GP595

Catch-it Cones (Pk/72)
Atrapa Le Pelota (Pk/72)

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Reorder Number

GP595 **1.2**

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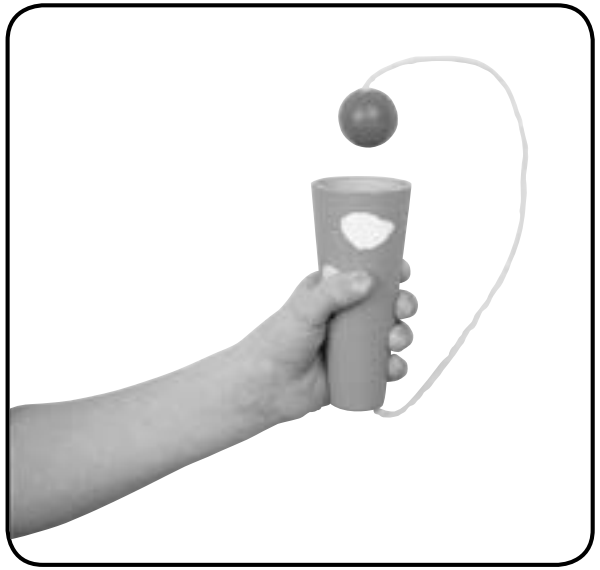
MAKING IT EASY
to Help People Play and Learn

Gee-Perz®
Just Add Imagination... We Provide the Rest!

Catch-it Cones (Pk/72)
Atrapa La Pelota (Pk/72)

PLEASE READ ALL INSTRUCTIONS BEFORE STARTING
FAVOR DE LEER LAS INSTRUCCIONES ANTES DE COMENZAR



YOUR KIT CONTAINS:

- Cones
- Foam balls
- Yarn
- Paint
- Brushes
- Glue
- Tablecloth

- Conos
- Pelotas de Espuma
- Hilo
- Pintura
- Pinceles
- Pega
- Mantel

AGE GROUP: 8 and up
PROJECT TIME: 45 minutes

EDADES: de 8 y mas
TIEMPO DE PROYECTO: 45 minutos

YOU WILL NEED:

- Ruler
- Scissors
- Pencil

USTED NECESITARÁ

- Regla
- Tijeras
- Lapiz

GP595

INSTRUCTIONS:

1. a. Decide what kind of design you would like on your cone. Using the pencil, lightly sketch the design on the cone.

   b. Paint the design on the cone. Paint the foam ball. Let dry 20 minutes.

2. a. Measure and cut 12" length of yarn.

   b. Using the pencil point, press a hole in the ball. Apply a few drops of glue into the hole. Using the pencil, push one end of the yarn into the hole.

   c. Glue the other end of the yarn about 1/2" inside the narrow end of the cone. Let dry 20 minutes.

   d. Try to catch the ball in the wide end of the cone.

TIP: To make catching the ball more difficult, you may glue the end of the yarn inside the wider end of the cone and try to catch the ball on the narrow end.

INSTRUCCIONES:

1. a. Decida que clase de diseño quiere hacerle a su cono. Usando el lapiz, dibuje su diseño en el cono.

   b. Pinte su diseño. Pinte la pelota de espuma. Deje secar 20 minutos.

2. a. Mida y corte 12 pulgadas de hilo.

   b. Usando la punta de el pincel hagale un agujero a la pelota. Aplique unas gotas de pega dentro de el agujero. Usando el pincel empuje un extremo de el hilo dentro de el agujero.

   c. Pege el otro extremo de el hilo 1/2 pulgada dentro en el lado estrecho de el cono. Deje secar 20 minutos.

   d. Intenteatrapar la pelota en el lado ancho de el cono.

CONSEJO: Para hacer que atrapar la pelota sea mas dificil, puede pegar el hilo dentro
de el extremo ancho de el cono e intentar atrapar la pelota en el lado estrecho de el cono.