## Project Idea: Make a Spotlight

## Recommended for Step 4: Craft for form, fit, and function, Choice 3: Make anything else

**Setup:** Lanterns provide light when lamps and other electric lights aren't available. You might use one when you're camping or outside on a patio or boat. A spotlight's function is to direct light in one direction.

## Materials needed:

- Pencil basket or 4-cup takeout container
- 1 small LED puck light and batteries, if needed\*
- A piece of card stock
- Small piece of adhesive velcro
- Pencil

- Hot glue gun or super glue
- Large plastic cup
- Large craft stick
- Scissors
- Paper and markers (optional)

## **Activity:**

- 1. Put batteries in your puck light, if needed, and test it to make sure it works.
- **2.** Cut a piece of card stock to fit around the inside of the container. It may help to roll the container across the card stock and trace around it to get the right size. This will focus the light forward and keep light from shining out the sides.
- **3.** Add the puck light to the container: If it fits all the way to the bottom, attach the velcro pieces to the bottom of the container and the back of the puck light. If it doesn't go all the way to the bottom, push the light in as far as it will go, so it stays in place.
- **4.** If desired, cover the outside of the container with paper, glue it on, and decorate.
- **5.** Turn the plastic cup upside down and carefully cut a slit for the craft stick in the bottom. This will be the base for your spotlight.
- **6.** Glue one end of the craft stick to the bottom of your spotlight, with the other end of the craft stick sticking out. Allow the glue to dry.
- **7.** Slide the part of the craft stick that is NOT glued to the bottom of the spotlight into the slit of the plastic cup.
- 8. Turn on the spotlight and point it where you want it to shine.



<sup>\*</sup> Make sure the light is small enough to fit in or close to the bottom of the pencil basket or takeout container. Puck lights turn on by pushing the face of the light.