

3D EGG DECORATION FOR EASTER

You will need Set 2 of the Anni Arts Easter Set, plus scissors, a hole punch and about 50 cm or 20 inches of ribbon which must be at least 1.5 cm or 1/2 an inch wide. Wider ribbon is even better for the finished egg to keep its shape.

Print on card and then cut the strips for the egg.



1. First cut out three strips from the page in Set 2 of the Easter range. There are enough strips for three eggs plus an extra strip.

2. Lay them out in the formation above with the centres together, to understand how the egg folds together. See the finished egg on the left.

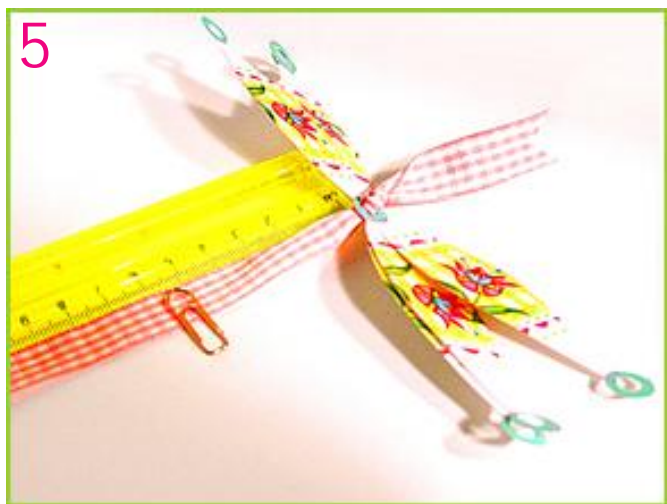
3. Punch holes through all the end circles as well as the centre circle of each strip.

4. Use the cross on the centre circles and the point of the V on the end circles as guide to punch through the centres. Punch through the circles one by one to not accidentally punch a skew hole.



5. Lay the three strips together and thread the start of a ribbon through the centre leaving a tail. The printed surfaces must face up as on the pic. A wide ribbon will thread easier if you wrap the point in sticky tape like a shoe lace.

6. Tie a loose knot to keep the threaded centres from slipping out. The knot must be bigger than the holes. If you want to add beads to the tail, do so before starting to thread the ribbon. Beads are a good way to add weight to the finished decoration.



7. Measure 5.5 cm (about 2 and 1/8th inches) from the knot and make a small dot with a pen. This dot will be just under the top circles when the egg comes together.



8. Now fold the innermost strip up and thread through the two end circles. It is important to thread the strips in the sequence that they lie. Otherwise the finished shape will not form a nice egg shape.



9. Fold the next strip up and thread through the holes.



10. Fold the last strip up and thread through the holes. Make sure that the dot you made is under the circles.



11. Make a knot just above the threaded top circles. Tie a loop from which to hang the egg.

