

Make a 3D deer

You will need: cardboard roll, pencil, scissors, paint, paintbrush, glue stick, fine nib permanent marker (black), felt tip pen (optional), scrap of thin card (from a cereal box or similar).

Instructions:

1. On the cardboard roll, draw on the deer – please look at the pictures, below, to see the front, back and sides (left to right).



2. Cut out. You should have something like this:



3. Paint inside and out. Leave to dry.
4. Gently bend the deer's head forwards, and create a narrow shelf or 'plateau' (between the base of the neck and the top of the deer's head) where you will attach the antlers.
5. Attach the antlers by making a small fold at the base of each and gluing this onto the deer's head, where you created the narrow shelf or 'plateau'.
6. Draw and cut out two small circles (eyes) on the scrap card. Add a pupil to each eye with a felt tip pen or a permanent marker. Glue onto the deer's head.
7. Add details to the deer with a permanent marker.
8. Gently bend the deer's tail downwards and create a curl or curve. It is now complete!



Fun facts: The Museum has some fossilised red deer antlers that are on display in the Stone Age section of the permanent exhibition. Sometimes they were used as picks or handles for tools by Stone Age people. Antlers are found on male deer. Male deer are called stags.