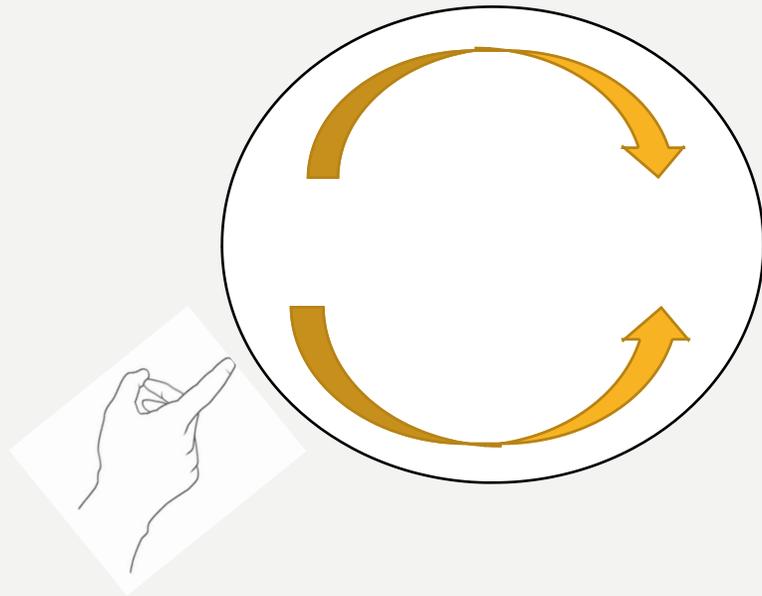


**MOVING PICTURE  
WITH WHEEL  
MECHANISM**

# WHAT IS A WHEEL MECHANISM?

A wheel mechanism is a round circle made of card which can move in any direction.



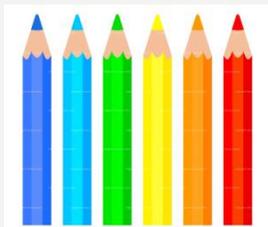
# MORE ABOUT WHEEL MECHANISMS

Wheel mechanisms are hidden behind the artwork and can move in any direction. They are hidden behind the art work so the mechanism does not get in the way of the artwork; so just the image changes in one place in the picture. The pictures/drawings on the wheel mechanism can be used to make it seem as if an object is moving near or further away.

# YOU WILL NEED

**! NEEDS ADULT SUPERVISION.**

- Scissors (! Always use with adult supervision)
- Plain A4 paper
- Card
- A Glue stick
- A pencil and some colouring pencils (or you can use paint)
- A brass paper fastener(!)/suitable alternative (! Always use with adult supervision)



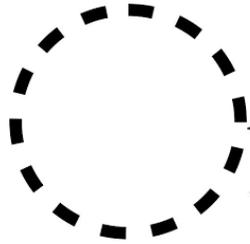


# 1 YOU WILL NEED TO DRAW A NEW PICTURE

You will need to draw and paint or colour a new scene. On an A4 piece of paper. The wheel mechanism will be placed near the top of your paper so it will need to be an object or an animal that flies in the air as the movement will only take place in a small area of the page. I will be choosing to draw seagulls in the sky. This step will be explained later on!

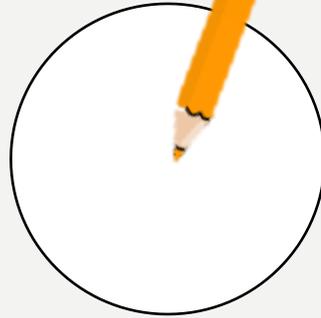
# MY PAINTING





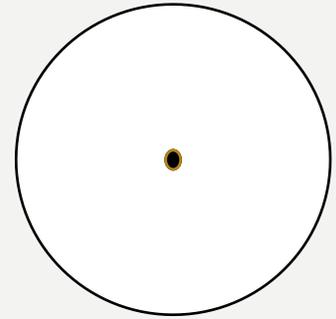
2

Get some card and draw a circle that is roughly 8-10cm and cut it out using scissors. !  
(Try to use white card if you can). If you do not have card use paper and glue two paper circles together to make the circle 'stronger'.



3

Make a hole in the centre by placing an eraser underneath the centre of the circle and pushing a pencil into the rubber from the top. !



4

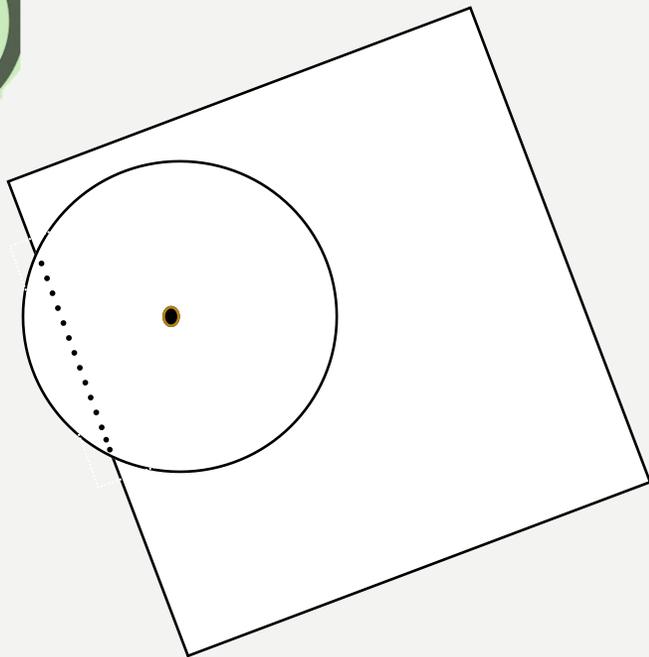
You now have a circle with a hole in the centre!



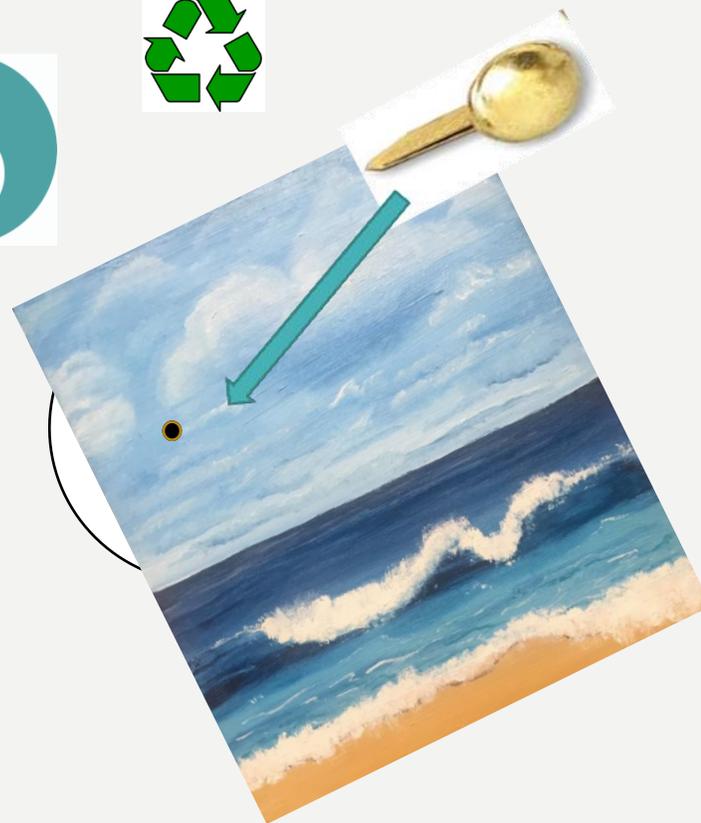
Ensure you recycle or re-use the pieces of paper you don't use after cutting.



5



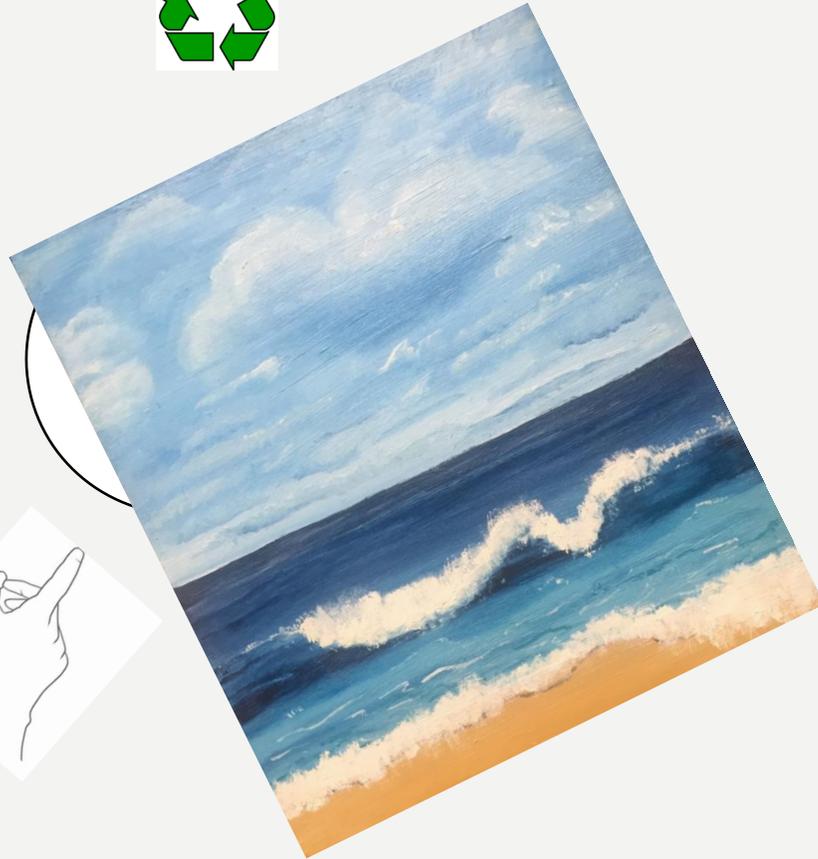
6



Push a brass paper fastener through the hole in the wheel mechanism from the front so it goes through the artwork as well. !

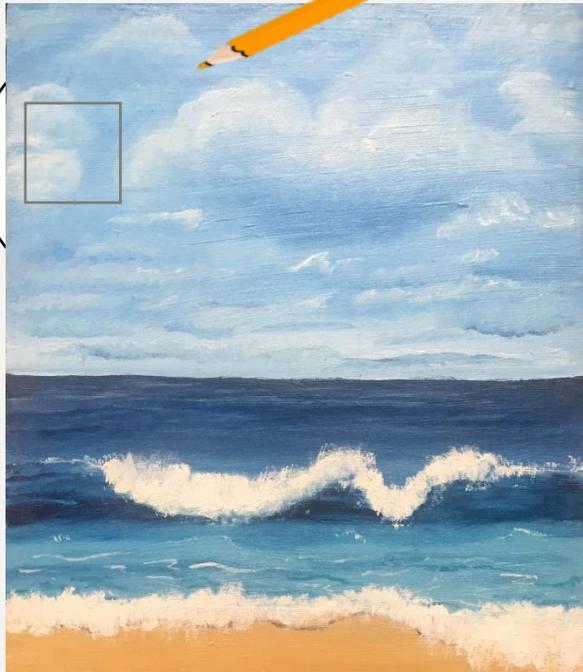
Once I have made my wheel mechanism, I need to place the wheel mechanism on the **BACK** of my painting on the top left corner of the sky with a small part of my wheel mechanism sticking out on the edge of my page.

# TEST THE WHEEL MECHANISM OUT!



Close the clips at the **back** to secure it. Try and move the wheel mechanism using your finger.

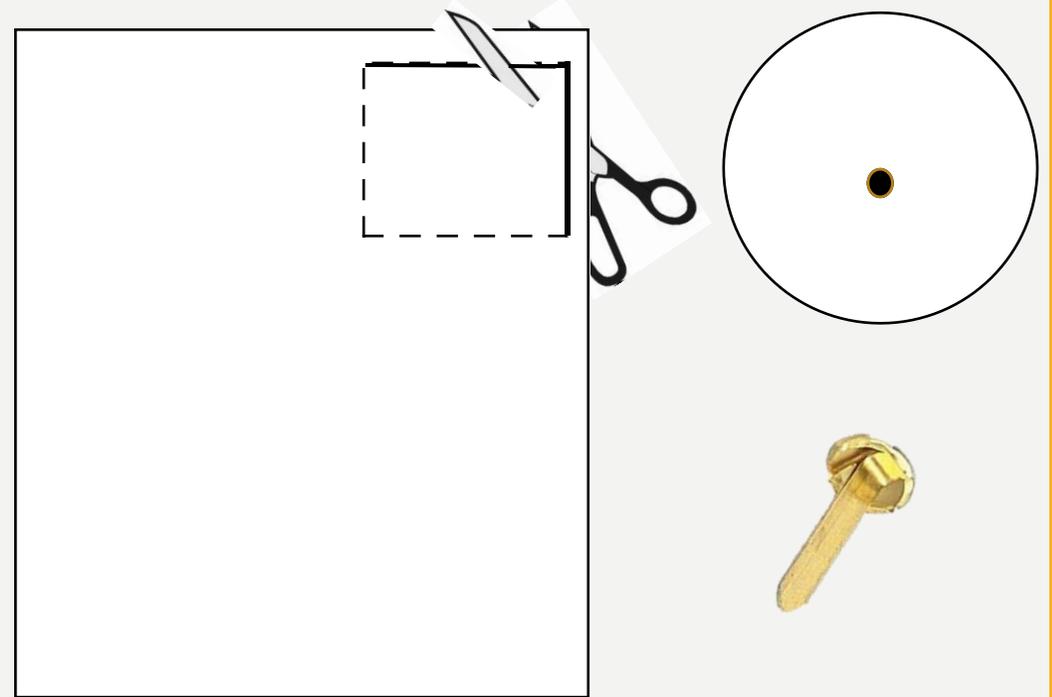
7



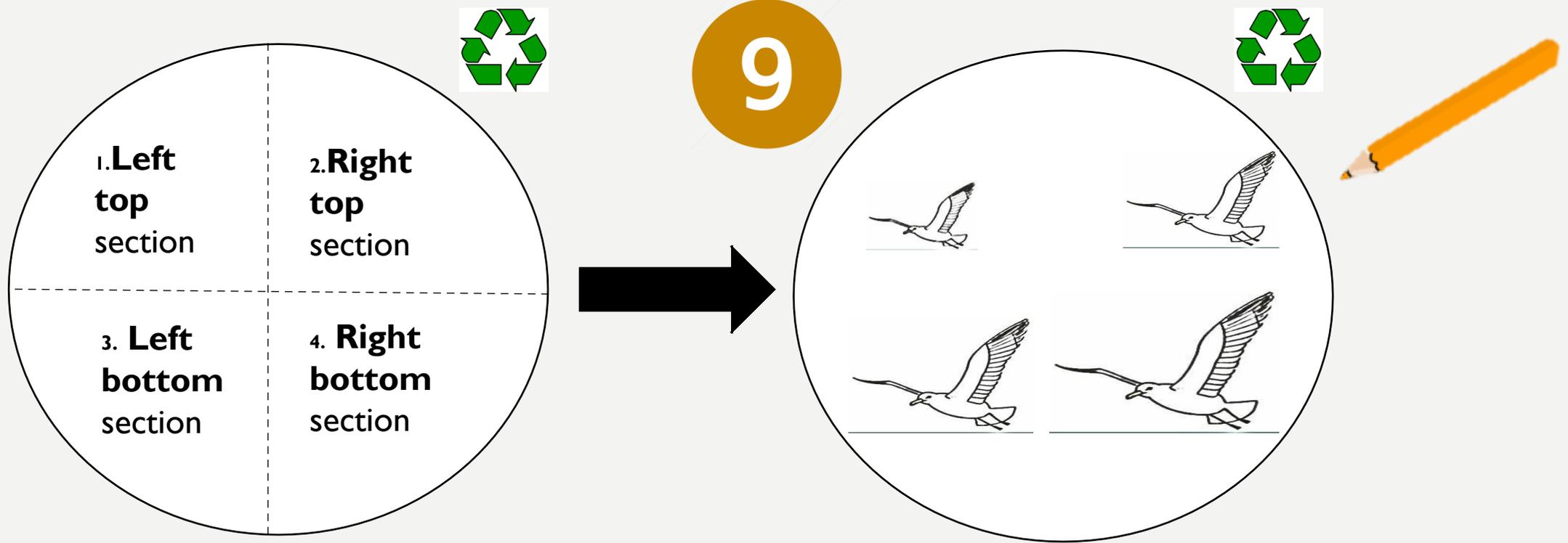
Draw one square on the front of your work in the 'inside' the area of the wheel mechanism near the edge.

TIP: Try to make the square large.

8



Open the brass paper fastener so that you can take your painting/drawing off the wheel mechanism and keep to one side. Use scissors to cut out the square and then put it all back together. !

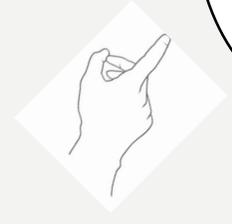
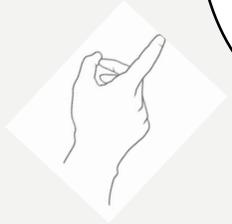


Draw faint lines to equally section your wheel mechanism and **lightly** number your wheel mechanism so it has four parts to it.

Turn the wheel mechanism so the top left section (1) of the circle is displayed in the cut out square and draw a small object or animal. I have chosen to draw a seagull. Then turn the wheel to display the right top section (2) of the wheel mechanism through the square on your drawing or painting and draw a slightly bigger seagull. Repeat with the bottom two sections of the wheel mechanism ensuring you check that the object gets **BIGGER** every time you draw and check that it **FITS** in the square.

# TEST THE WHEEL MECHANISM OUT!

10



Start with the smallest picture visible and turn the wheel so that the picture gets larger. Then start with the largest picture visible and turn the wheel mechanism so that the picture gets smaller.

**YOUR TURN!**

