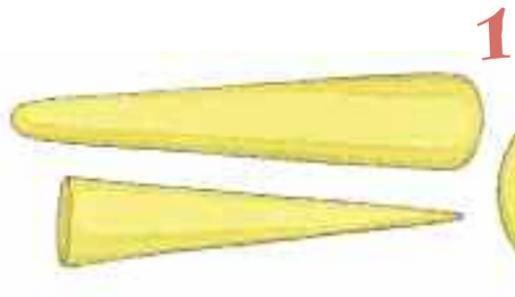
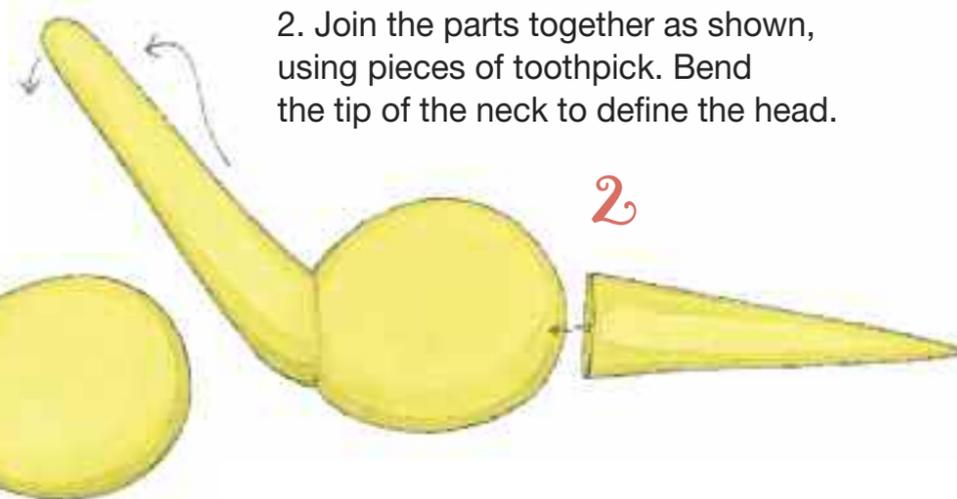


Diplodocus

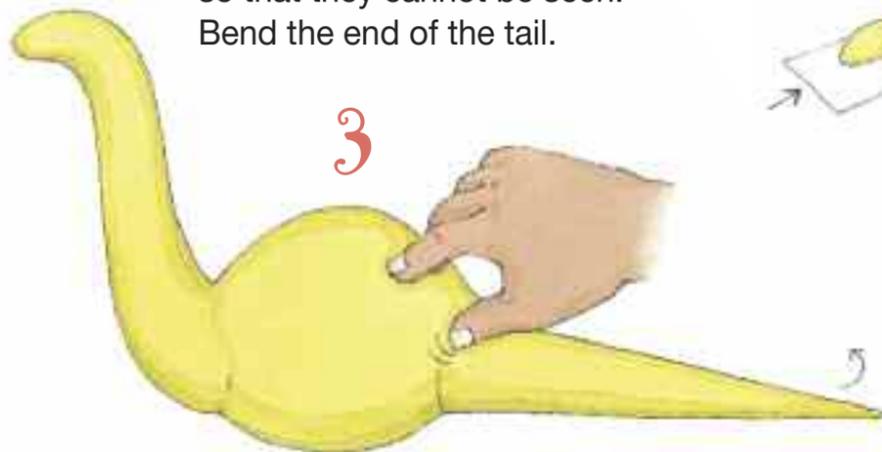
1. To begin, you need a large ball and two sausages. Thin out the sausages as shown in the drawing.



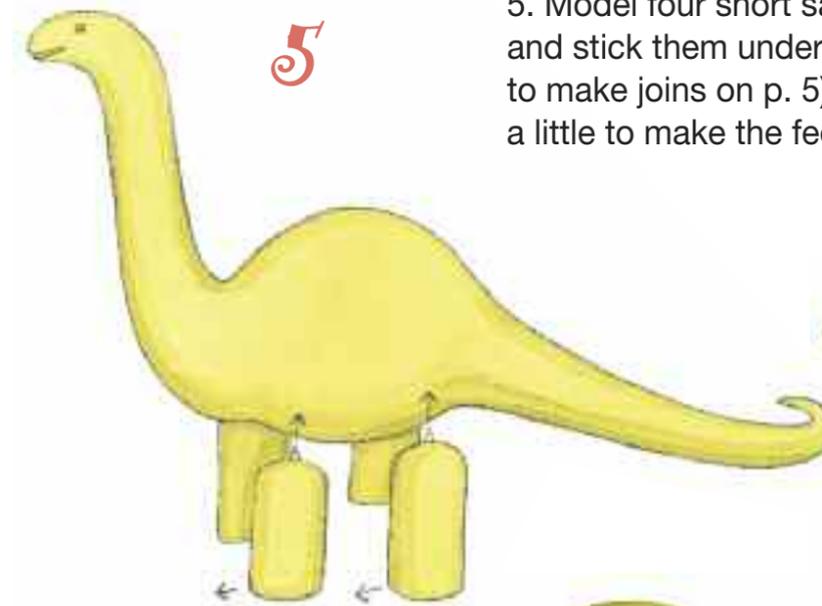
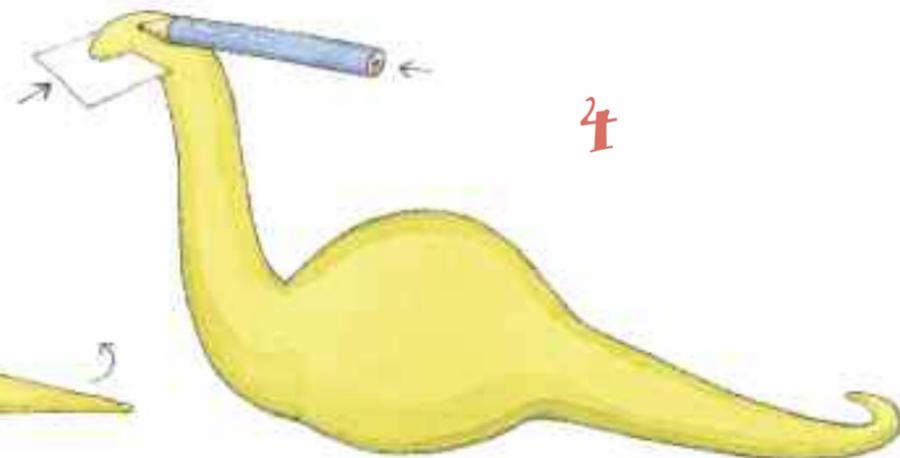
2. Join the parts together as shown, using pieces of toothpick. Bend the tip of the neck to define the head.



3. Spread the modeling clay around the joins with your fingers, so that they cannot be seen. Bend the end of the tail.

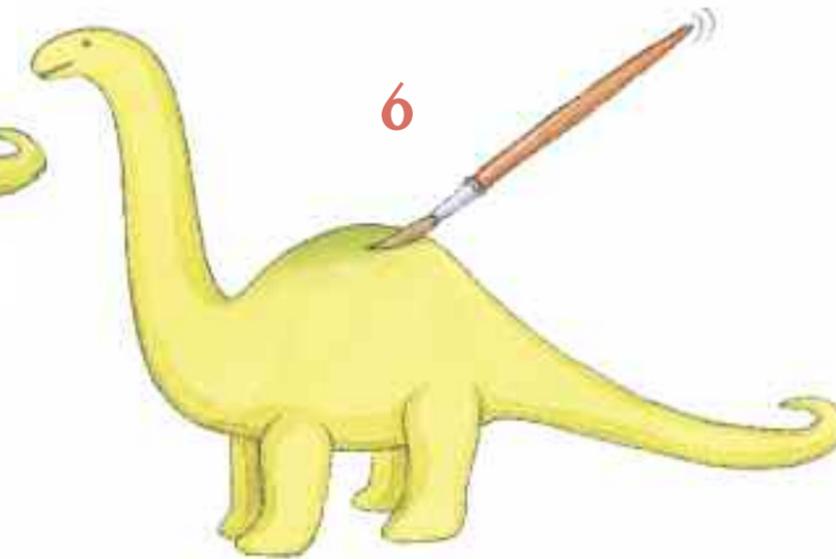


4. Make the mouth with some card and the eyes with the tip of a pencil.



5. Model four short sausages for the legs and stick them under the belly (consult how to make joins on p. 5). Bend the sausages a little to make the feet.

6. To finish, add some touches of chalk or pastel stick on the back, with the help of a paintbrush.



Very tall

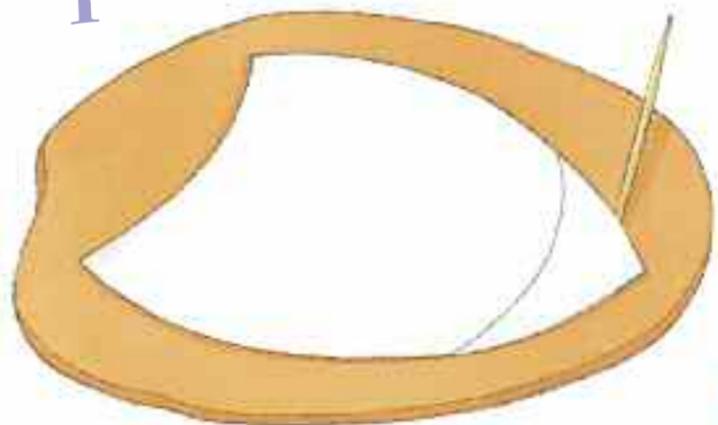
The very long neck of the diplodocus enables it to eat leaves that are ten meters above the ground. It uses its tail for support to stretch even more!





Space:ship

1

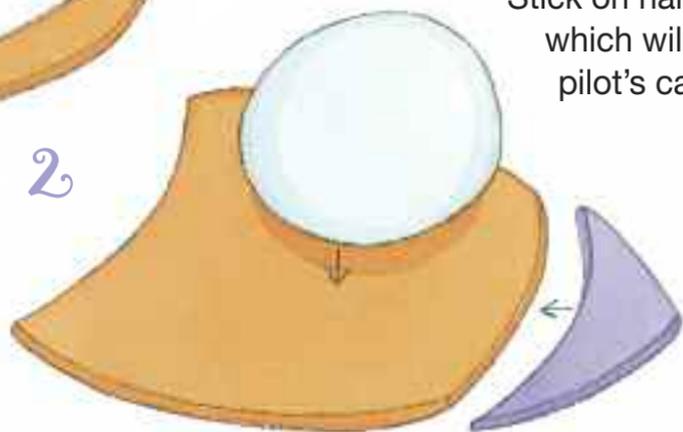


1. Make a grey sheet and cut out the pattern on p. 35 using a toothpick.

2. Make the tip from another color and join the two pieces together, strengthening the join underneath.

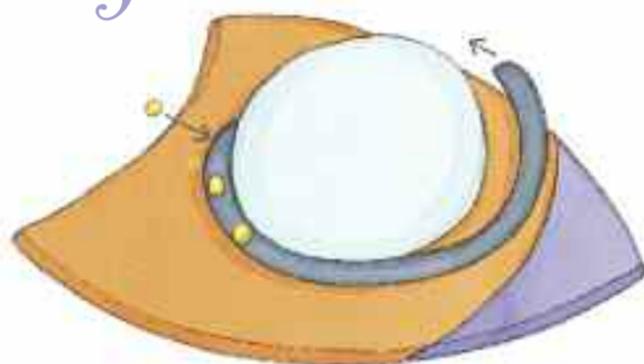
Stick on half a ball, which will be the pilot's cabin.

2



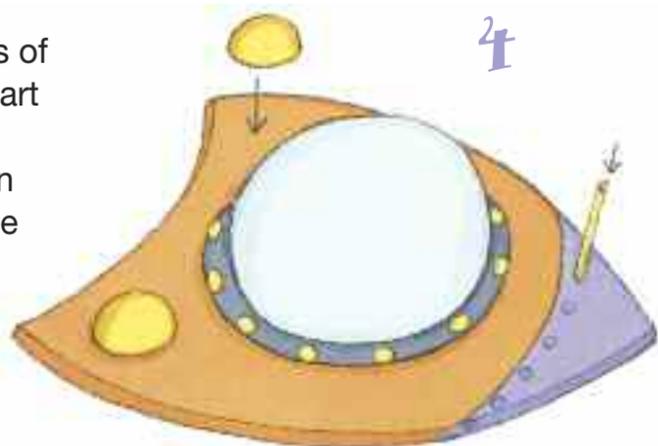
3. Surround the ball with a sausage and flatten little yellow balls on it, like a line of lights.

3

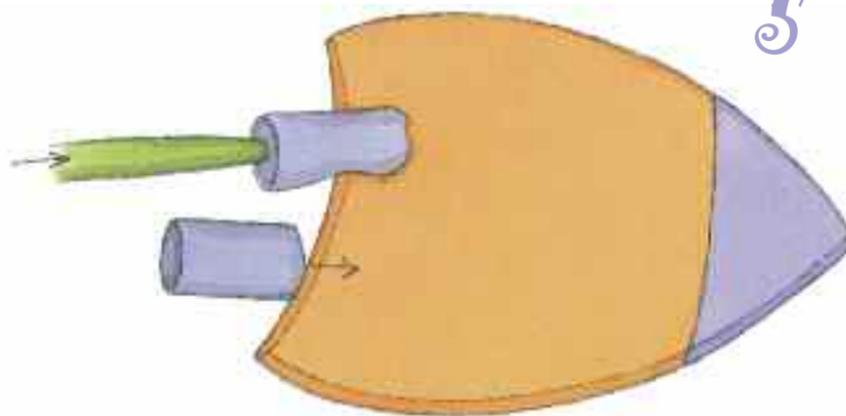


4. Place two halves of a ball on the rear part for the main lights. Mark the screws on the join with a piece of plastic tube.

4



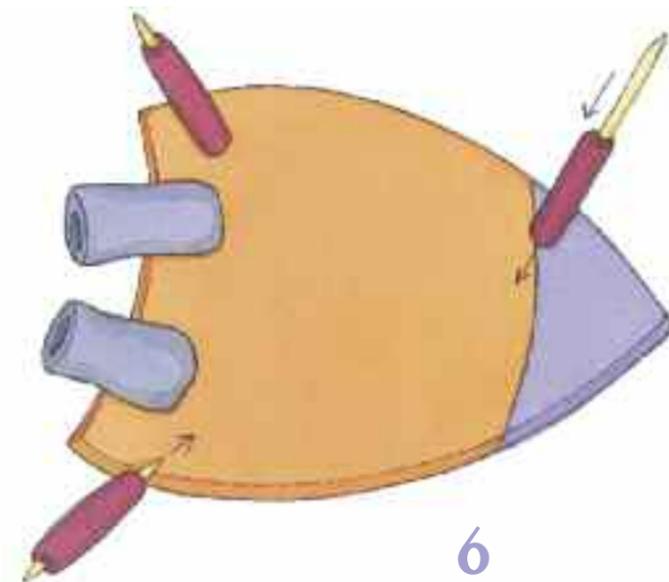
5



5. Turn the spaceship over and stick on two sausages to simulate the exhaust pipes. Strengthen the join. Make holes in the sausages with a paintbrush handle.

6. To finish, model three sausages and stick a piece of toothpick through each one. Stick one leg at the front and two at the back, slightly slanted.

6



With the stars

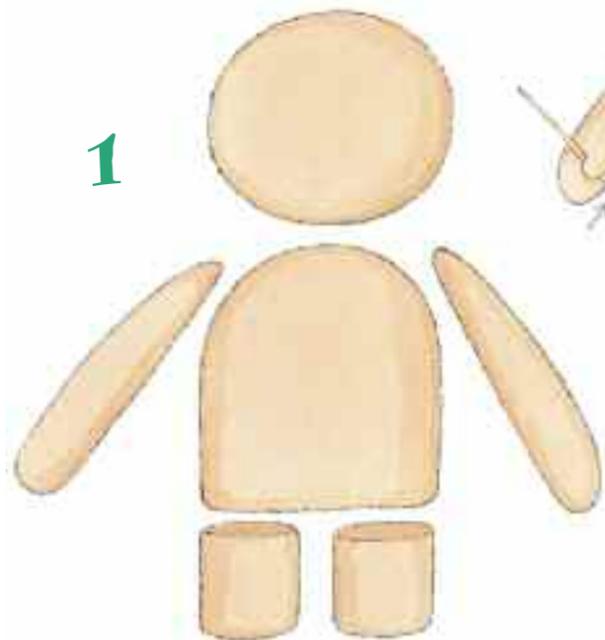
Space:ships travel the universe going through space. They go from one planet to another at great speed. Have you ever seen one? You can invent it!





Viking

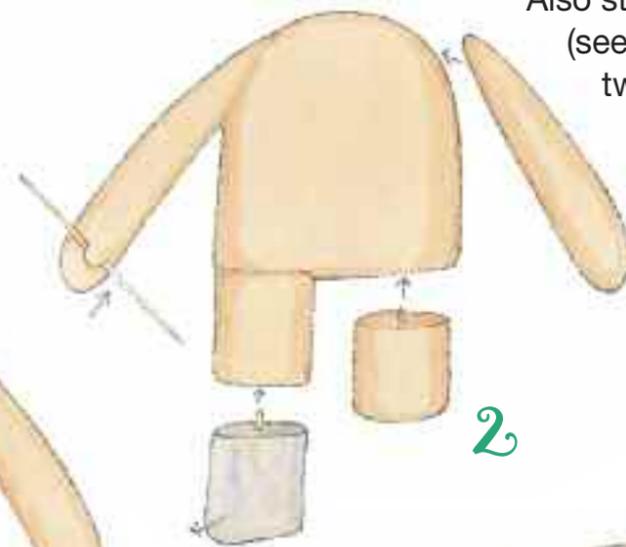
1. Model six pieces in the shapes and proportions shown in the drawing.



1

2. Join the arms to the body and mark the fingers with a toothpick.

Also stick on the legs (see p. 5) and add two different colored cylinders: They will be the boots. Bend the tips to give shape to the feet.



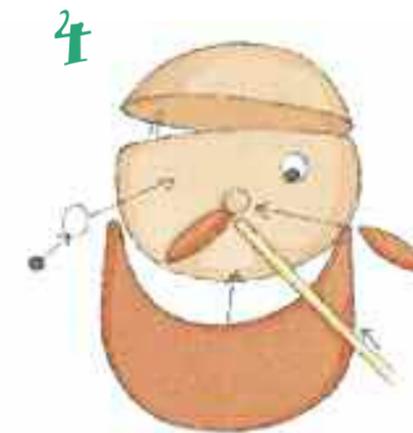
2

3. Make a skirt from a thin sheet. Place a strip of modeling clay over the shoulder from front to back. Place another strip over the skirt to make a belt. Finish it off with a buckle (flattened ball).

3



4. Cut off part of a ball. Stick a little ball and the two parts of the moustache underneath. Make a hole under the nose with a skewer (the mouth) and superimpose two little balls for each eye. Stick on a sheet for the beard.



4

5. You can use the same sheet for the hair. Model the helmet from half a ball, as shown in the drawing. Add two horns on it.

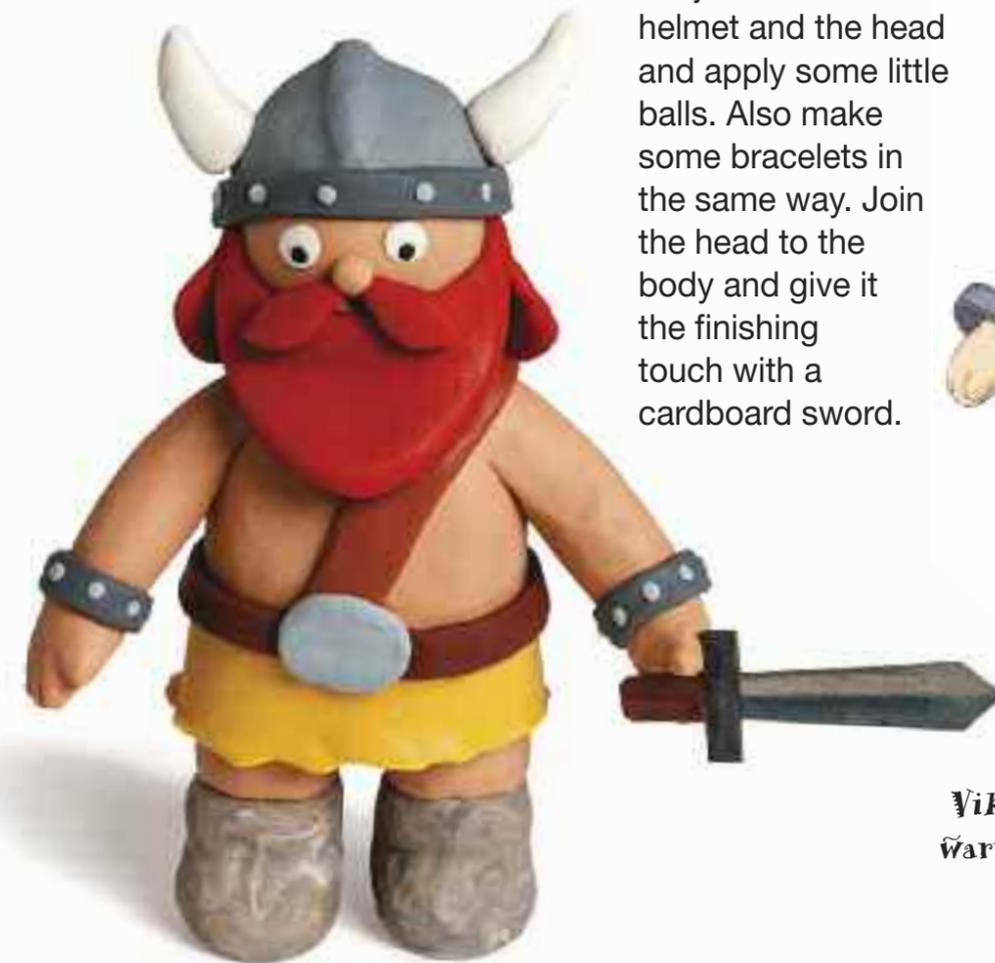


5

6. Stick a strip of modeling clay onto the join between the helmet and the head and apply some little balls. Also make some bracelets in the same way. Join the head to the body and give it the finishing touch with a cardboard sword.



6



Ferocious appearance

Vikings were great sailors and brave warriors who traveled in ships shaped like dragons called "drakkar."