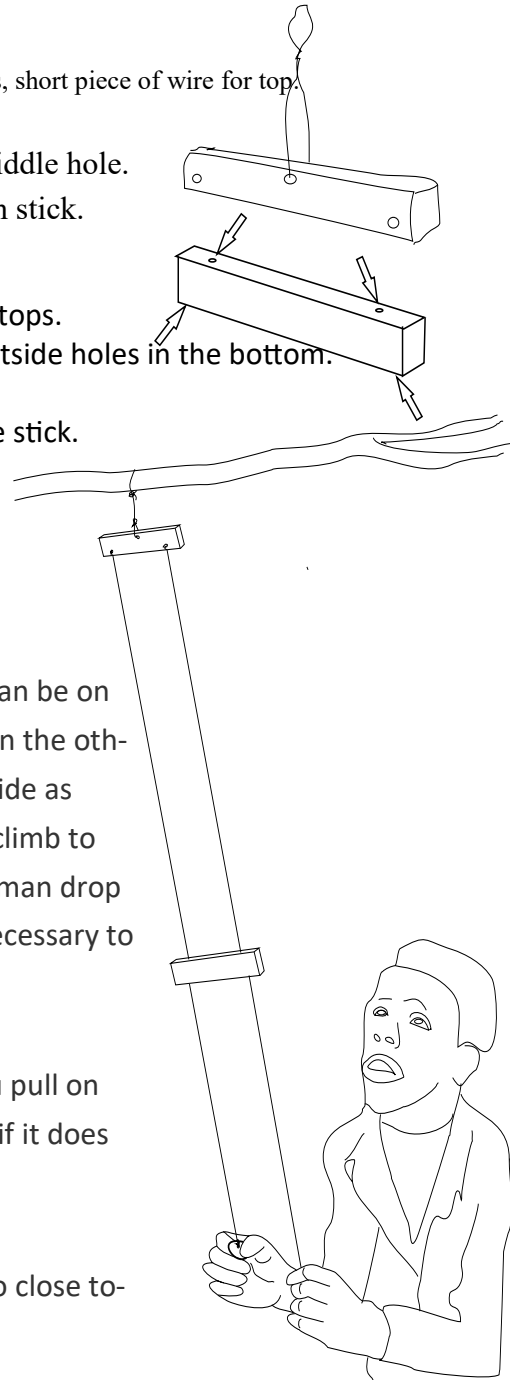
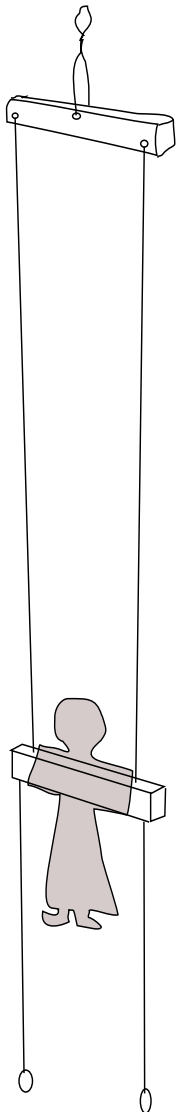


Climbing Stick

2 sticks 1.5 x 20 long,, 2 long smooth strings, short piece of wire for top.

- 1) Make 3 holes in the top stick
- 2) Tie a long wire or string to the middle hole.
- 3) Make 2 angled holes in the bottom stick.
Holes **MUST** be angled and symmetrical.
- 4) Tie the end of the strings to bottle tops.
- 5) The string **must** go through the outside holes in the bottom.
- 6) Tie to the top stick.
- 7)(optional) make a man to go on the stick.



Playing with the toy

Put the loop on a high nail or hook, it can be on a wall. Pull down on one bottle top then the other in turn. Keep pulling gently on one side as you pull the other. The person should climb to the top. Releasing the tops will let the man drop down. A rhythm is required. It is not necessary to pull the strings out of parallel.

Problem Solving

The person does not climb: When you pull on one string the other string must slip through its hole, if it does not: the hole is too small,

the string too rough.

The top stick can not move freely, or the holes are too close together.

Developing

This toy can lift quite heavy things attached to the stick, a cut out person of card or cloth is the most common.

There is no limit to how high the stick can go, there must be no knots.

Attaching 2 jitter sticks to the strings adds to the interest..

The toy can also be used on a floor or tables to make objects race along the flat.

The important part is the angle of the entry and exit hole. The materials used can be anything , straws glued to a cardboard shape (butterfly or bug). Wire or even nails bent over .