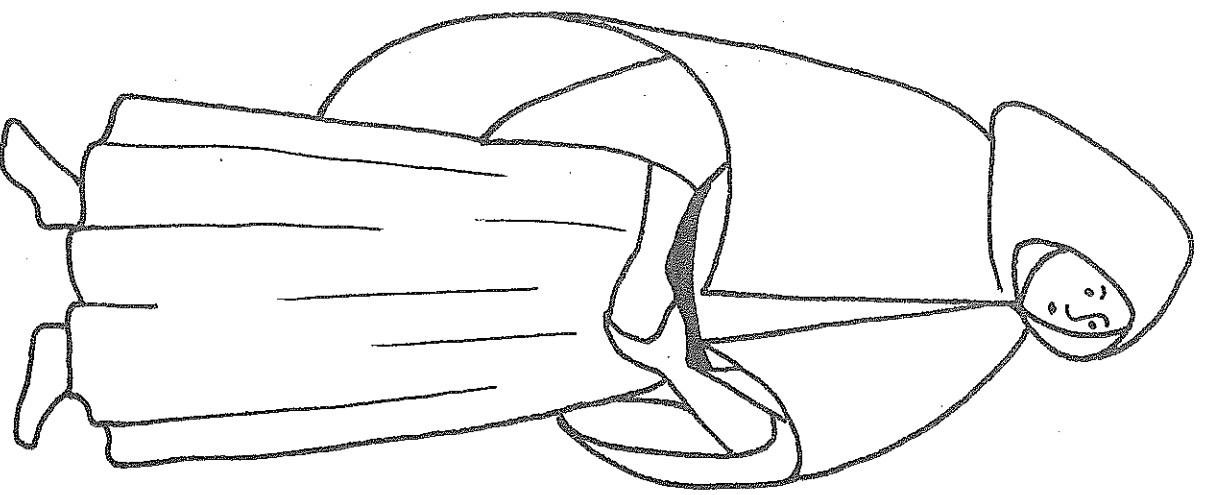
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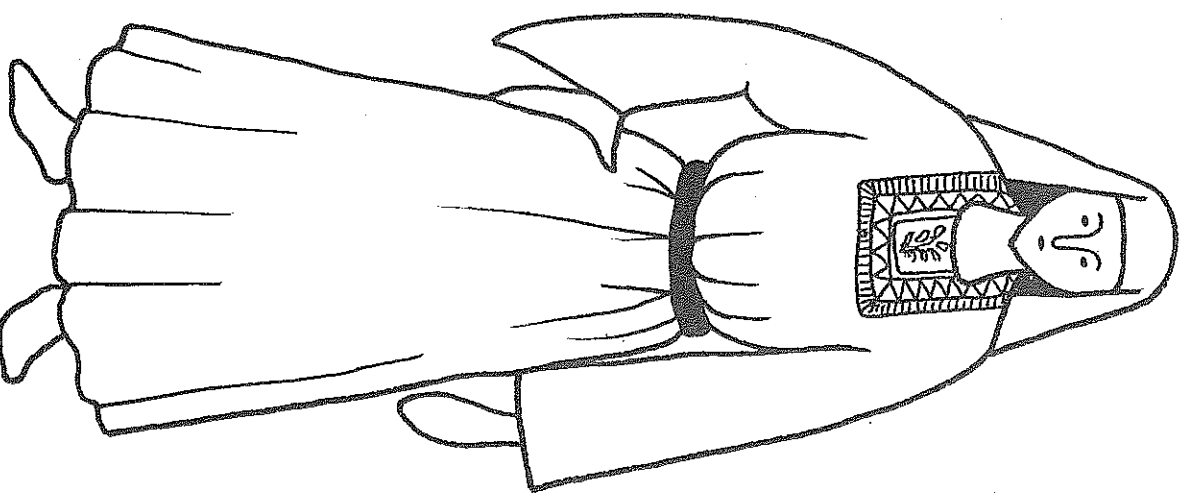
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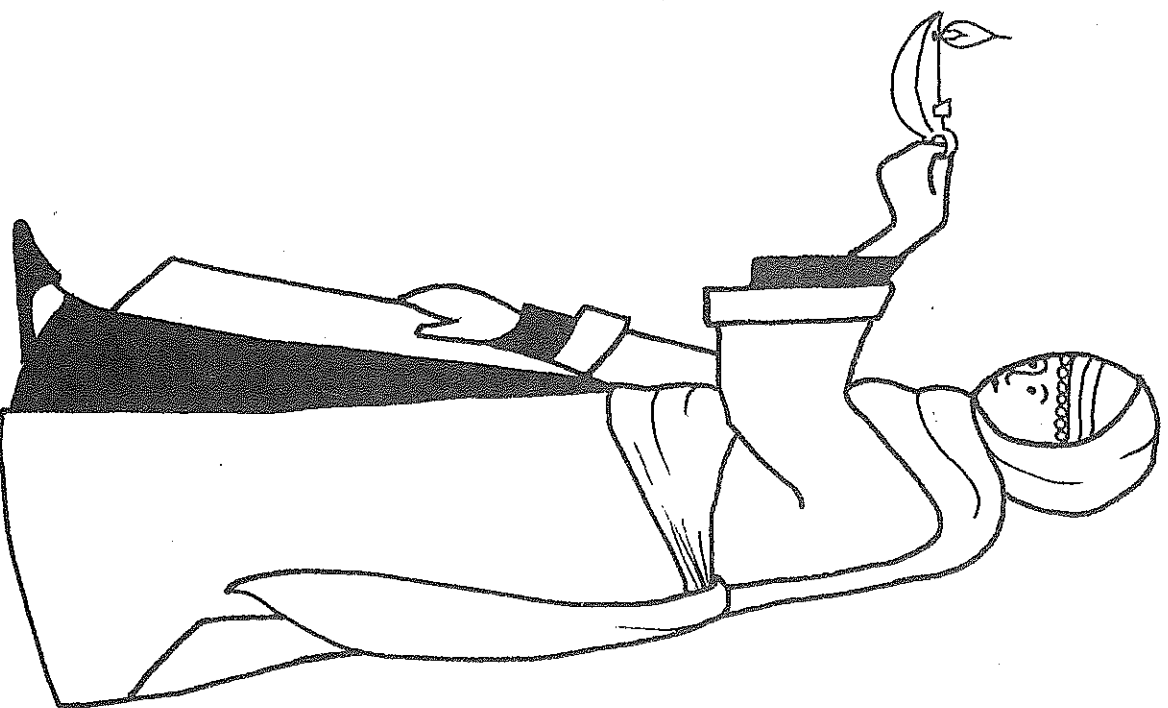
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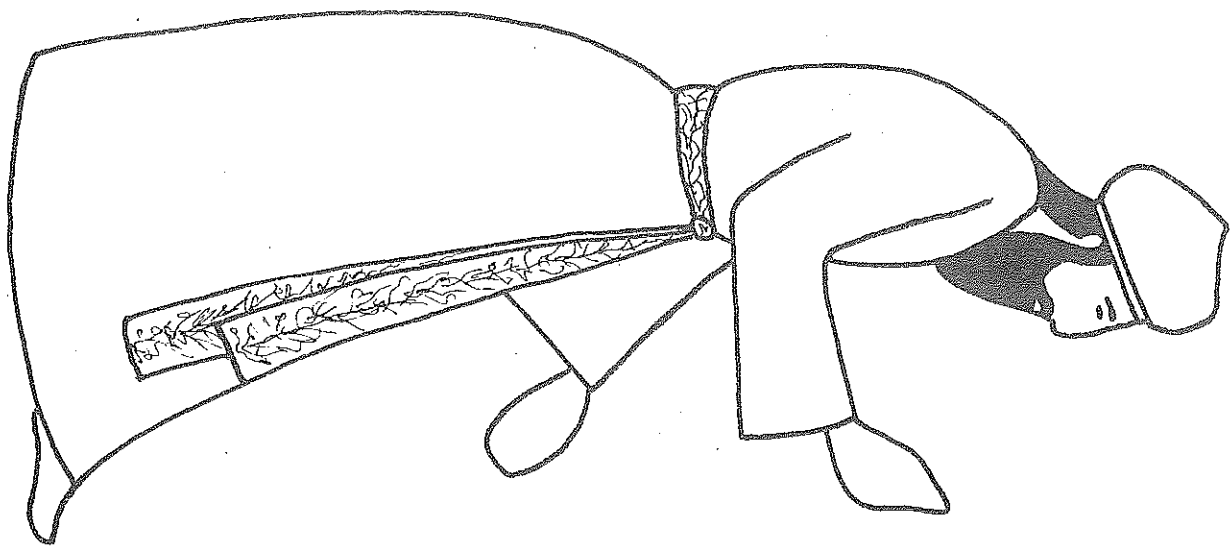


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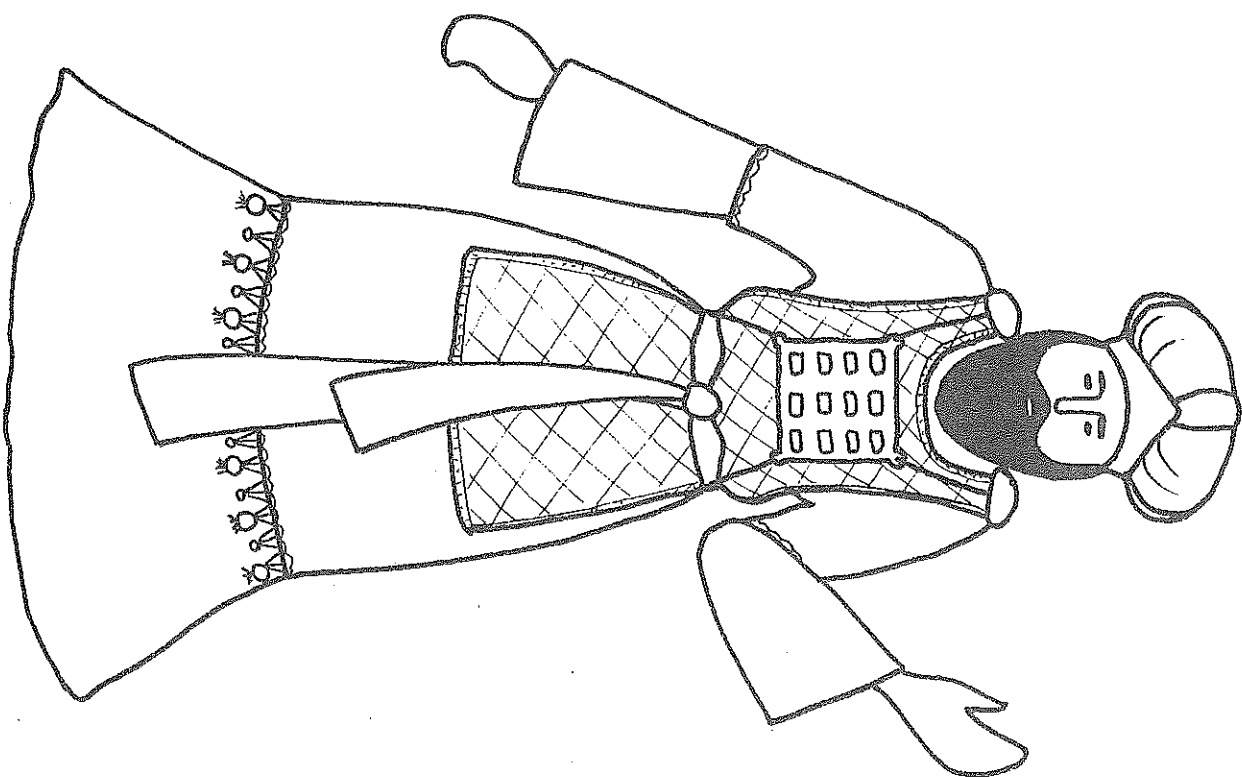


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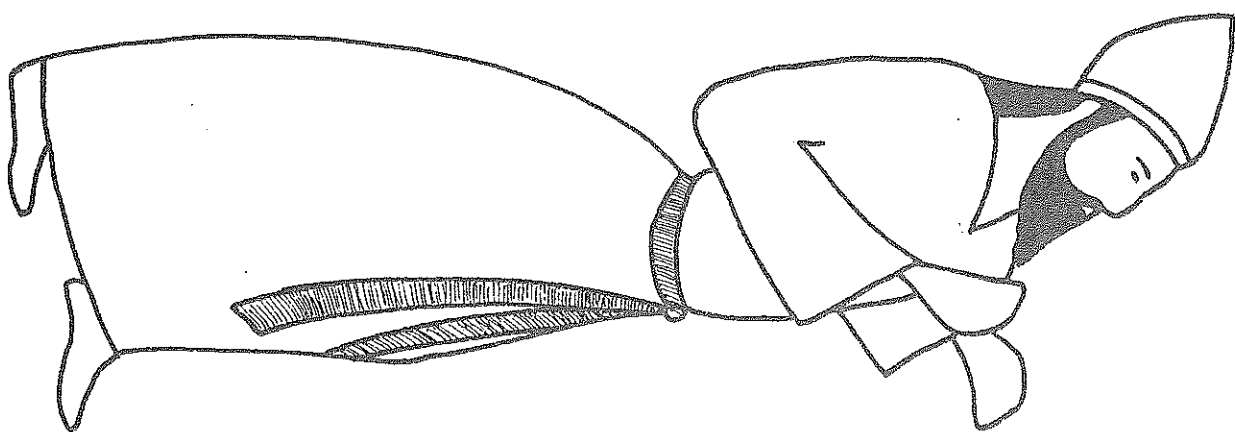
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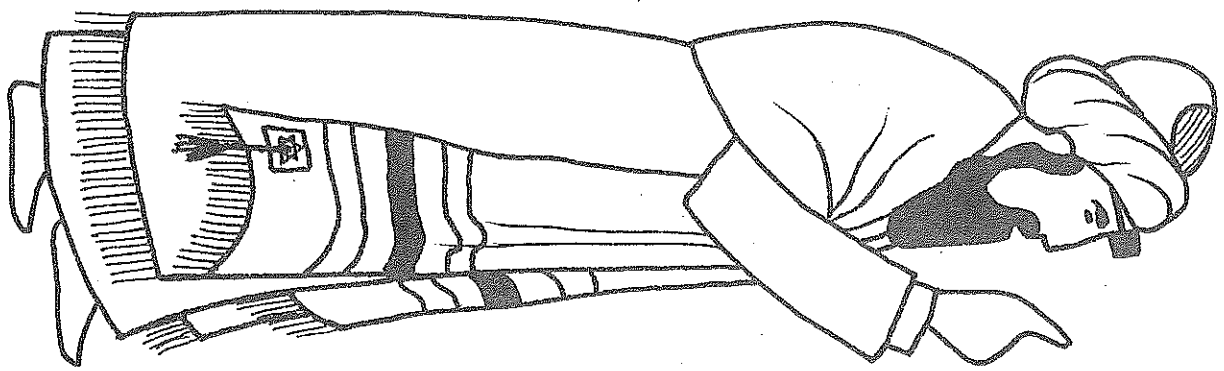


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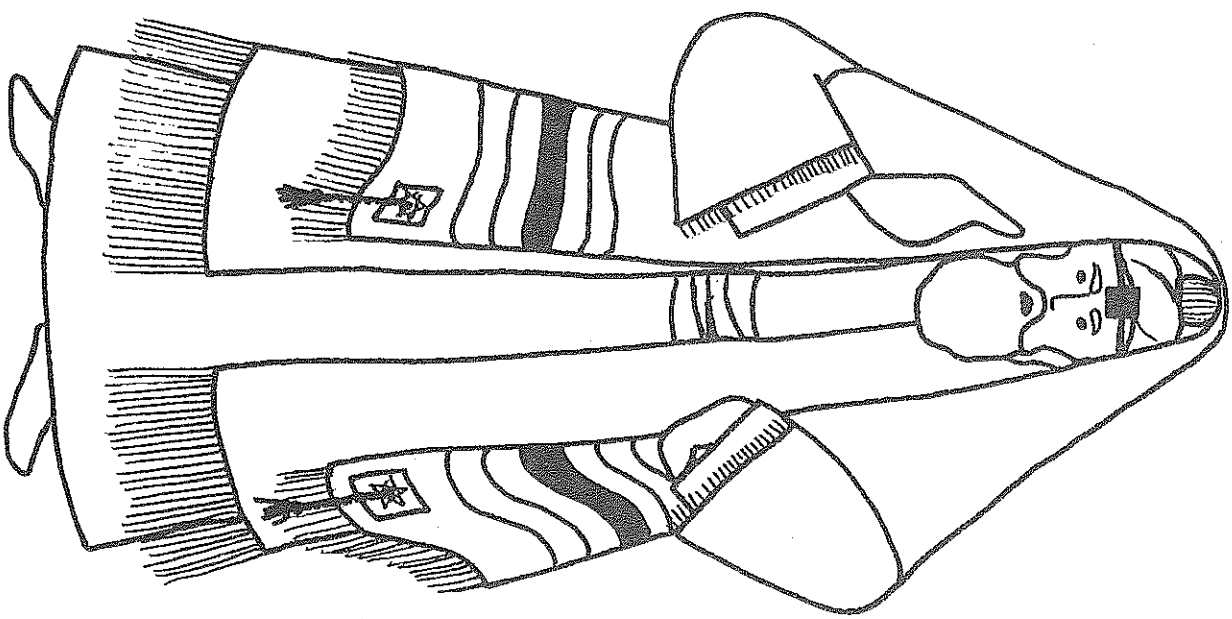


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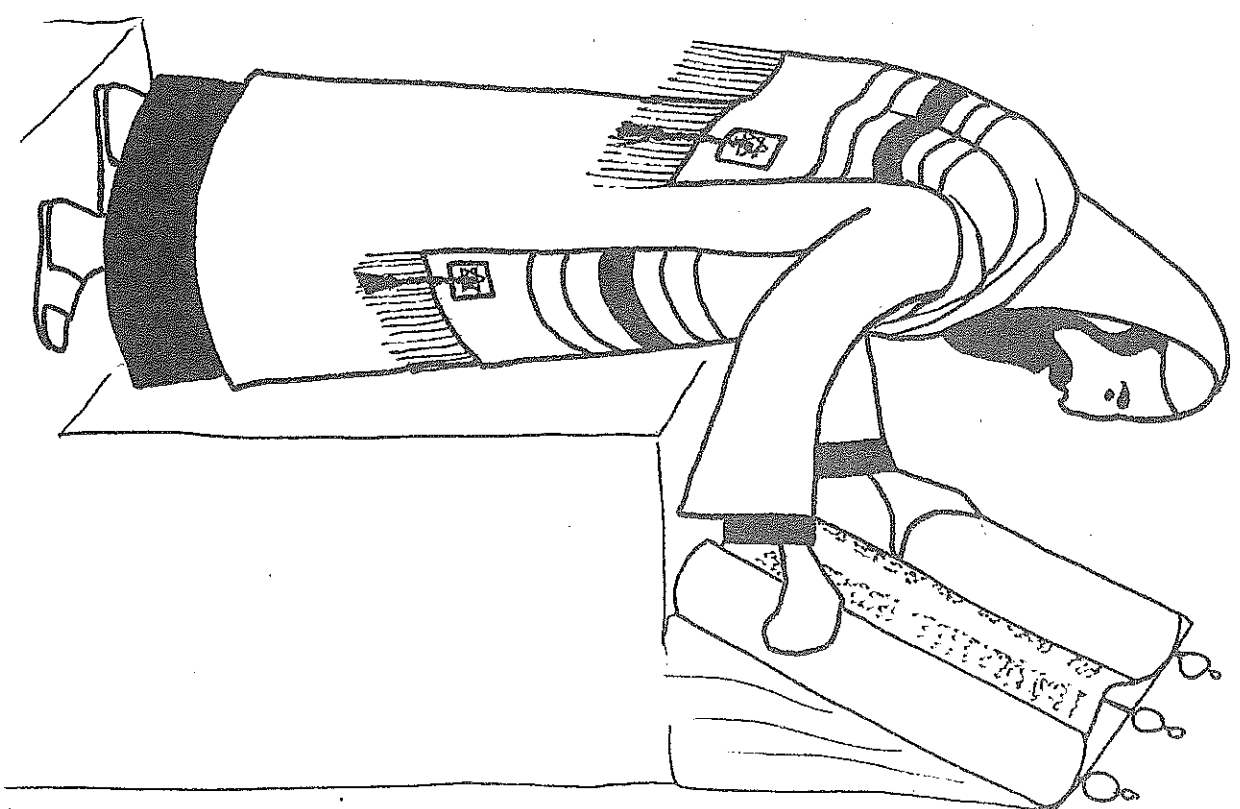
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