

VENUS FLYTRAP CATCH GAME





You will need:

- Paper plate
- 2 x white pom-poms
- 1 x black pom-pom
- Wiggly eyes
- Green and red paint
- Green paper or card
- Small pieces of black card
- Bamboo stick
- Length of embroidery cotton
- Small piece of tracing paper

Other things you'll need:

- Glue
- Scissors
- Sewing needle
- White paint marker (optional)

How to make it:

- Start by painting the back of the paper plate green. Leave to dry.
- While the paint is drying, make the fly. Cut a small heart shape from a piece of tracing paper. This will be the fly's wings. If you're using a white paint marker, draw on veined wing pattern details. Then glue the wings onto the black pom-pom.



- Next, thread some embroidery cotton onto a sewing needle. Put a knot in one end of the cotton and push the needle through the middle of the black pompom and tracing paper wings. Pull the cotton through as far as it will go (the knot will be at the bottom of the pom-pom). Tie the loose end of the cotton onto one end of a bamboo stick. Finish the fly by gluing on wiggle eyes and set aside to dry.
- Now return to the paper plate. When the green paint is dry, turn the plate over and paint the other side red. Set aside to dry thoroughly.

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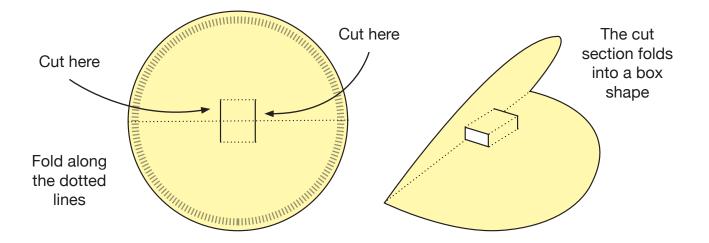
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County Supplies

While the paint is drying, cut lots of triangles from green paper or card. The triangles in the image above are approximately 3cm on each side but they don't all have to be equal. Put the triangles aside for use in step 7.

When the paint has dried, fold the paper plate in half. Open the plate out again and carefully make two cuts as shown in the diagram. Fold the cut section outwards to create a 'spring' which will help the trap to 'snap' closed.



- 7 Glue the green triangles all around the edge of the paper plate.
- 8 Finish by gluing on two white pom-poms for eyes. Glue on small circles of black card to make pupils. Alternatively, use wiggly eyes instead of pom-poms and black card.
- When the glue is dry, you're ready to play. One player holds the trap in their hand while a second player dangles the fly. Snap the trap shut to catch the fly!

TOP TIP: Make some backup flies to dangle in case the the first one gets squished.

