



Windmill model instructions

Carefully cut out all parts of the windmill model

Form the base of the windmill by glueing tab A to the other end of the curved part.

Form the top of the windmill by folding along the dark lines and glueing tab B to form a 'box' shape. Then gently curve the longer sides that stick up to form an arch and glue together with tab C. Fold the little tabs and glue them inside the arch of the top of the windmill.

Form the collar by glueing the tabs D on the end of the long black parts to the end of each other to form a ring. This ring will just fit over the top of the brickwork base.

Glue the Door over the white space on the top of the windmill E, leaving the small white rectangle F below the door. The door is on the back of the top of the windmill.

Use the remaining black panels to cover the white areas at the top of the mill. Glue them on and trim. Take note of where rectangle M is.

Form the beam by scoring and folding the part labeled 'Beam' and gluing with tab G

Form the steps by cutting three sides of the white rectangle labelled H where the arrows are. Fold the fourth side, this glue tab will glue to the beam. Fold and glue tabs I underneath the stairs, they will stiffen the stairs.

Push the beam through the hole in the stairs and use the glue tab H to glue the beam to the stairs, the beam should be able to pivot.

Use glue Tab J to attach the stairs and beam to the top of the windmill at the white space F just below the door.

Glue the wheel to glue tab K at the end of the beam

Form a wedge shape using part L folded along the dotted lines leaving the grey part and the dotted lines on the inside of the wedge. Tab L glues to the back of the grey part. Glue the wedge with the thin end upwards on the white space M on the top of the windmill

Form the four sails by scoring and folding the long rectangles to form a four sided beam, the fourth side M glues to the back of the sail. Fold in and glue the edges of the sail.

Glue one side of each of the sail beams to the diagonals on the square P, making sure the sails are all the right way up and leave to dry. Glue square Q on top of the four sail beams and leave to dry.

Use the three glue tabs R to fix the inside of the top of the windmill to the inside of the base, making sure the collar is in place first. Make sure the back of the windmill top is outside the circular base.

Glue the sails to the wedge on the front of the top of the windmill.