Build your avatar!

This template makes a basic avatar model that you can personalise to your own design. It allows you to show different facial expressions and styles and also allows your avatar to communicate different messages.

You will need:

Materials

- Single wall cardboard, 2-3 mm depth (packaging box/es)
- Thick paper (150+ GSM)
- Glue
- Split pins
- Materials to decorate your avatar
- White or blue tac

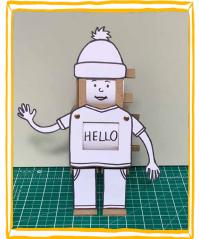
Tools

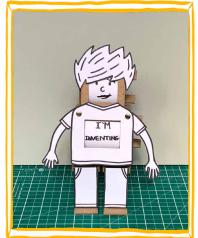
- Ruler
- A craft knife/scissors
- Pencil
- Cutting mat (or spare piece of card)
- An adult to help!











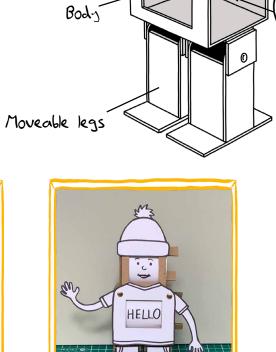
rotatable strip

of messages

rotatable strip of faces

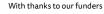


Head





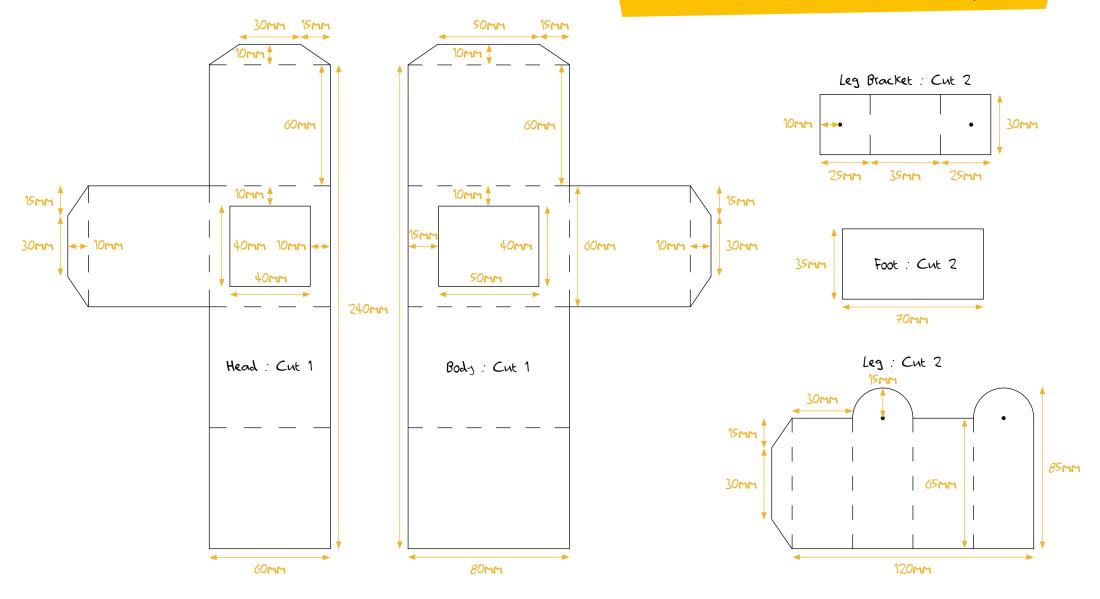






Build your avatar cont.

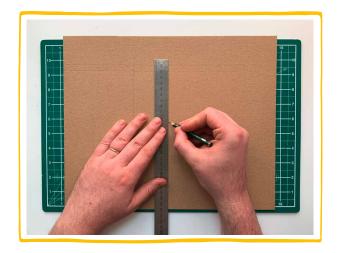
You can measure out the sizes using this guide to create the different basic cardboard parts.







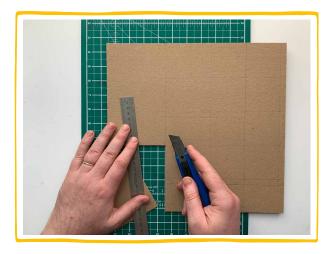




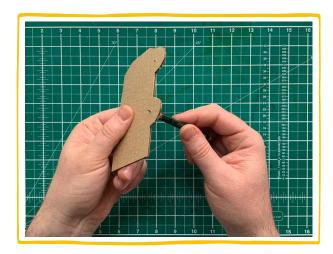
1. Measure out the pieces on your cardboard using a ruler and a pencil.



NOTE: To draw out the half circle hinge parts of the legs you can use a drawing compass if you have one. If not, you can trace around something round of the correct size or simply sketch them freehand.



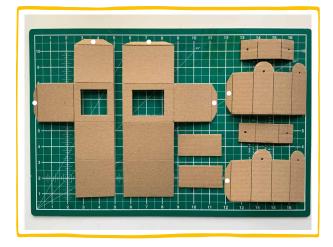
2. Cut out the pieces using scissors or a craft knife. In the guide, the dashed lines show where the card needs to bend. Score the card along these lines so it bends more easily. Ask for help with this step!



3. Carefully mark out then punch holes in the leg and leg bracket parts using a sharp pencil or drawing compass.

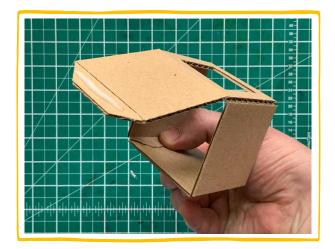


NOTE: When cutting the windows in the head and body parts, keep the pieces you cut out and label them as they will come in handy later on.

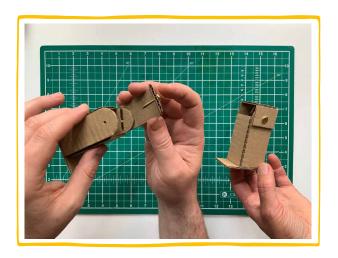


NOTE: These are all the parts you should have ready for the next stages. Use the tabs (marked here with white dots) to put the main parts (head, body legs) together.

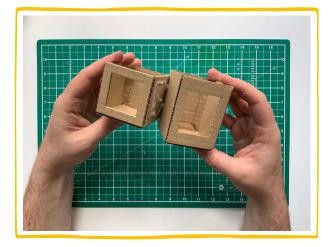




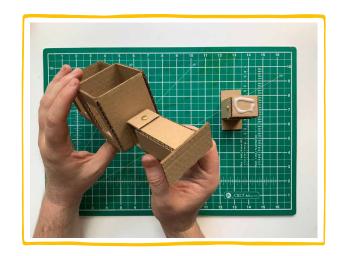
4. Put these main body parts together by placing glue onto the tabs and flattening them down hard onto the joining surface.



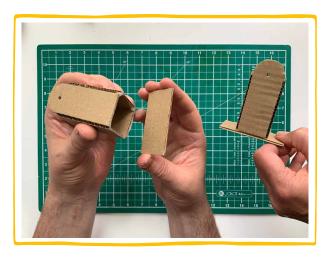
7. Attach the leg brackets to the legs using split pins. Make sure the brackets sit on the outer part of the legs and press firmly when flattening down the ends of each pin.



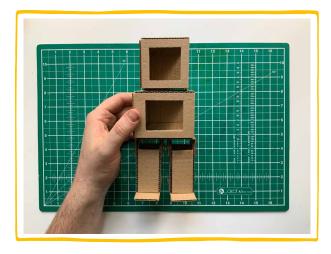
5. Allow time for the glue to dry then glue the head and body together, making sure they line up centrally. Have the open sides on whichever side is your strongest hand.



8. Then glue the legs to the body, placing them side by side in the centre with a small gap in between.

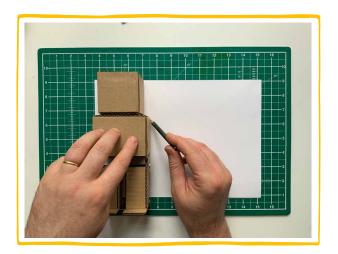


6. Attach the legs to the feet by placing glue all around the edges of the bottom of the legs and sticking them in the centre of each foot. Again, allow time for the glue to dry.

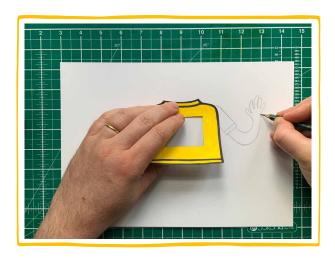


This completes the body structure of your avatar (with moveable legs!), now it's time to dress it up. What is your avatar going to wear? You could create a design based on what you drew in Activity 1!





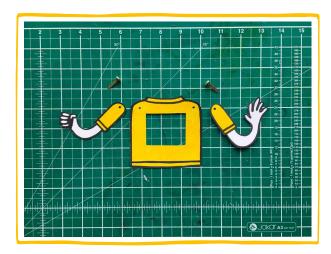
9. To create clothing for your avatar, firstly trace around the sides of the body and lower part of the head on a piece of thick paper.



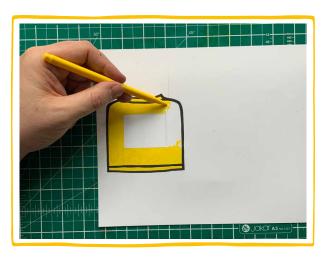
12. Cut it out (and the window part) then use it as a guide for sketching out the arms.



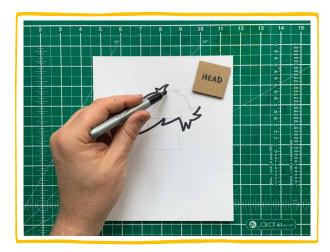
10. Trace around the body window cut out that you kept from earlier. Make sure it is placed carefully in the centre of the body area.



13. Decorate and cut out the arms, then punch holes in them and the shoulders of the body section and connect them using split pins. Place the arms behind the body part when doing this.

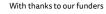


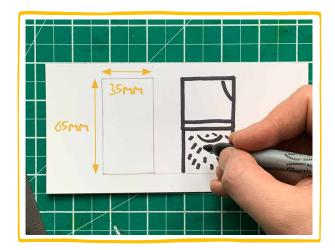
11. Draw out and decorate your outfit design (minus any sleeves). Make it the same size or a little bigger than the traced body shape.



14. You can use the head window cut out as a guide for drawing out any head decoration, this could be hair, a hat or part of a costume perhaps. Decorate and cut out.



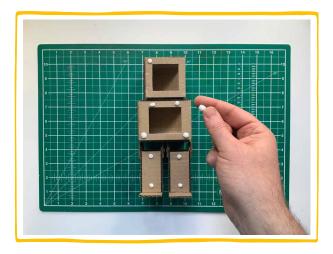




15. For the legs, draw out two rectangles to the size indicated above, decorate and cut out.



18. Attach these using tac also!



16. Attach the outfit to the body using white or blue tac. Don't glue it as you then won't be able to swap outfits. Also make sure you don't have tac near where the split pins are so the arms can be moved freely!



Now you have an outfitted, accessorised avatar!



17. You can also create accessories for your avatar. What could you make? What would you like your avatar to have?



But is one outfit enough? You could create lots of outfits, costumes and accessories for your avatar...

