



Nine for Ninety

A STEP BY STEP GUIDE



Saving **Norfolk's Wildlife** for the Future



Introduction

This pack is a step by step guide to completing the 'nine for ninety' art activity, as part of the 'Year for Norfolk's Nature' pack. In this activity, you will need to know what habitat your chosen species requires to creating your own 3D living Landscape.

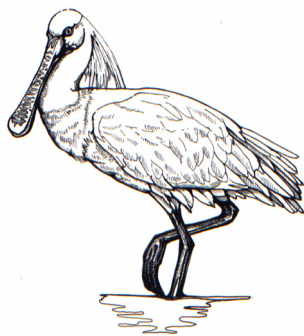
What you need

- ✓ 9 for 90 Species template
- ✓ 1 Empty, clear CD case (10mm depth)
- ✓ Two white card squares (approx 125mm x 120mm, thick corrugated card if available)
- ✓ Individual species habitat information sheet
- ✓ Colouring pencils/pens
- ✓ Glue stick or PVA glue
- ✓ Scissors

Step one

Choose one of the species drawings below from the selection of nine templates and colour in, based upon the individual species habitat information sheets.

(each sheet has a large image for practice and a smaller version for cutting out and use in the activity)



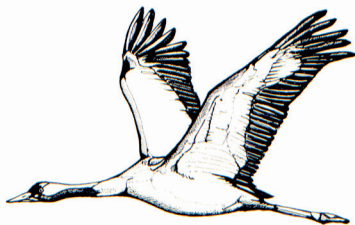
Spoonbill



Watervole



White-tailed Bumblebee



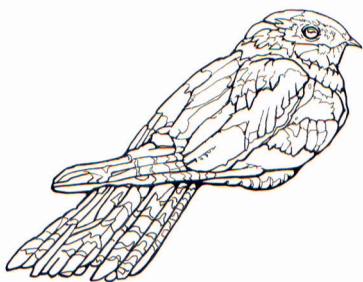
Common crane



Swallowtail



Early purple orchid



Nightjar



Barbastelle bat



Stone curlew

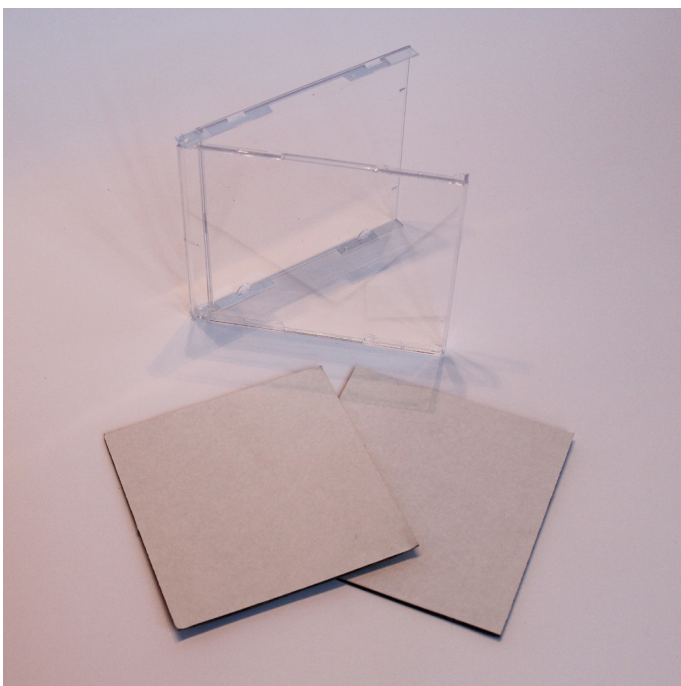
Step two

Take one of the sheets of corrugated card. this will become the “sky square”. Design and colour sky background - it could be cloudy, sunny the choice is yours.

Once complete, slide this square into the CD case to form the background layer of the landscape.

handy TIP!

Make sure this square **ONLY** contains the sky. All the other landscape features will be shown on layers to be added next.



Step three

Find out all about the habitat of the species you have selected (fact sheet provided).

Is it a meadow?

Marsh?

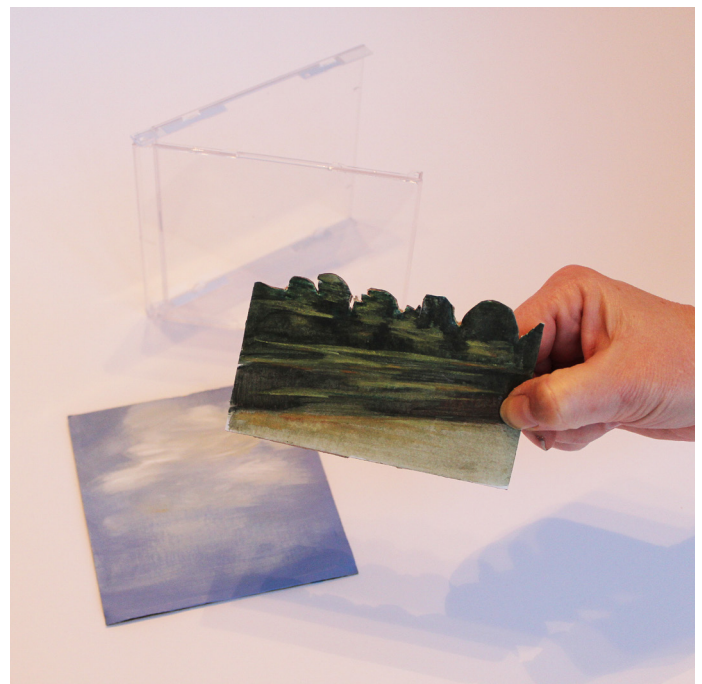
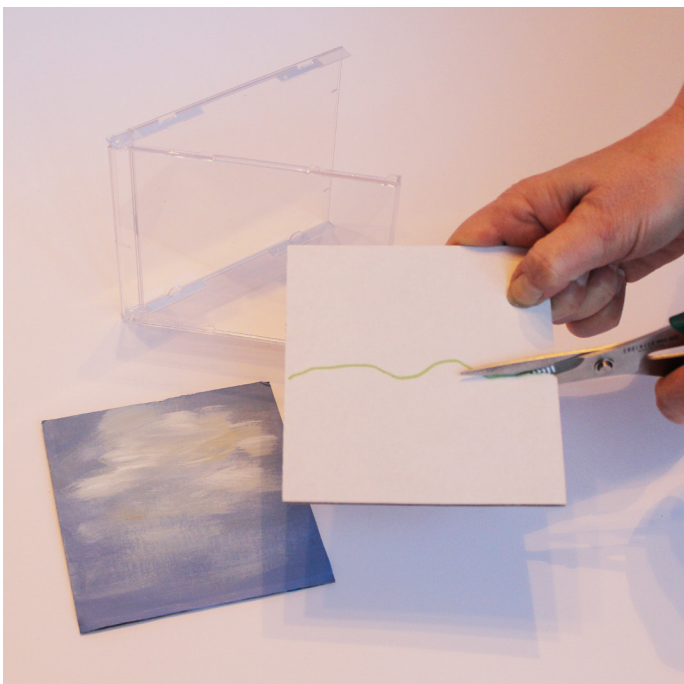
Woodland?

Field?

Broadland?

Cut one half of the remaining piece of card and use it to create the landscape that is most suitable for your chosen species. This will create the middle layer of landscape.

When complete and coloured in, use the glue to stick this layer on top of your sky square. You'll start to see your habitat come together...



Step four

With the other half of the card, create a foreground feature for your species to fly over/perch on or move, this may be the flower/plant that your species feeds on.

It could be a flower, tree stump, grassy patch or branch - it's up to you. See species fact sheet for details about your chosen species habitat

When complete, cut out, colour and add to foreground (see pic below).



Step five

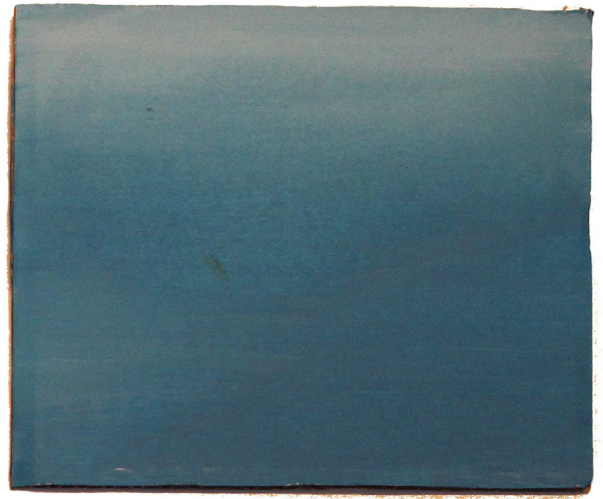
Finally position your species in its habitat. Good Luck!

handy TIP!

To make your habitat look even more 3D, take a small piece of card and attach to the back of your species. Then glue this back to the landscape. The extra depth will make your animal appear to pop-out!



Example sequence



Example sequence



Example sequence



Example sequence



Example sequence

