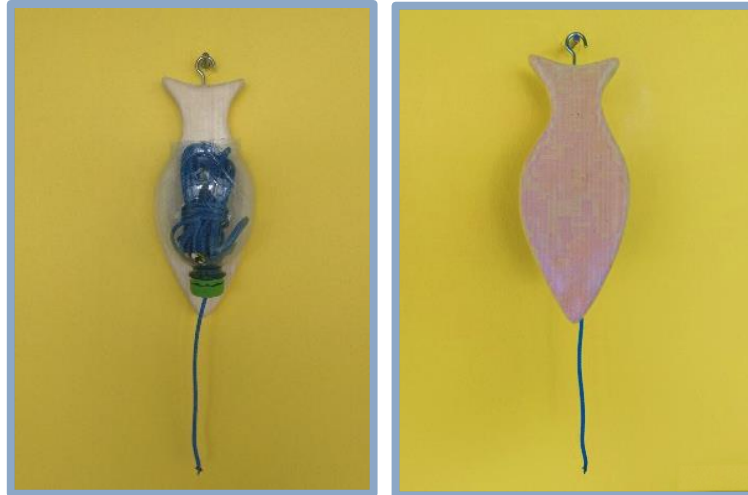
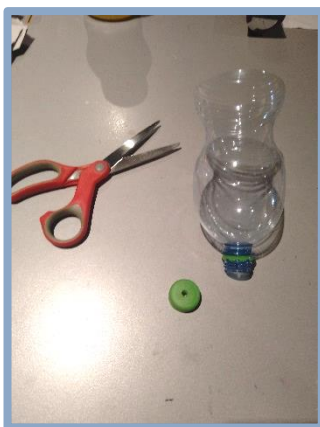


Bottle yarn dispenser (e.g. fish)



You will need:

- PET bottle (yarn reel must fit inside)
- 2 screws
- 2 washers or a small piece of wood
- Screwdriver / cordless screwdriver
- Decorative board/surface to which the dispenser gets attached
- Hook for hanging
- Scissors, Cutter
- Yarn or thread



Step 1: Create the dispenser

Draw where you want to cut off the bottom of the bottle with enough distance. Cut off the bottom of the bottle.



Step 2: Punching, punching, punching

Drill a hole through the top of the bottle with the cordless drill or alternatively with a cutter. The hole should be slightly larger than the diameter of your yarn.

You also need to drill two holes in the bottle so that the screws can be mounted from the inside afterwards.

Step 3: Fix the dispenser

Take a board or another solid surface in any shape. (For example, you can cut a fish out of a board). Screw the bottle to the wood through your holes on the opposite side.

Tip: Use washers or a small piece of wood to keep the thin plastic of the bottle from tearing.



Step 4: Thread off

Insert the yarn into the dispenser and pull the thread through the bottle opening. Now thread the yarn through the hole in the lid and screw it on.

Step 5: No tangled cables anymore

In the end, you just need to screw the hook into the wood so that you can hang the yarn dispenser. But of course you can also mount it in any other way.

For decoration, the resulting holes can still be glued with wiggly eyes or other colorful motifs.

The yarn dispenser is ready!



Important

Our family craft instructions are designed, that parents can work together with their children. Please support your child in all the necessary steps.

All information is supplied without liability. The author of these craft instructions cannot guarantee, warranty or liability and everyone is responsible for the crafting process itself. The author of these instructions is not liable for damages before, during and after crafting and is not liable for damages caused by errors in the text or image of the instructions!