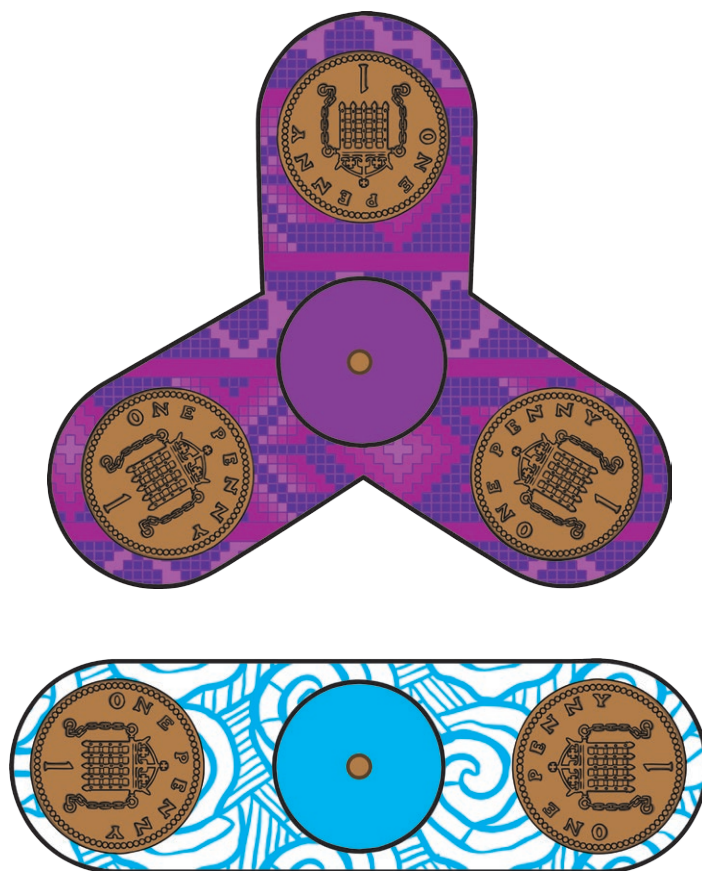


# Non-Ball Bearing Fidget Spinner

## You will need:

- 2 or 3, 1p coins (depending on if you are making a 2 or 3 branch spinner)
- 1p coin to use as a template
- Good quality card
- Wooden toothpick/cocktail stick (cut off both of the sharp ends before starting)
- Pin/needle
- Ball of modelling clay
- Scissors
- Glue stick
- Strong glue (e.g. glue gun)
- Spinner template to draw around (with either 2 or 3 branches)



## Instructions

1. First, take either the two or three branch template and draw around the shape twice onto card. Be sure to mark the centre points too. These two pieces will form the front and back of your spinner and give it more stability.
2. Next, carefully cut out the front and back pieces and decorate with your chosen design.
3. Take your pin/needle and make a hole through the centre point of each piece of card, one at a time. Position the modelling clay underneath the centre hole and ensure you push the pin/needle slowly.

### Top Tip

When you line up the two pieces, you should be able to get a cocktail stick through both holes. The hole needs to fit the cocktail stick quite loosely - the looser it is, the better the spinner will spin.

4. Now, glue the two halves together using a glue stick and leave to dry.
5. Once dry, put the cocktail stick through your spinner.
6. Next, stick coins on the ends of the branches using a strong glue. (An adult could do this for you if necessary.) There should be a border between the coins and the edge of your spinner. Leave to dry.
7. To create the centre spinning mechanism, take some more cardboard and draw around a 1p coin twice so that you have two card circles. Cut them out carefully.
8. Now, take your pin/needle again and using the modelling clay once more, safely make holes in the very centre of both card circles.

### Top Tip

This time, the holes need to be just big enough for the cocktail stick to fit tightly inside.

9. Next, push the cocktail stick right through one circle of card, pushing the stick through to the very end. Only a small amount of the cocktail stick needs to poke through the card circle at one end.
10. Then, push the other card circle up from the bottom end of the cocktail stick. Ensure a small gap is left between both card circles and the spinner, to allow it to rotate easily.
11. Glue the top card circle in place with a blob of strong glue (where the cocktail stick is slightly poking out). Also glue the underside of the bottom card circle to the cocktail stick. Leave to dry, by sticking in modelling clay to ensure it remains upright.

### Top Tip

Another idea is to put your mechanism inside the top of an empty bottle to make sure it doesn't fall over.

12. Once completely dry, using scissors, cut off the long length of cocktail stick.

**Get spinning!**