

Flying Swifts Assembly Instructions



REQUIREMENTS

Flying Swifts page #2, scissors, colouring pencils, black fine thread or clear fishing line, tape, sticky tack and wire (to make a mobile).

ASSEMBLY SINGLE SWIFTS

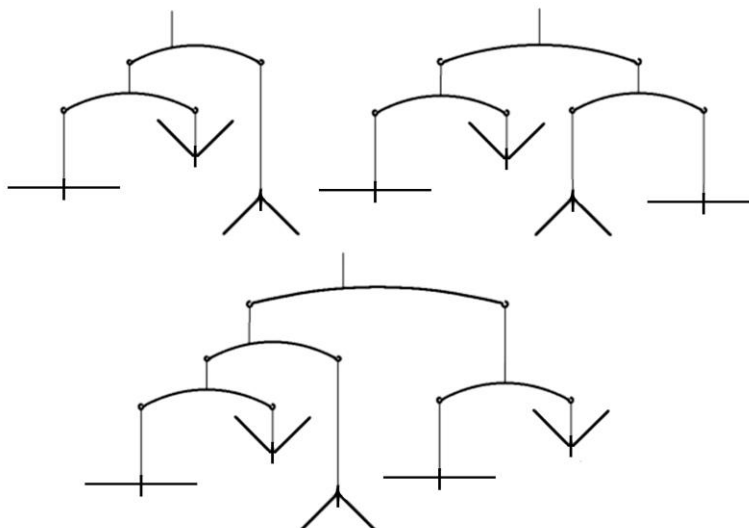
1. Copy Flying Swifts page #2 onto card.
2. Colour in the Swifts on both sides.
3. Cut out the Swifts with sharp scissors, including the darker thicker lines on both pieces.
4. Create a hole on the body pieces where the circle is. *Perhaps best done by an adult!*
5. Assemble the Swift by pushing the body pieces together along the slots.
6. To keep the two pieces together so that they are at 90 degrees to each other use small pieces of tape. Then position the wings into realistic flight angles.



7. Push a length of thread or fine line through the hole and hang the Swift to see if it hangs horizontally. If not, use a small piece of sticky tack to balance the Swift.
8. Hang from the ceiling or a frame as appropriate.

MAKING A MOBILE

1. For this you require some wire that is sufficiently stiff to support the weight, but also enables making a small hook at each end with a pair of long-nosed pliers, wire coat-hangers are ideal.
2. The pieces of wire need to be at least long enough to avoid colliding Swifts. Collisions can also be avoided by adjusting the relative height of the Swifts. For a mobile with 3 Swifts, 2 pieces of wire roughly one and a half times the wing span of a Swift are required.
3. Here are some examples of mobiles with 3, 4 and 5 Swifts.





Flying Swifts