

WINDMILL

Build it. Spin it. Make it yours.

1 BUILD

Start with white cardboard.

2 TRY

See what moving air can do.

3 COLOUR

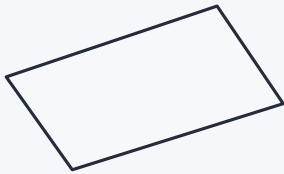
Make every part your own.

GRADE 2-3 / WITH A GROWN-UP

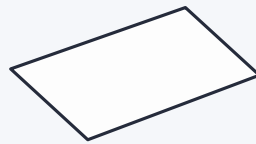


Find your parts

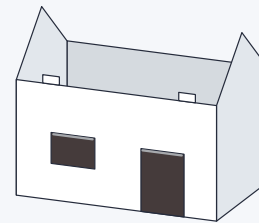
Match each piece to its picture. Keep the roof aside for later.



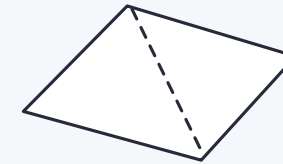
Big base



House floor



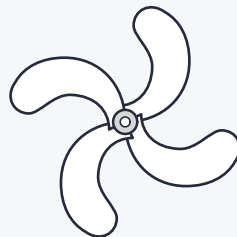
Walls



Roof



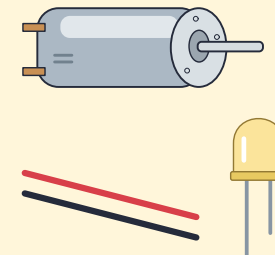
Tower



Blades



Fences



Electronics



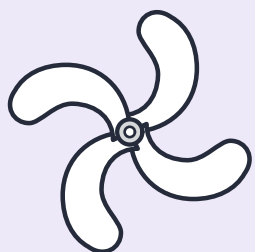
CHECK

Use a flat, dry table. Keep small parts away from little children.

Pick your windmill adventure

Both versions start with the same white cardboard model.

WITHOUT ELECTRONICS



Build + spin

1. Build steps 1 to 5.
2. A grown-up fits the blades using the fixing supplied with the cardboard-only kit.
3. Go to step 14 on page 17.

The blades should turn freely.

WITH ELECTRONICS



Build + light

Follow all 16 steps.
A grown-up helps with the generator, the wires and the little light.

Use the electronics supplied for this kit.

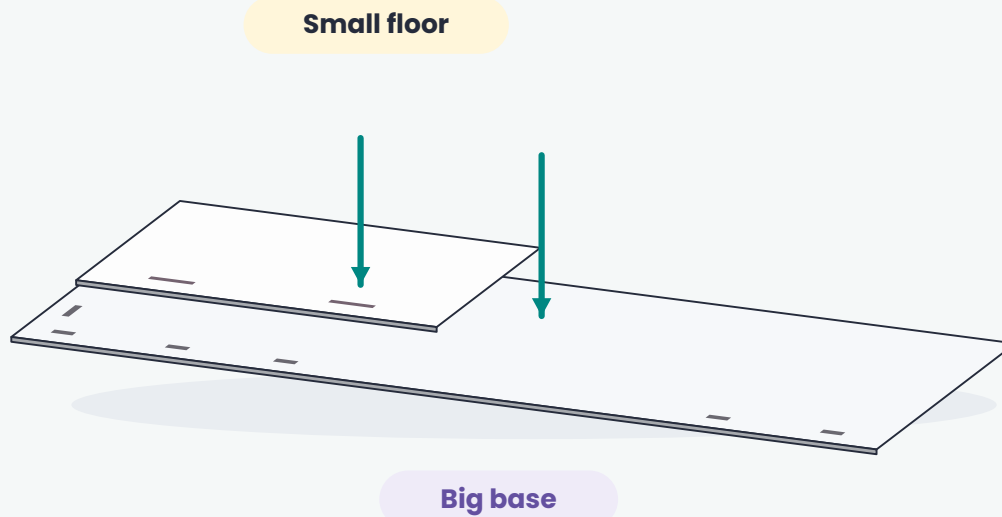
GROWN-UP FIRST

Check the real fittings and circuit before building. See page 21.
Want to colour the flat pieces first? See page 22.

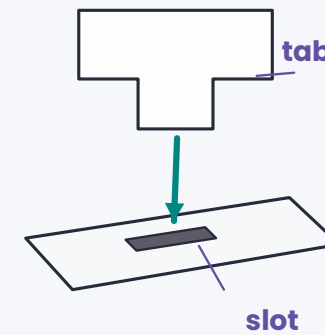
1

Add the floor

Fit the small floor onto the big base.



LOOK CLOSER



CHECK

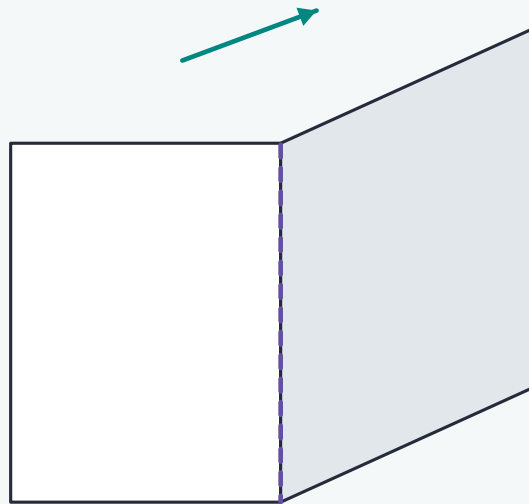
The floor lies flat.

2

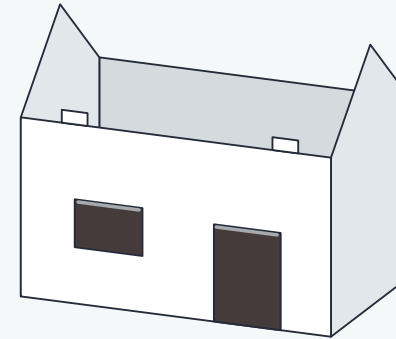
Fold the walls

Fold only along the marked lines.

Close-up: fold line



Bend gently.



Make corners



CHECK

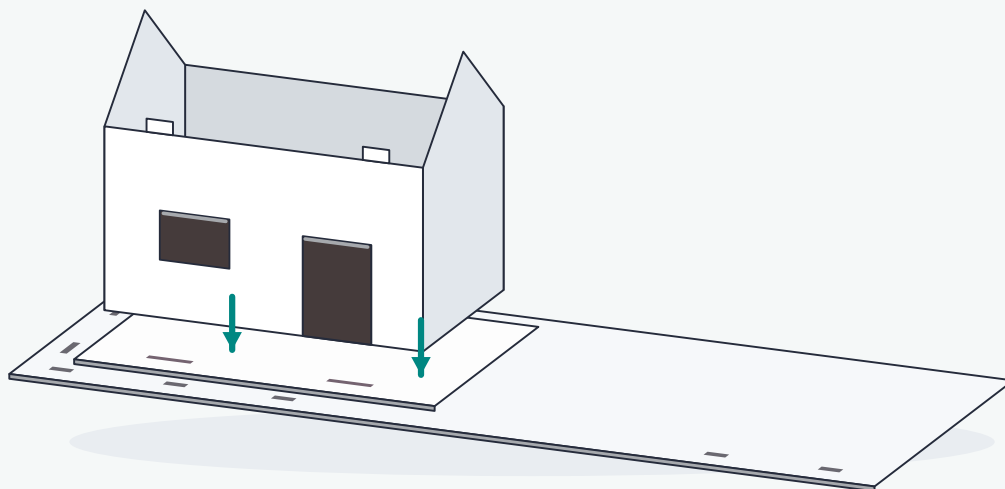
Make neat corners.

3

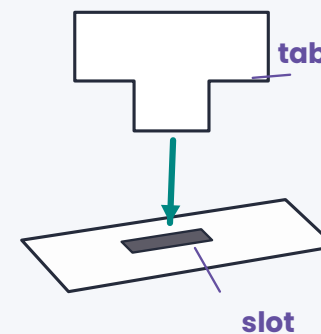
Fit the walls

Push the wall tabs into the floor.

Roof stays off



LOOK CLOSER



CHECK

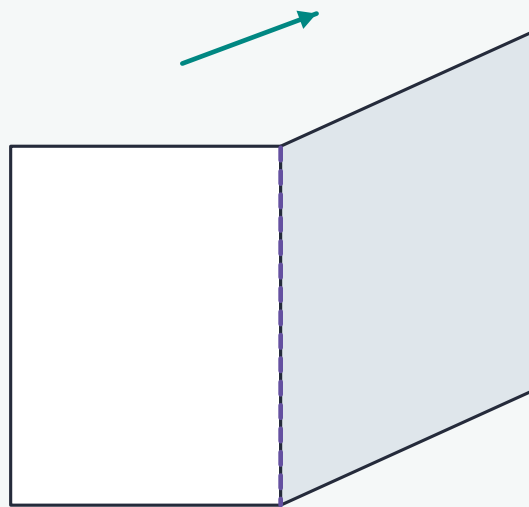
Leave the roof off.

4

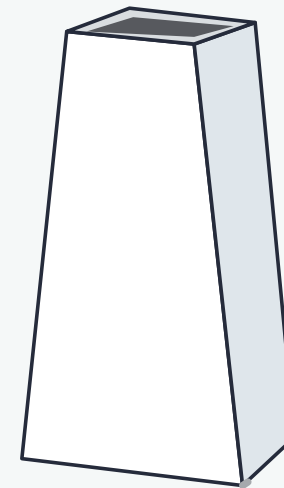
Fold the tower

Fold the tower along its marked lines.

Close-up: fold line



Use the lines on your part.



Join the edges



CHECK

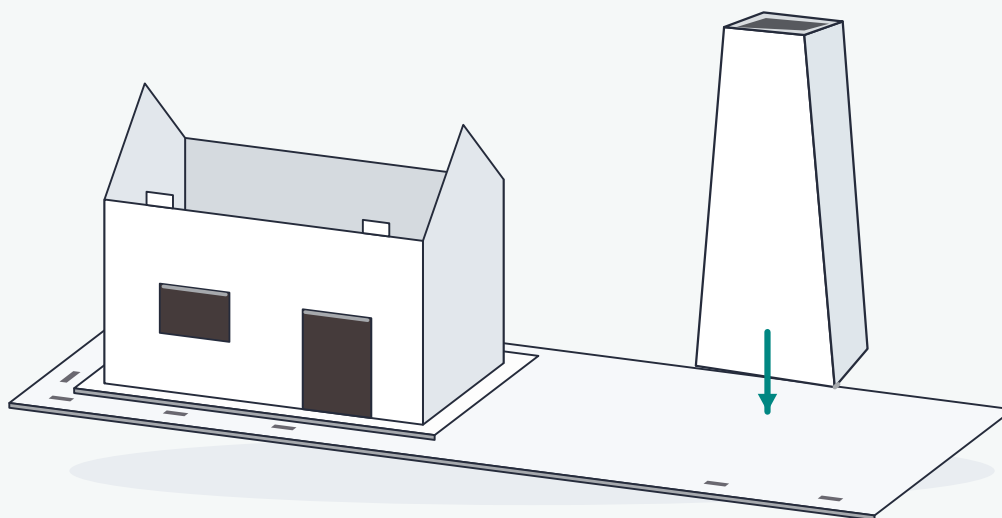
Match the edges.

5

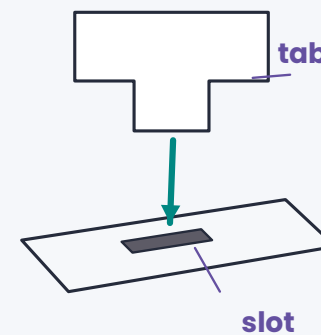
Stand the tower

Fit the tower into the base.

Beside the house



LOOK CLOSER



CHECK

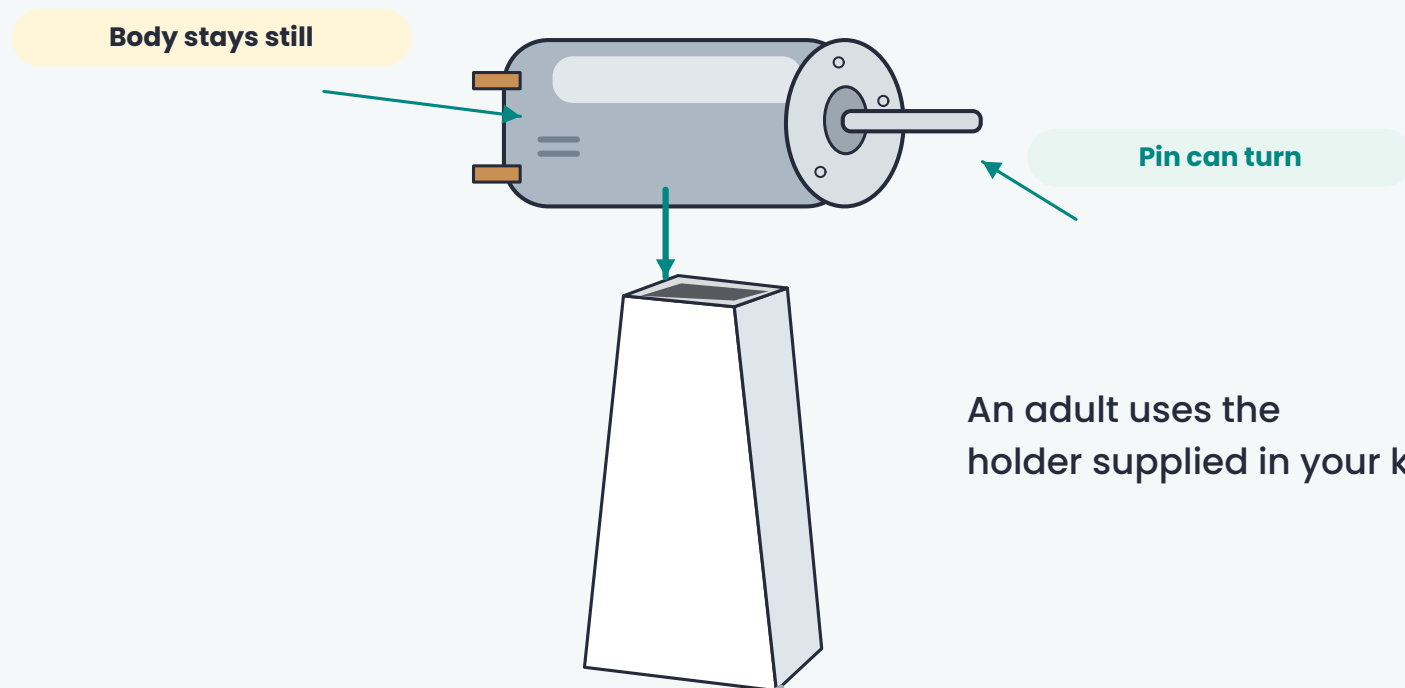
The tower stands straight.

6

Add the generator

An adult fits the generator into its holder.

GROWN-UP HELPS



An adult uses the holder supplied in your kit.

The grown-up checks the fit before you try it.



CHECK

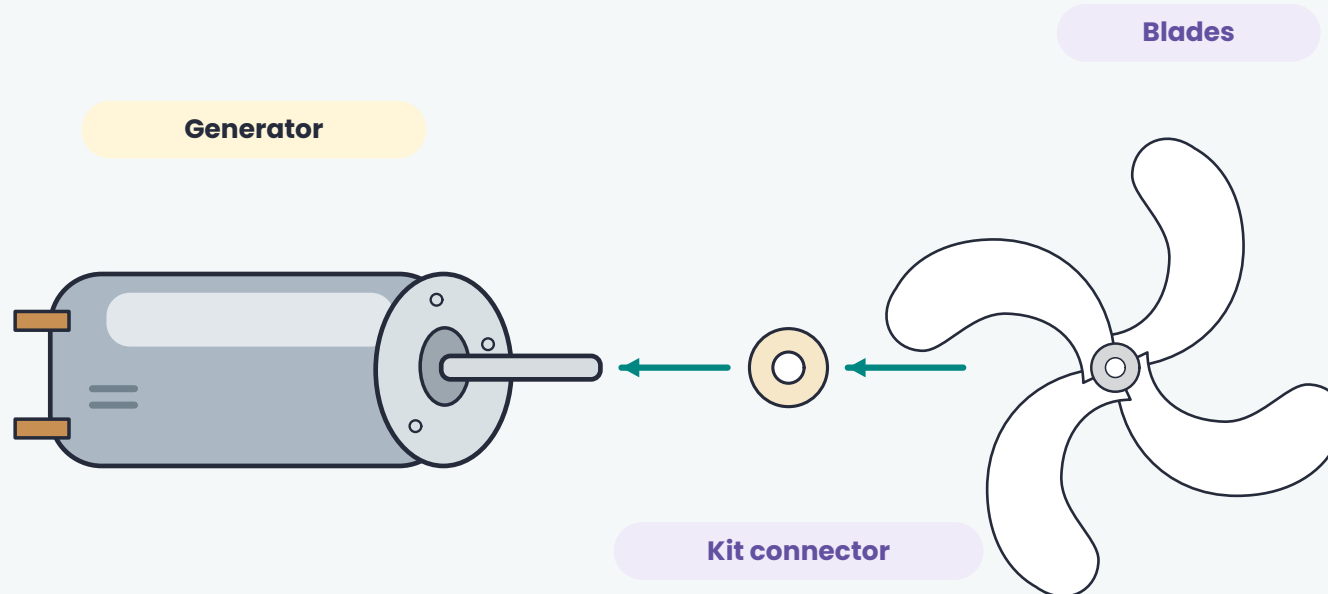
The metal pin can turn.

7

Add the blades

Join the blades to the turning pin.

GROWN-UP HELPS



An adult checks that the blades turn the pin.



CHECK

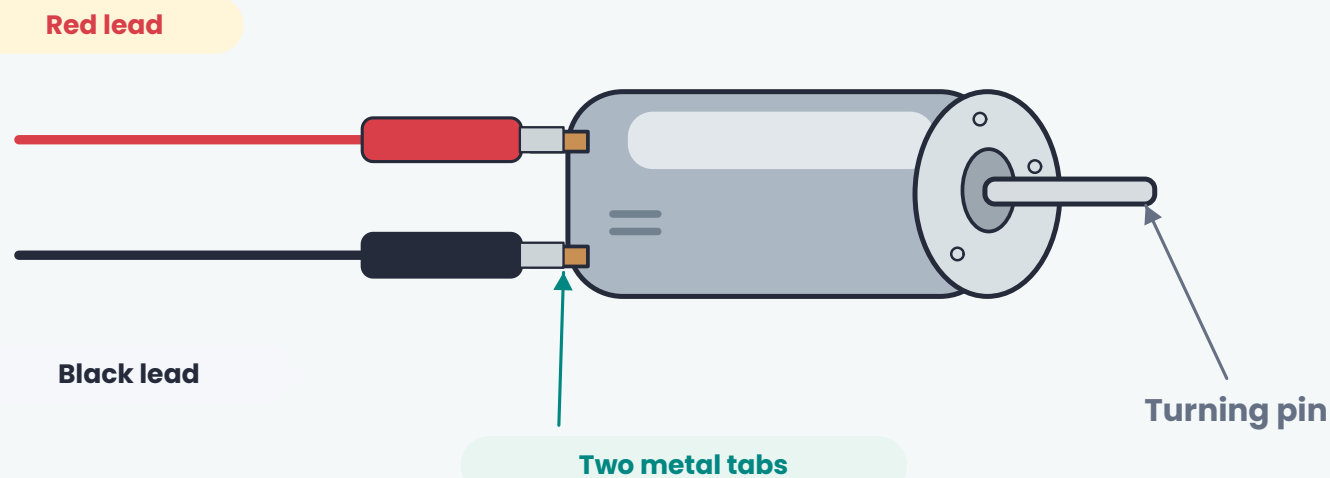
The blades clear the tower.

8

Clip the wires

One clip goes on each metal tab.

GROWN-UP HELPS



Follow the wire labels checked by your grown-up.



CHECK

Keep the clips apart.

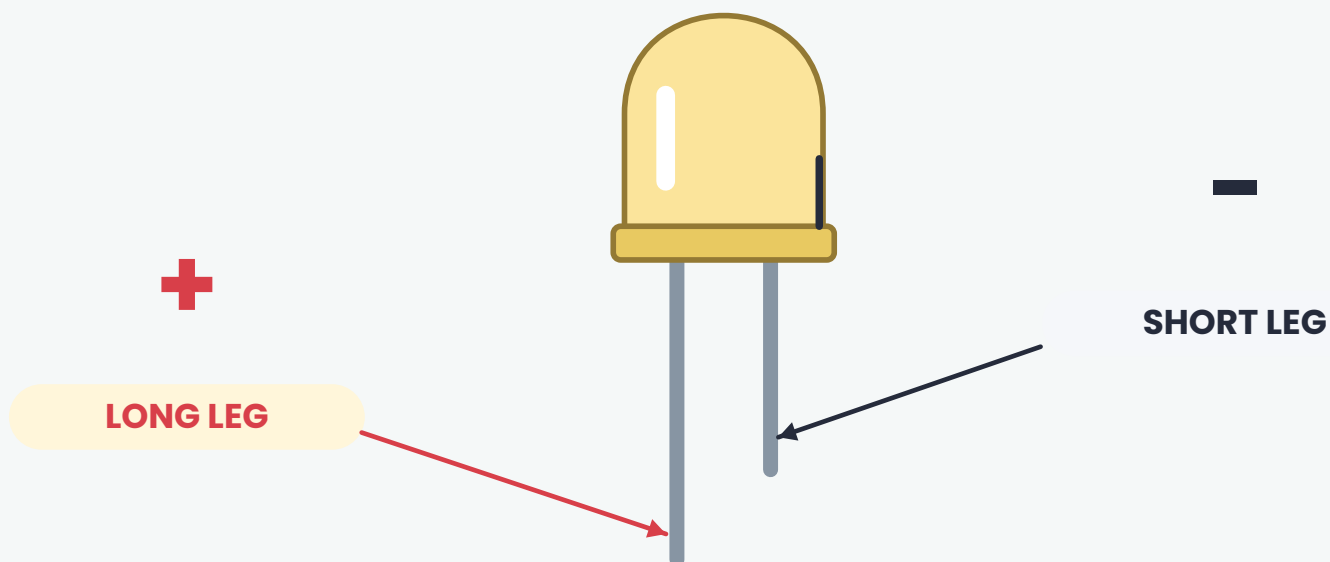
9

Meet the little light

Long leg: plus. Short leg: minus.

GROWN-UP HELPS

Hold the plastic top.



If the legs are cut short, ask an adult to check + and -.



CHECK

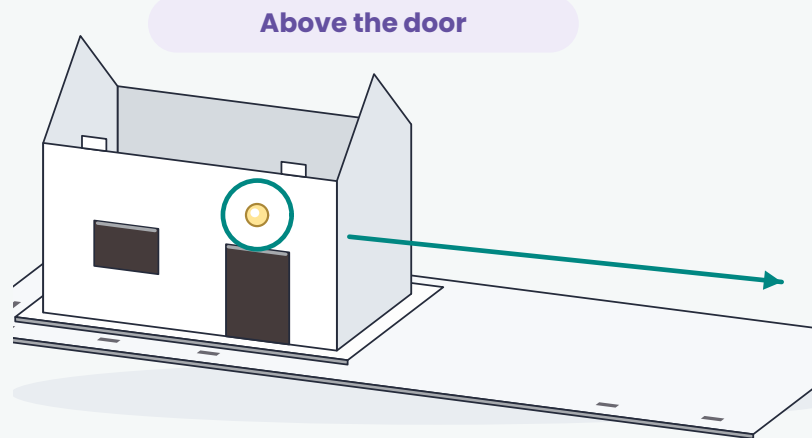
Ask an adult if yours looks different.

10

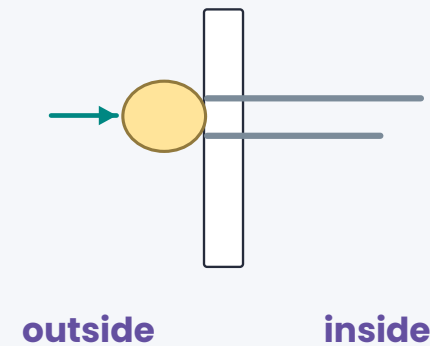
Put the light in

Light outside. Metal legs inside.

GROWN-UP HELPS



SIDE VIEW



CHECK

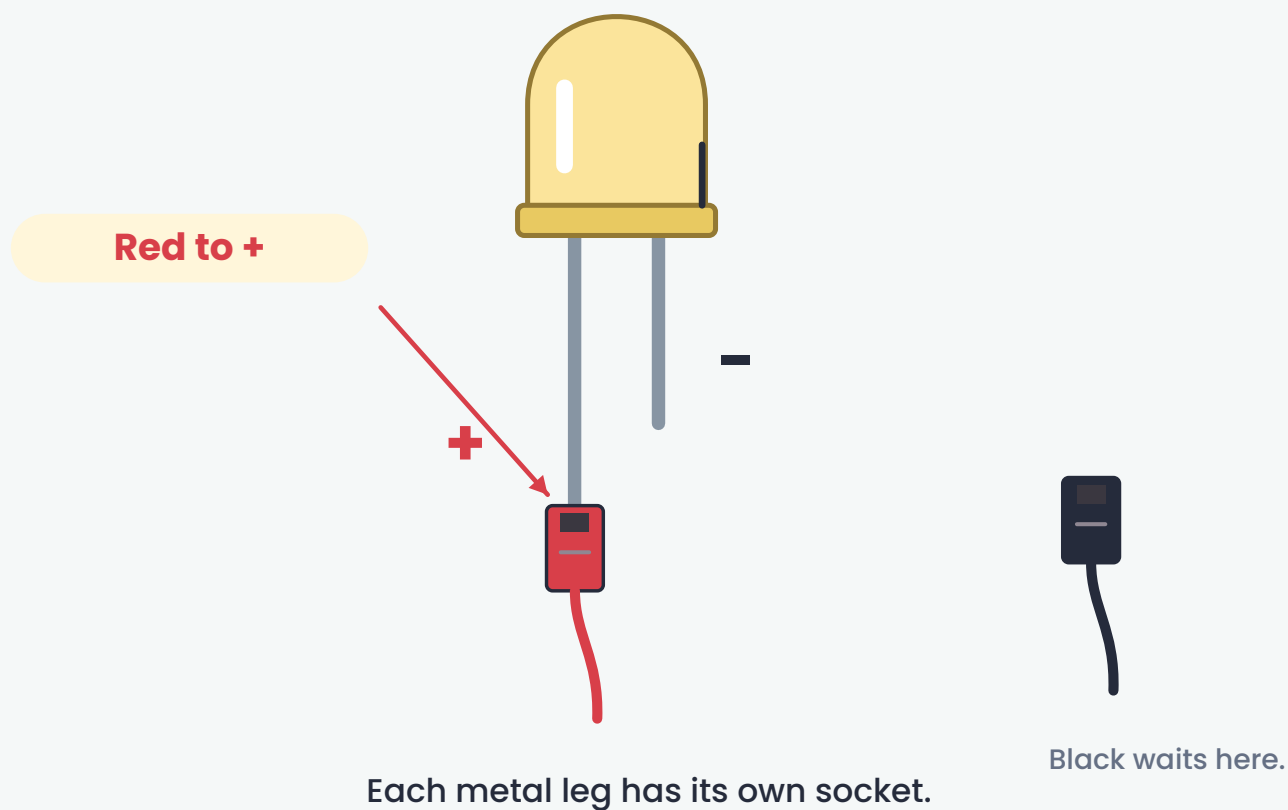
Use the ready-made hole.

11

Connect red

Red socket goes to the long, plus leg.

GROWN-UP HELPS



CHECK

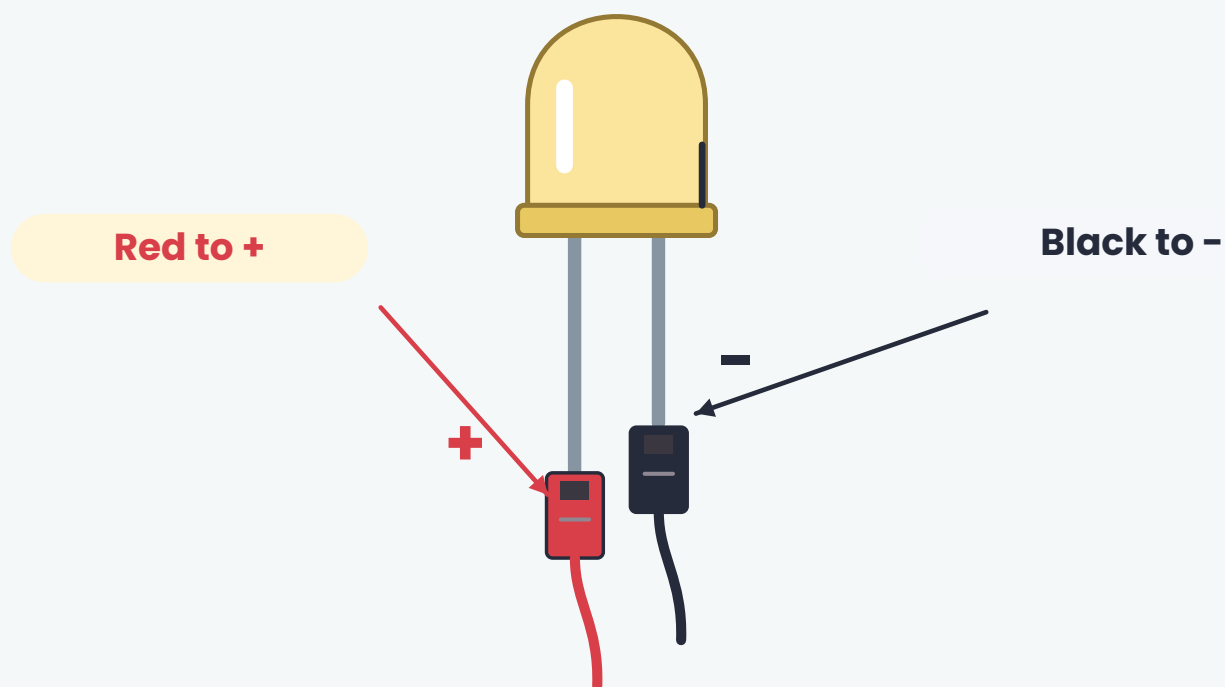
Use the checked light circuit.

12

Connect black

Black socket goes to the short, minus leg.

GROWN-UP HELPS



Each metal leg has its own socket.



CHECK

Keep the metal legs apart.

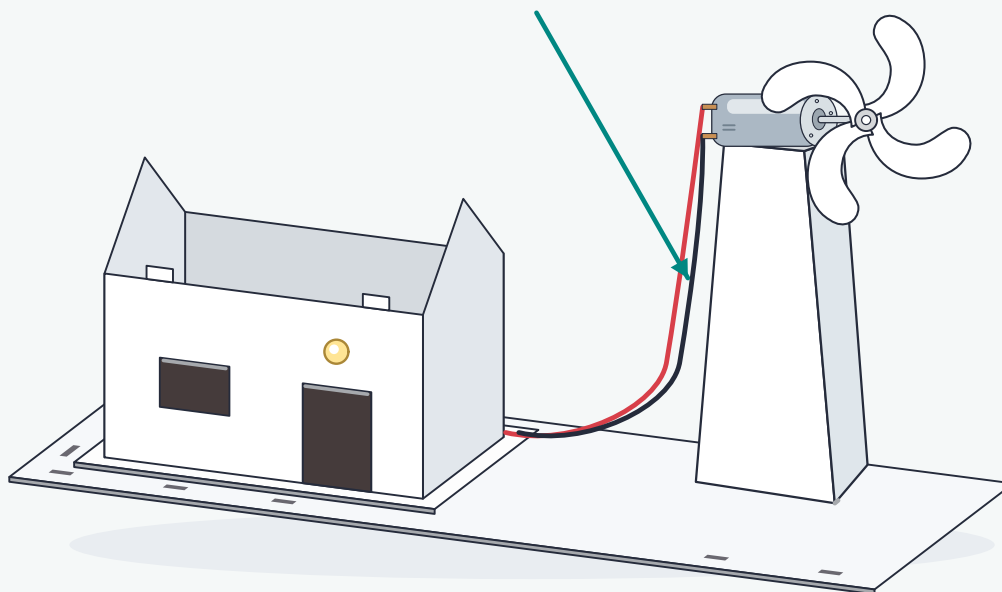
13

Tidy the wires

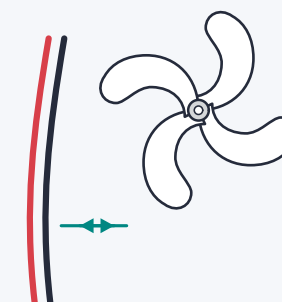
Keep every wire away from the blades.

GROWN-UP HELPS

Down the tower



KEEP A GAP



Wires stay away from the blades.



CHECK

Leave a little loose length.

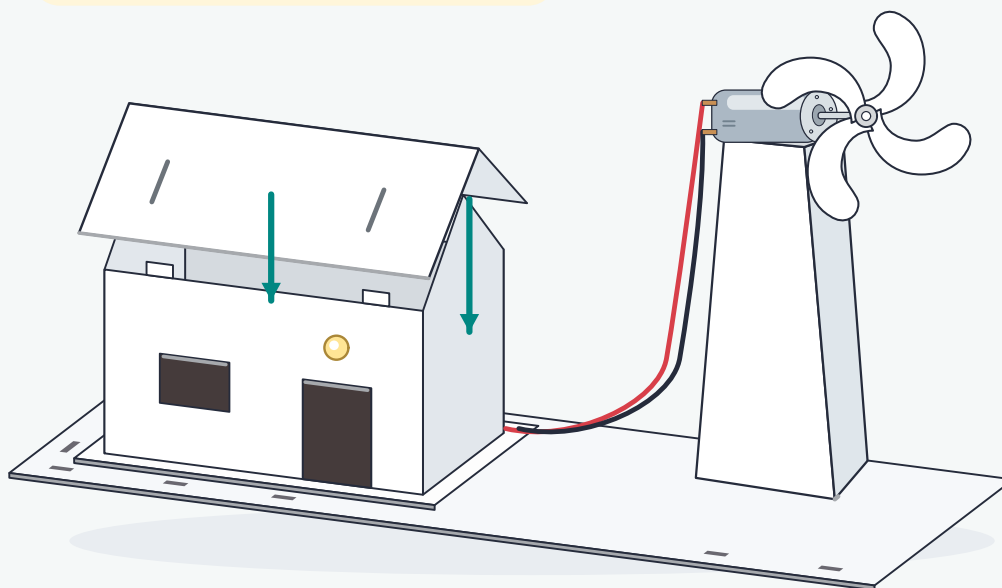
14

Add the roof

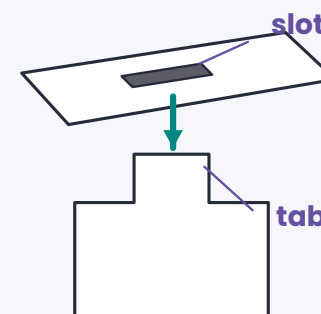
Fold the roof. Match its slots to the wall tabs.

ELECTRONICS OPTIONAL

Check the wires first



LOOK CLOSER



CHECK

The roof fits. No wire is trapped.

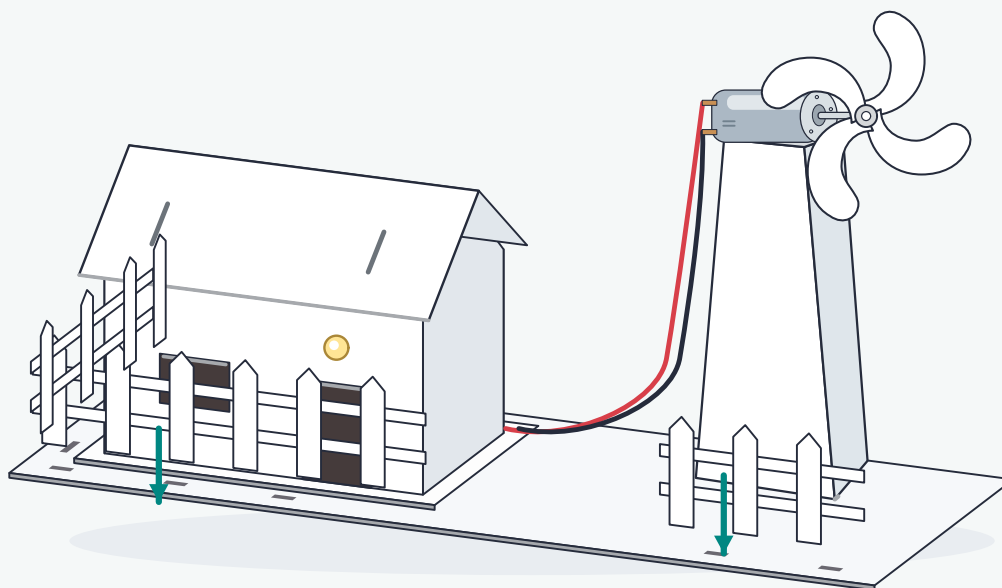
15

Add the fences

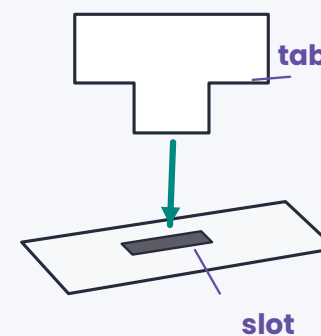
Push the fence tabs into the base.

ELECTRONICS OPTIONAL

Press near each tab



LOOK CLOSER



CHECK

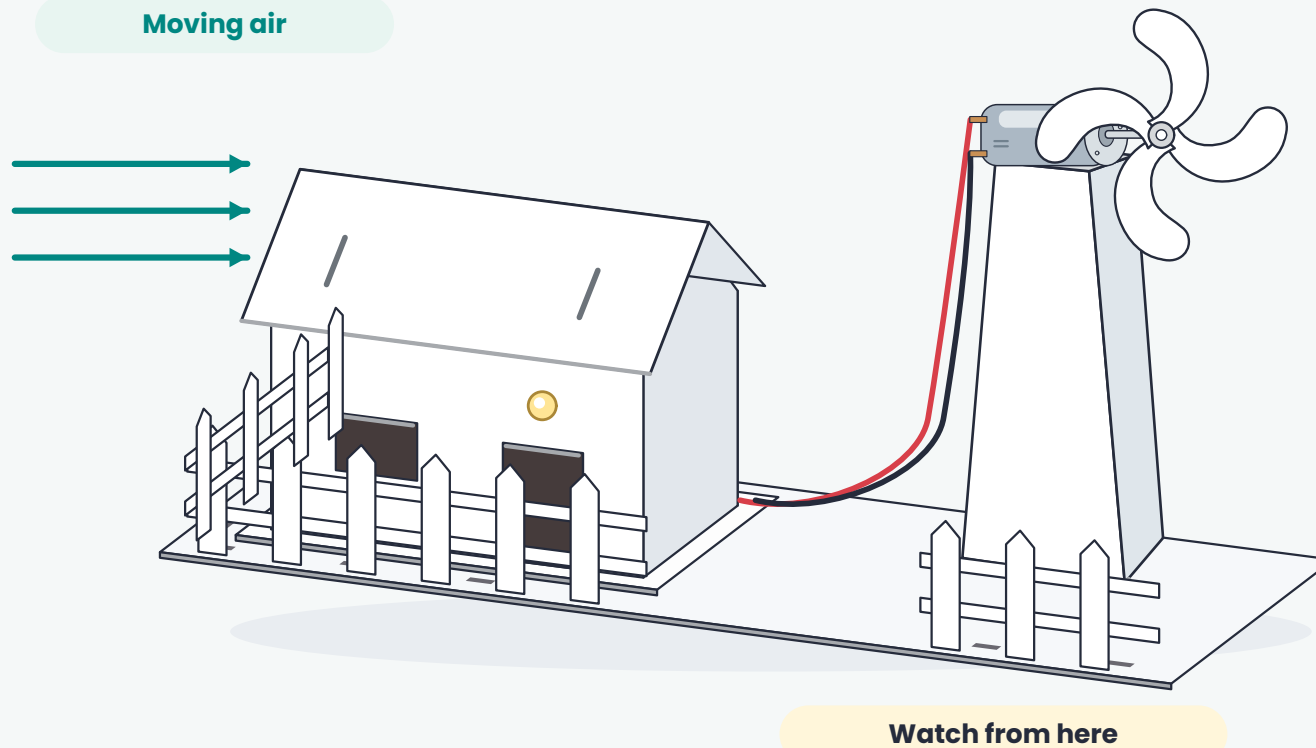
All parts feel steady.

16

Try the wind!

Watch the blades turn. With electronics, look at the light too.

ELECTRONICS OPTIONAL

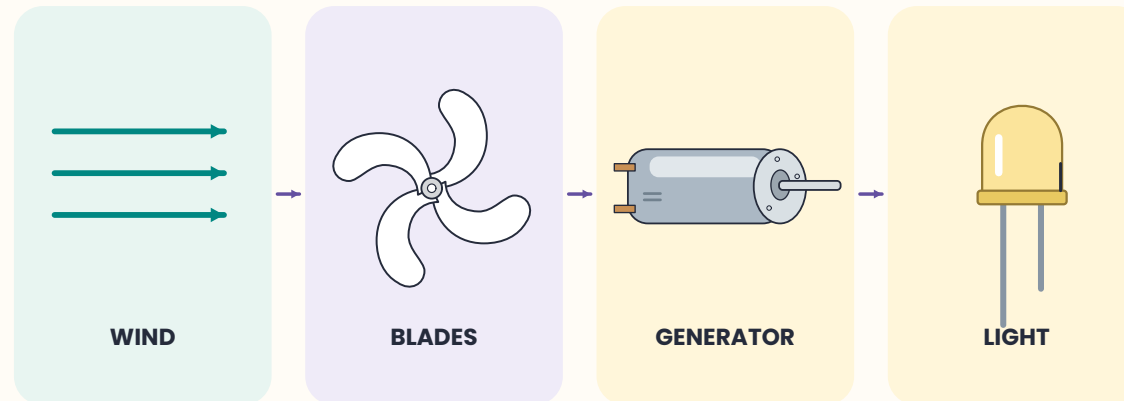

CHECK

Stop the fan before touching the model.

Follow the energy!

Moving air can turn the blades. What happens next?

Where does the energy start?



WITHOUT ELECTRONICS

Moving air turns the blades.
What happens when the air stops?

WITH ELECTRONICS

The generator can power the light.
What happens when the blades stop?


CHECK

No light yet? Stop. Ask a grown-up to check the connections.

A little help from a grown-up

Check the real kit before the child starts building.

Match the parts

Confirm the cardboard joints, generator holder and blade fixing on the actual kit. Use the fixing supplied for the chosen version.

Check the little light

This guide shows a two-leg LED. Check its polarity, matching lead sockets and any required circuit protection. If the supplied light differs, use its matching instructions.

Test the build

Check that the blades clear the tower, all fittings are secure and wires stay clear. Confirm generator polarity for the spin direction and test a suitable fan setup.

Help children colour

Stop the fan and detach electronics before colouring. Keep colour out of slots, holes and moving joints. Let any wet colour dry fully before reassembly.

ABOUT THE PICTURES

The diagrams explain assembly actions; they are not cutting templates. Exact hidden fittings are not established by the supplied references and need checking on the physical kit. The hand-coloured examples show decoration ideas; the electronics example illustrates the light on.

Now make it yours!

Colour your windmill kit with any colours you like.

FIND YOUR COLOURS

Look on your working counter or inside the packaging box.

1 Get ready

Stop the fan. Ask a grown-up to remove the electronics.



2 Add your style

Colour the cardboard only. Try stripes, spots or a rainbow. Pick your own colours!



3 Let it dry

Keep slots and moving joints clear. Let wet colour dry fully.



YOUR KIT. YOUR COLOURS. YOUR CREATION.

When it is dry, ask a grown-up to refit the electronics and check the spin.

Look what you can create!

These are colour ideas. Yours can look completely different.

WITHOUT ELECTRONICS



**Made by me.
Coloured my way!**

WITH ELECTRONICS



**A splash of colour.
A spark of science!**

My windmill is called: _____



Show it. Share it. Be proud!