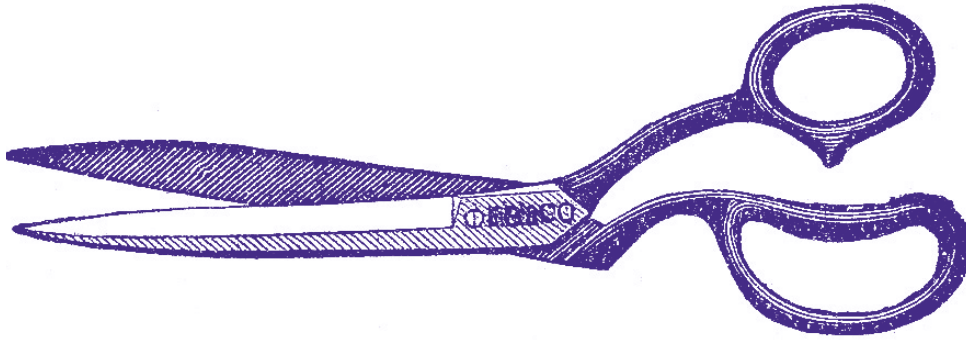


Make your own thaumatrope

Thaumatropes are two-sided cards with a different picture on each side. They were very popular Victorian toys! They featured two things which people expected to fit together, such as a bird and a birdcage or a goldfish and a goldfish bowl.



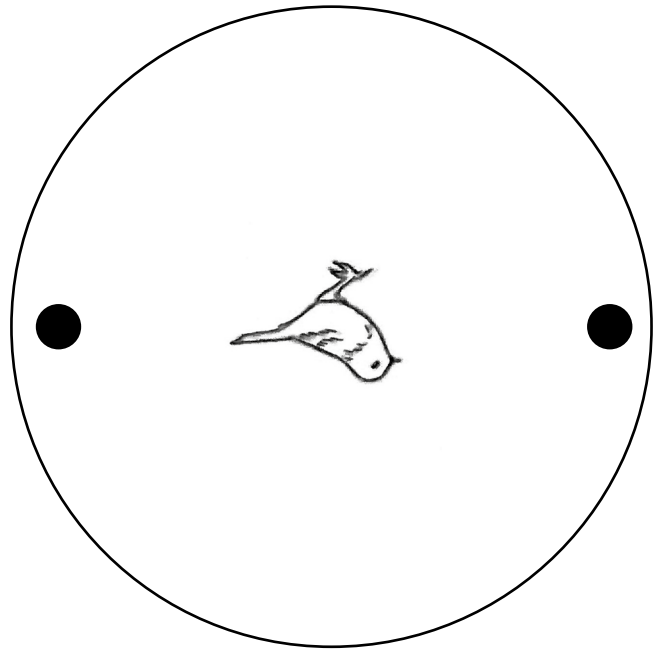
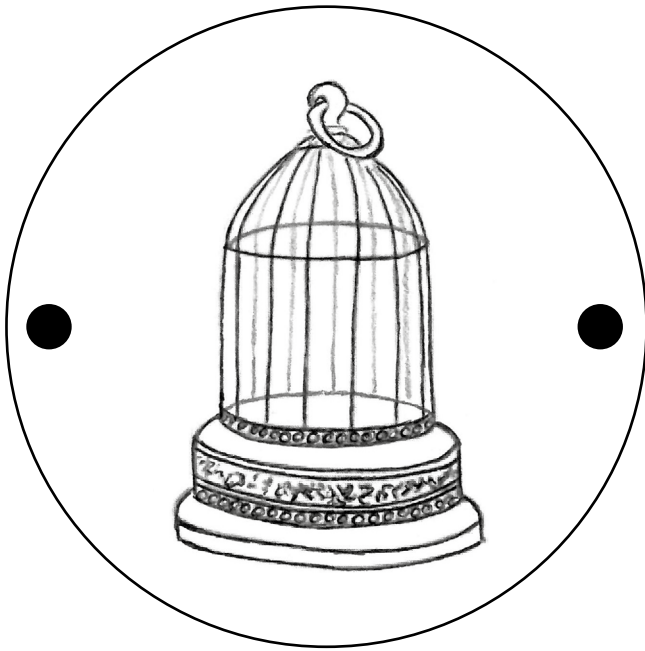
Things you need

- A printed out copy of the template below (you can colour it in to make it extra special!)
- Some thin card (an old birthday card or a cereal box will work fine)
- Glue
- String
- Scissors
- A hole punch (or a grown-up who can make you a hole with a skewer or sharp pencil)

Instructions

- 1 Print out the two circle templates below.
- 2 Cut them out carefully, all the way around the edges of the circles.
- 3 Get your card and place the bird circle down on the card.
- 4 Draw around the bird circle with a pencil onto the card.
- 5 Lift the paper bird circle off and carefully cut out your new card circle.
- 6 Now, using glue, stick the bird circle image and the cage circle image onto the circle of card, so that the bird circle is on one side of the card and the cage is on the other side of the card. **IMPORTANT:** Make sure the bird is upside-down and the cage is the right-side up!
- 7 Punch out the two little black circles on the pictures using a hole-punch, or by asking a grown-up to help you with a sharp pencil or a skewer (be careful!).
- 8 Cut two pieces of string the same length (about 10cm).
- 9 Tie one piece of string through one of the holes and the other piece of string through the second hole so that the card disc is suspended in the middle (have a look at our video if you aren't sure!).
- 10 You are ready! Give your thaumatrope a try!

Charles Dickens Museum



When you spin the card,
your eyes see the two pictures
spinning round very quickly
but your brain mixes the
picture together.

This is called an optical illusion.

Have a go at making your own
thaumatrope design –
we'd love to see!

Ask a grown-up to email us
your pictures at
education@dickensmuseum.com

