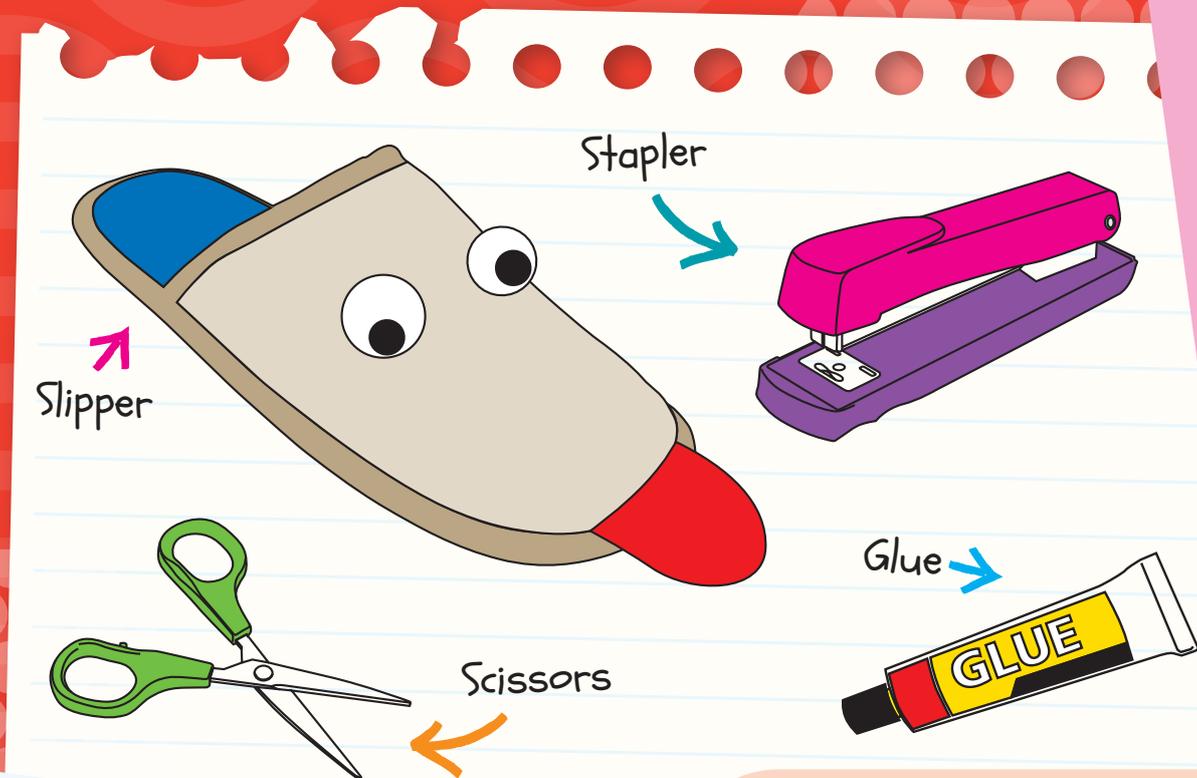


Mascot maker



DIY



45 mins



Give it a go

Aim of activity

Rainbows can fix it! Learn about cutting and joining different materials together and become more confident to help fix things around the house.

What you'll get out of it

- Cut different materials.
- Join items together.
- Work as a team.
- Design and create.

What you'll need

- Paper
- Pencils
- Scissors, 1 between 3
- 1 or 2 staplers
- Glue
- Strong tape
- Cable ties
- Needle and thread
- Googly eyes
- String
- A selection of old or broken objects (see guidance overleaf). Household items such as wooden spoons, rubber gloves, socks and cardboard boxes also work well



WE DISCOVER, WE GROW

Girlguiding



Note to leader

Objects such as soft toys, handbags, shoes and clothes work well for this activity. Charity shops are a great place to find things. Try to find household objects that girls may need to repair in future, but avoid sharp edges. The stranger the materials you include, the higher the level of the challenge. Needles, threads and staplers should always stay at the table, and Rainbows must only use them with your supervision.

What to do

- 1** First, talk about **mascots** as a unit. Mascots are characters that are used to represent things like teams or companies. Can you think of any examples? Cartoons on cereal packets are a good place to start.
- 2** Your leader will set up a table in the middle of the space with all the equipment and materials. She'll show you how to use cable ties and the stapler. Mind your fingers!
- 3** As a unit, decide on some good safety rules for working, such as:
 - Only one person should hold or use a piece of equipment at a time.
 - Keep the lid on the glue when you're not using it.
 - Don't move around when you're using equipment, unless you're taking it to or from the table.
 - Only use the needle and thread, or stapler, with help from your leader.
- 4** Now it's time to have a go! Get into groups of two or three, and find a space where you've got plenty of room to work.
- 5** Your group's job is to design and make a mascot for your unit! Together, decide what your mascot could be, and draw what it might look like.
- 6** Ready? You've got 30 minutes to make your mascot. Choose some materials and tools, and get started... Remember to stay at the table with a leader if you're stapling or sewing.
- 7** Your leader will tell you when there's five minutes to go, then one minute – and then stop! Come back together as a unit, show each other your mascots, and explain how you made them.