



Create a Thaumatrope

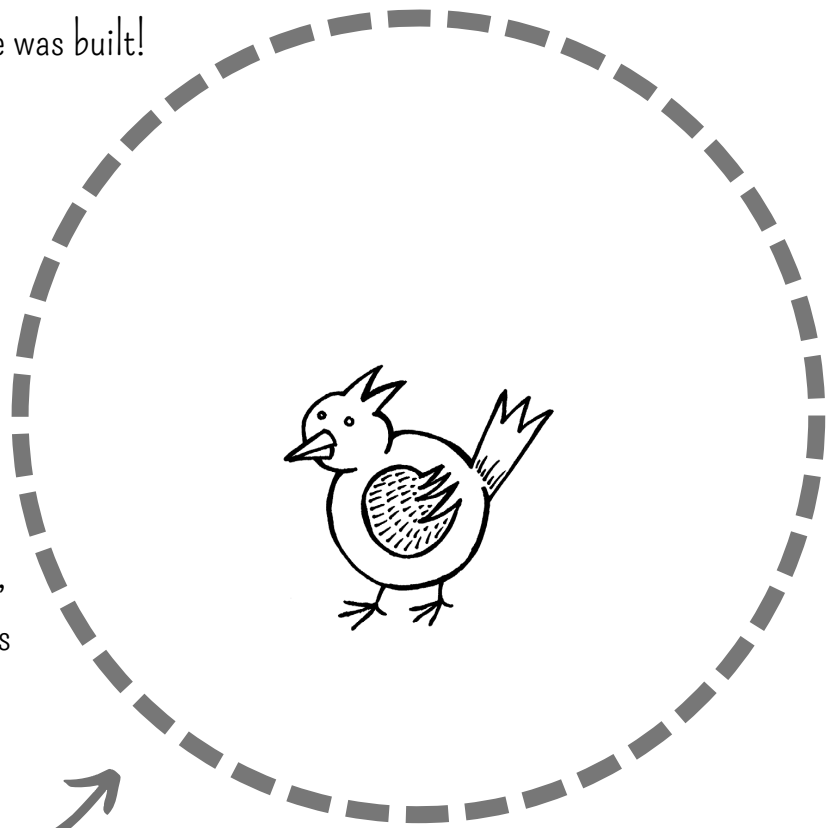


The Thaumatrope (ancient Greek for 'Wonder Turner') was invented in 1825, the same year Cyfarthfa Castle was built!

Children who lived in Cyfarthfa Castle and in Merthyr Tydfil at the time would have been amazed by the magic of the Thaumatrope.

When the Thaumatrope is spun two images combine to make one; the bird will suddenly be in the cage.

WHAT YOU NEED: Scissors, glue, tape, colours, a stick/straw (you can use an old pencil too), this template...No Printer? Check out Page Two!



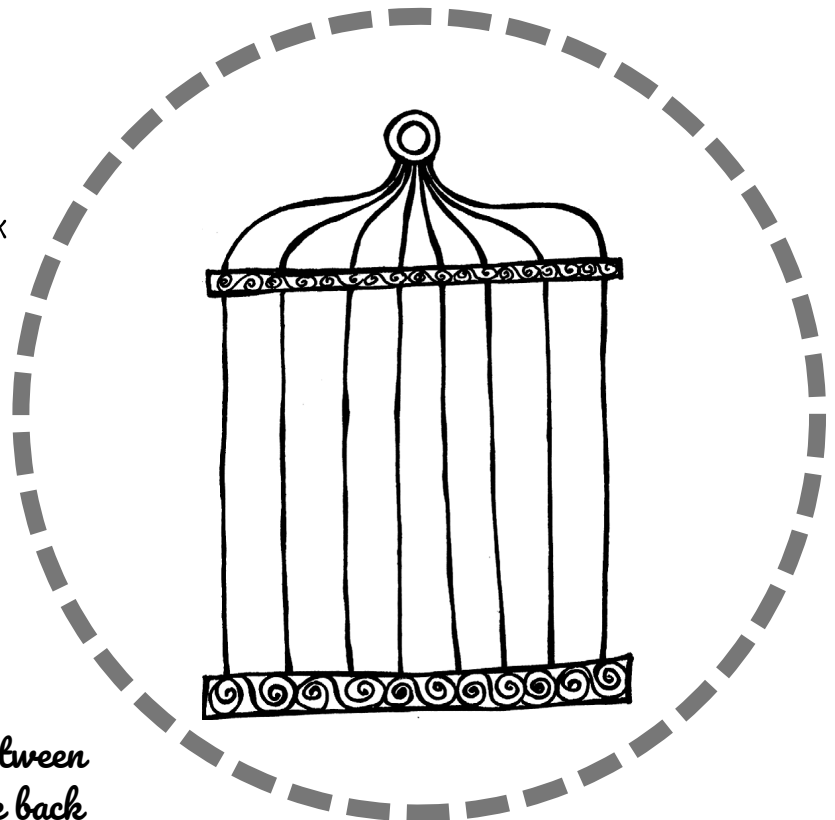
1. Cut out the circles along the dotted lines.

2. Colour the pictures in.

3. Tape a rounded stick or straw to the back of one circle. Leave a lot of the stick exposed so it can be used as a handle.

*Make sure the image is facing upwards and outwards.

4. Then tape/glue the other disc – facing upwards and outwards – to the circle with the stick. And it's finished!



To use the Thaumatrope hold the stick between your hands and move one forward and one back and keep going. The two images will become one.





Create a Thaumatrope

Design your own



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You can try and create your own Thaumatrope without printing the templates and you can even come up with your own design!

WHAT YOU NEED: Scissors, pencil, glue, tape, colours, a stick/straw (you can use an old pencil too), this template or your own blank paper

This page has two blank circles. Think of two images that can combine; a duck on a pond, a bee on a flower, etc. You can also animate drawings. Draw an open eye on one side, and a closed eye on the other. Then spin to move the eye. Have a good think about what you can do.

IF YOU DON'T HAVE A PRINTER! First, create a blank circle; size is up to you. Then cut it out. To make sure the circles are the same size, get a pencil and draw around the circle you cut out. Then cut the second circle out!

BEFORE YOU ADD COLOUR! It is a good idea to draw your design in pencil then hold the two pieces up to a bright window to make sure they line up as you would like. When held up to the light you want the objects to appear as they should when spun. If they don't rub it out and draw them so they are in the best place.

Then follow all the previous instructions above and on page one to complete your Thaumatrope. It's as simple as that!

