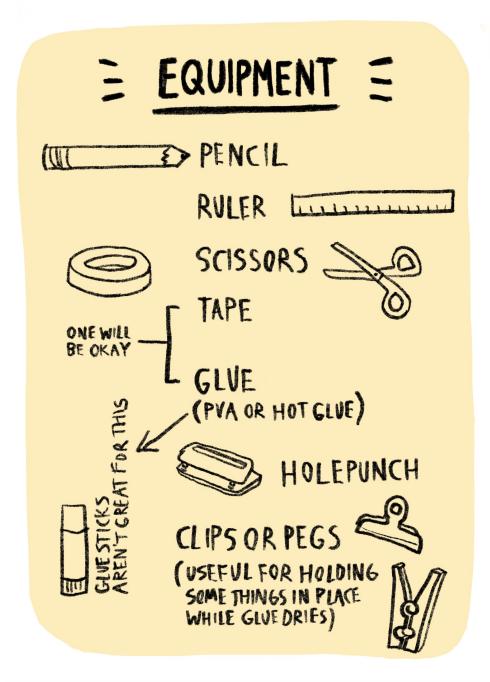
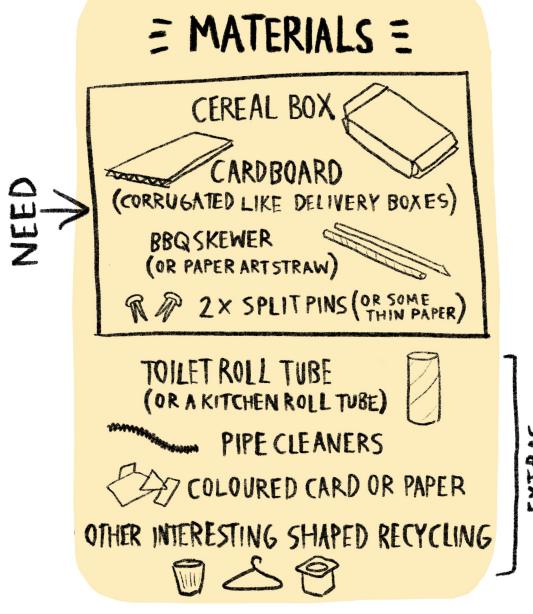


= MAKING AN ASTRONAUTS HELMET =





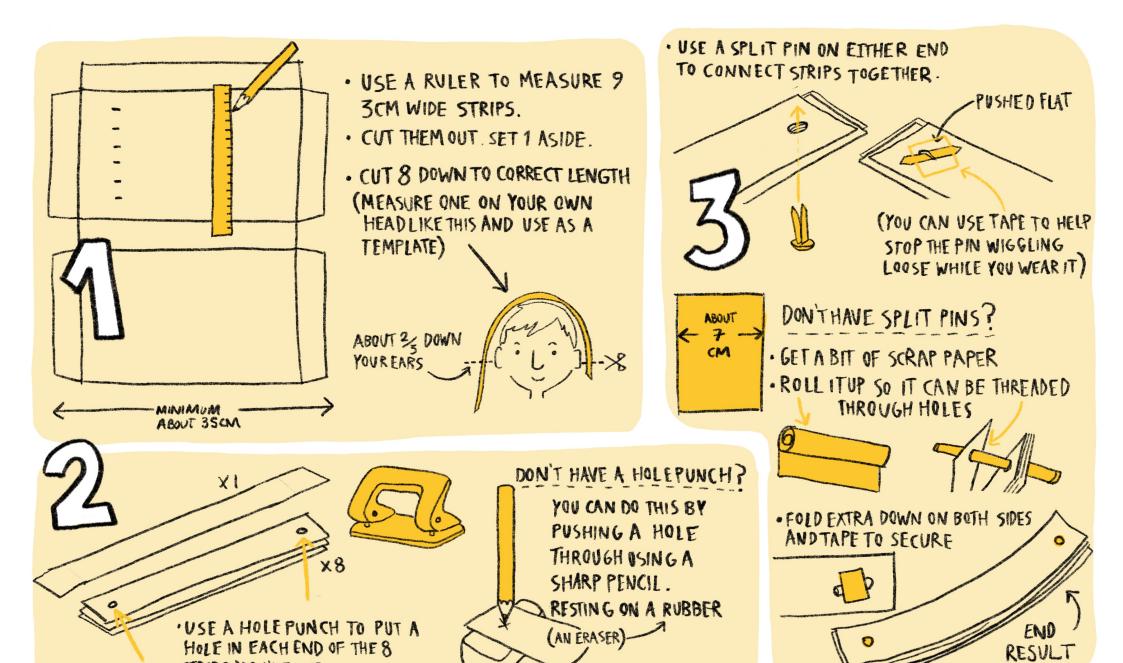




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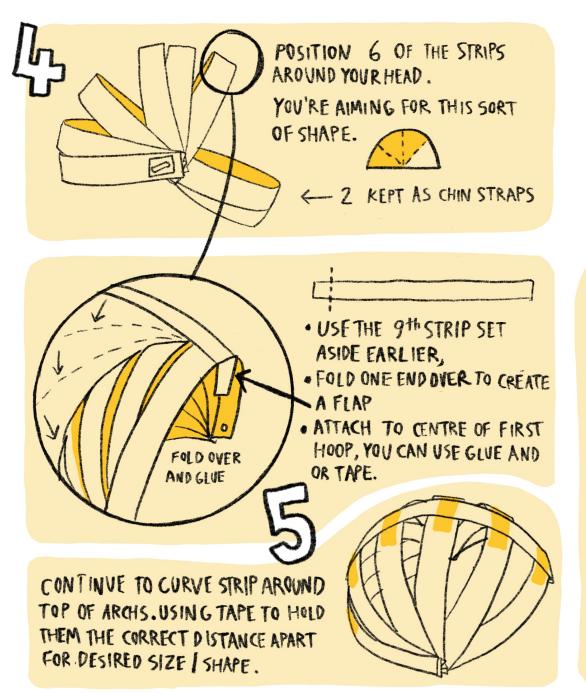
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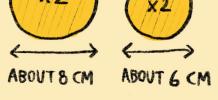


STRIPS YOU'VE CUT DOWN TO SIZE.

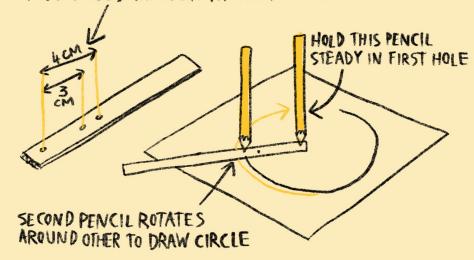




(IF IT'S THIN DOUBLE UP YOUR BIG CIRCLES TO ADD STRENGTH)



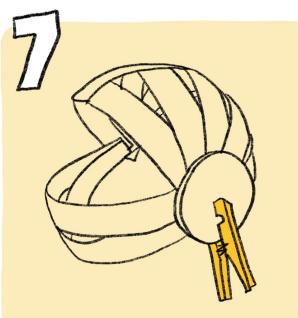
- * IF YOU CAN'T FIND THE RIGHT SIZE CIRCLES TO DRAW AROUND YOU CAN MAKE A COMPASS LIKE THIS:
 - · CUTA STRIP OF CARDBOARD
 - · PUSH HOLES THROUGH AT THESE MEASURMENTS



REPEAT TWICE AT BOTH SIZES AND CUT THEM OUT.

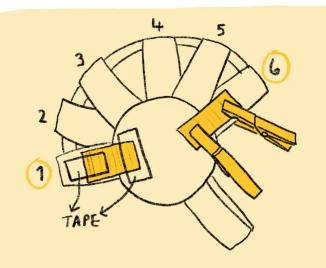






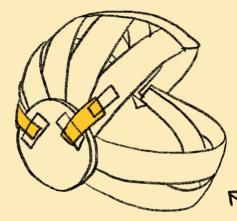
- •TAKE A LARGE CIRCLE AND PUT ALITTLE GLUE IN THE CENTRE.
- · HOLD IN PLACE OVER JOINING/PIVET POINT ON HELMIET BASEWITH PEG



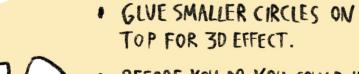


- . USE Z PER SIDE TO CONNECT THE CIRCLE ONTO 2 OF THE 6 STRIPS MAKING UP YOUR HELMET BASE.
- · USE GLVE AND PEGS TO HOLD WHILE THEY DRY
- · YOU CAN USE TAPE TO SECURE THEM TOO (OR BOTH!)

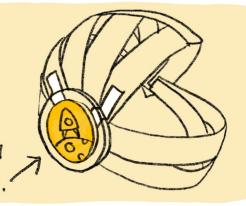




DON'T ATTACH TABS TO THE STRIPS FOR THE CHIN STRAPS OR THEY WON'T BE ABLE TO MOVE ANYMORE!



BEFORE YOU DO YOU COULD USE COLLAGE TO DESIGN YOUR OWN PROJECT ARTIMIS MISSION BADGE.

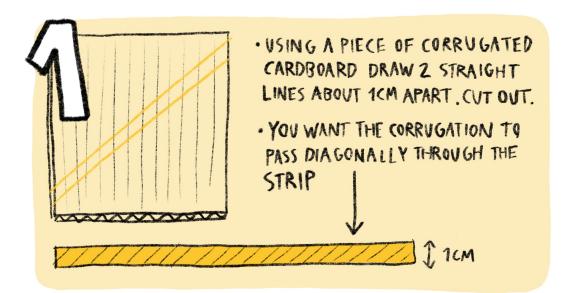




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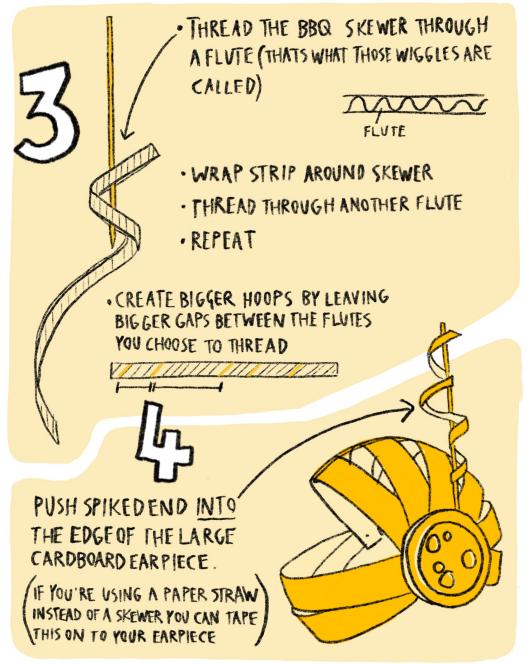


·WHEN YOU'VE CUT IT OUT BEND IT ALONG THE CORRUGATION LINES, IT WILL WANT TO SPIRAL.

2

THIS IS HOW THEY WILL WANT TO BEND IF IT'S NOT CUT DIGAGONALLY:

THESE AREN'T GREAT FOR THE AERIAL BUT WORK FOR OTHER THINGS!)



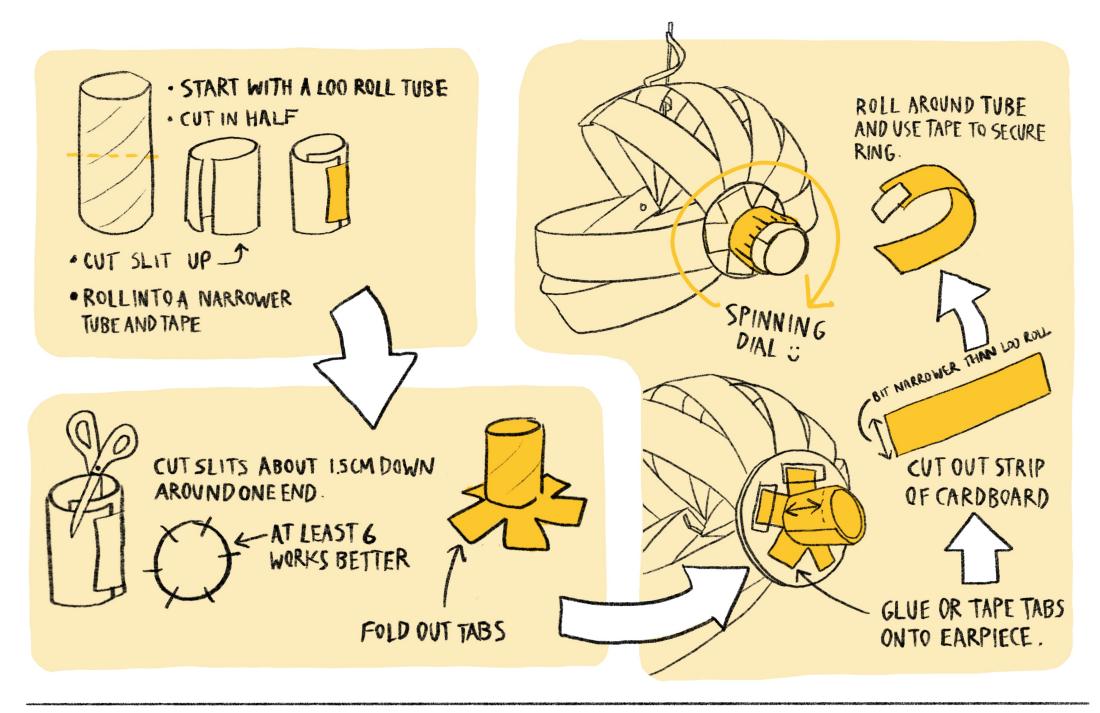


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ASTRONAUTS HELMET: AERIAL



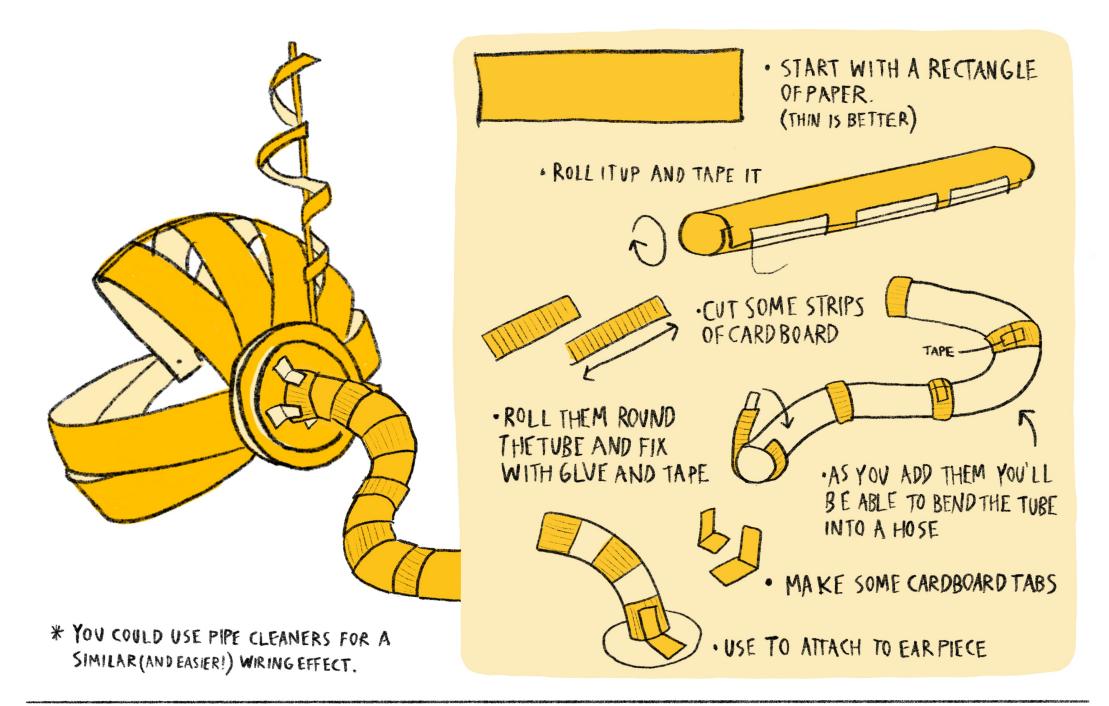


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ASTRONAUTS HELMET: EXTRAS: DIAL





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ASTRONAUTS HELMET : EXTRAS : PIPES/HOSES