

## Museum Fun From Home - Dream Catchers!

Dream catchers originate from the Native American cultures. It is a protective talisman used to protect people from bad dreams and nightmares. Native American cultures believe that good and bad dreams fill the air at night. Acting like a spiderweb, the dream catcher traps the bad dreams until the morning light destroys them.

Good dreams travel down the feathers to the person sleeping below.

### How to make a Dream Catcher from a paper plate:

**Step 1:** Cut out the center of the plate.



**Step 2:** Decorate and hole punch the inner ring.



**Step 3:** Cut five 6 inch pieces off the string and set them aside. The remaining string will be used in the next step.

**Step 4:** Tape the start of the long string and weave it through the holes.



**Step 5:** Tie a feather to four of the shorter strings and then string three beads on each string.



**Step 6:** Tape the four strings with feathers and beads to the back of the plate.

**Step 7:** Tape the last string into a loop at the top of the plate and hang your dream catcher.



Share your creations with us at [info@cmfdl.org](mailto:info@cmfdl.org)!

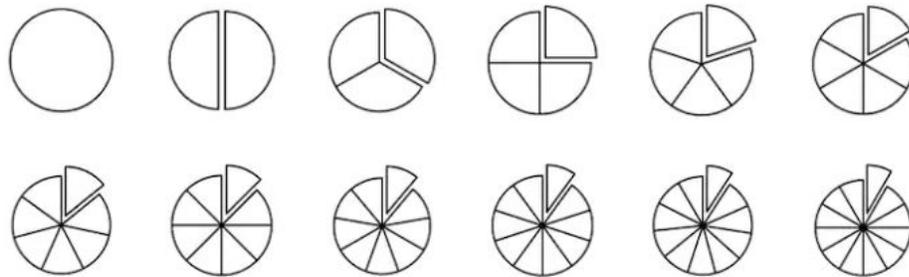
## Additional Learning Opportunities with Dream Catchers

### 2-5 Years

1. **Recognize and Name** a circle, square, triangle and rectangle on the Dream Catcher, in the room, out the window, and/or on a walk through the neighborhood.
2. **Trace and Cut** multiple sized circles out of paper such as newspaper, wrapping paper, scrapbook paper, etc.
3. **Count** the number of shapes that were created by the string in the middle of the Dream Catcher.
4. **Name** the colors of the Dream Catcher...Play “I Spy” with those colors.

### 6-12 Years

1. **Label** the Dream Catcher as if it is a clock, compare it to a clock, and talk about telling time with it.
2. Use printer paper to **Create Fractions** with the Dream Catcher; cover  $\frac{1}{2}$  and  $\frac{1}{4}$  with one sheet of paper, cover  $\frac{3}{4}$  with two sheets of paper, etc.



3. Lay the Dream Catcher on paper and **Trace** the pattern made by the strings to create a **Coloring Page**.
4. **Measure** the Radius, Diameter and Circumference of the inside and outside circles of the Dream Catcher.

