

Animation, Thaumatrope



Figure A

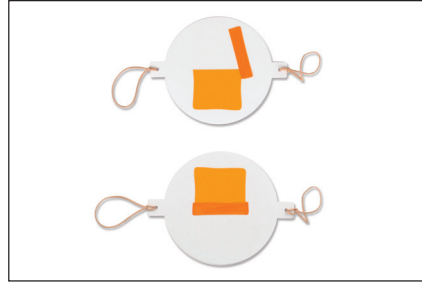


Figure B



Figure C



Figure D



Figure E



Figure F

The teacher will die-cut the materials for student use prior to the lesson.

Decorate your thaumatrope with any number of designs, including:

- A11121 Animation, Box Opening
- A11122 Animation, Butterfly
- A11123 Animation, Fish & Bowl
- A11124 Animation, Jumping Jack
- A11125 Animation, Spider & Web



Figure G

1. Die-cut a thaumatrope (Figure A) and each pair of images (Figure B, C, D, E & F).
2. Fasten one image on each side of the thaumatrope. ****Whenever the orientation of the design is horizontal (rubber bands on the sides), one image should be glued upside down from the partnering image on the other side of the thaumatrope. **Whenever the orientation of the design is vertical (rubber bands on top and bottom) the images are both right side up (Figure E).**
3. Poke rubber bands through the holes and knot each one by threading the band through itself.
4. Hold the thaumatrope by the rubber bands and use them to spin the circle quickly back and forth (Figure G).

NOTE: A thaumatrope illustrates animation of two images. Because of “persistence of vision” when you spin the thaumatrope, you will see both images at once.

****If you are interested in animation, you might also enjoy our Zoetrope (30699-DC).**

Animation, Thaumatrope A11120