

Craft Instructions

Paper Plate Spider Web

Supplies

- Wool or string
- Paper plate
- Hole punch
- Paint
- Googly eyes
- PVA glue



1

Paint the paper plate in your chosen colour, then leave to dry.



2

Paint your palm and four fingers black, then print onto the middle of the plate. This should make half of the spider's body, along with four legs.



3

Now print the other four legs of the spider. To do this paint the palm and four fingers of your opposite hand, then place the hand, with the palm overlapping the previous handprint.



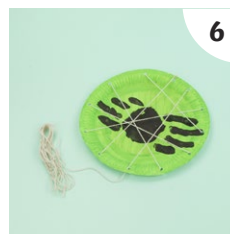
4

Use a hole-punch to make holes at equal distances around the edge of the paper plate.



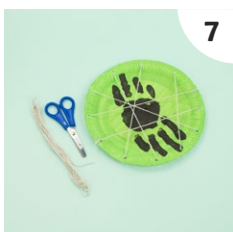
5

Cut a long length of string or wool, then tie it in a knot around one of the holes.



6

Thread the wool or string in a criss-cross pattern to create a web in the middle of the plate.



7

Once a web has been created on the plate, tie the wool or string off around one of the holes.



8

Finally, stick some googly eyes onto the spider.

Craft Instructions

Paper Plate Spider Web



Supplies

- Wool or string
- Paper plate
- Hole punch
- Paint
- Googly eyes
- PVA glue





Step 1. Paint the paper plate in your chosen colour, then leave to dry.



Step 2. Paint your palm and four fingers black, then print onto the middle of the plate. This should make half of the spider's body, along with four legs.



Step 3. Now print the other four legs of the spider. To do this paint the palm and four fingers of your opposite hand, then place the hand, with the palm overlapping the previous handprint.



Step 4. Use a hole-punch to make holes at equal distances around the edge of the paper plate.



Step 5. Cut a long length of string or wool, then tie it in a knot around one of the holes.



Step 6. Thread the wool or string in a criss-cross pattern to create a web in the middle of the plate.



Step 7. Once a web has been created on the plate, tie the wool or string off around one of the holes.



Step 8. Finally, stick some googly eyes onto the spider.