

Message Hearts (Set of 6)



YOU WILL NEED:

Pegboard:
Small heart

Bead Colors:

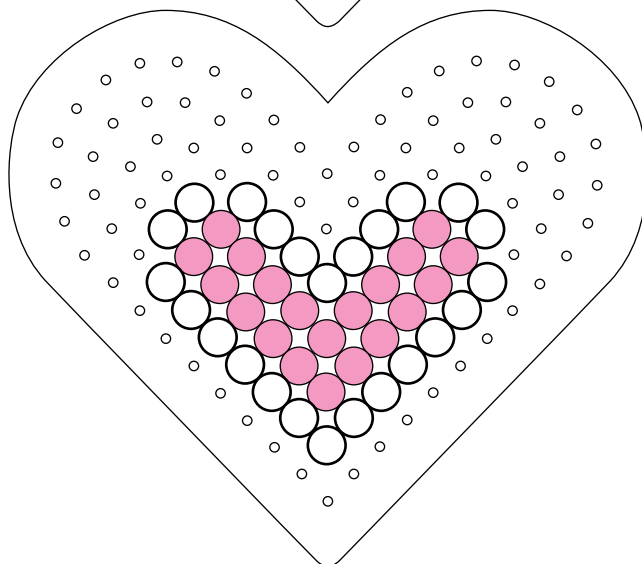
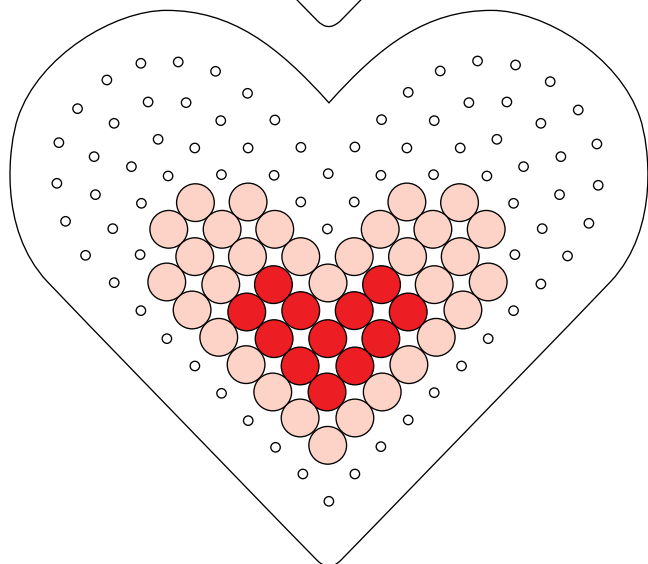
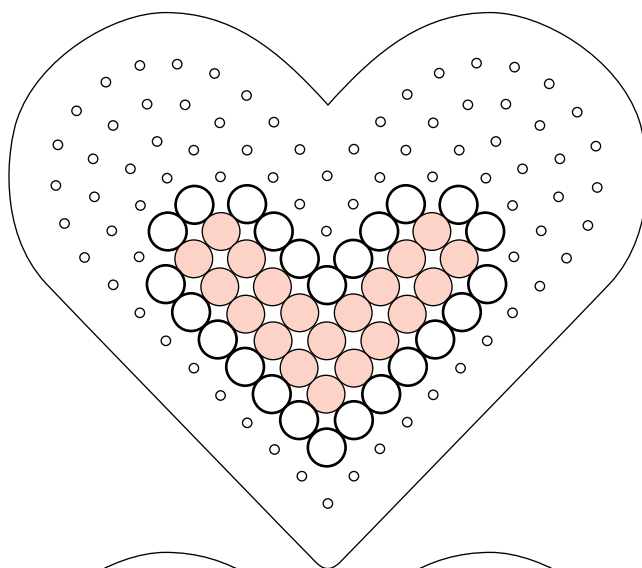
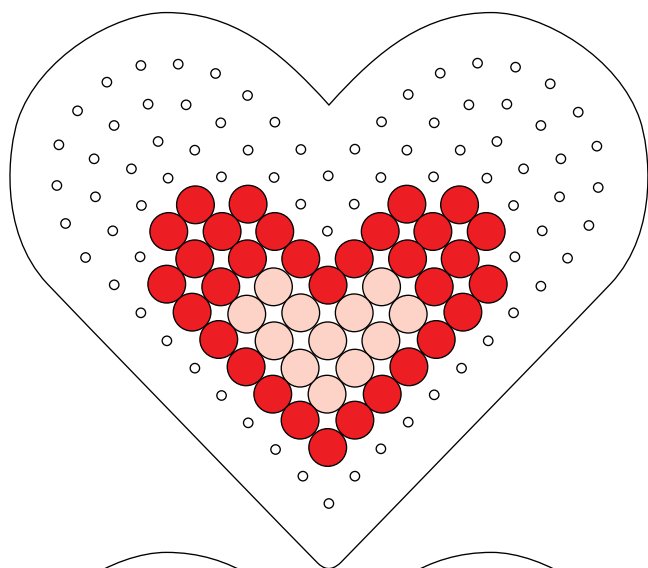
-  Peach - 85
-  Bubblegum - 30
-  Red - 44
-  White - 93

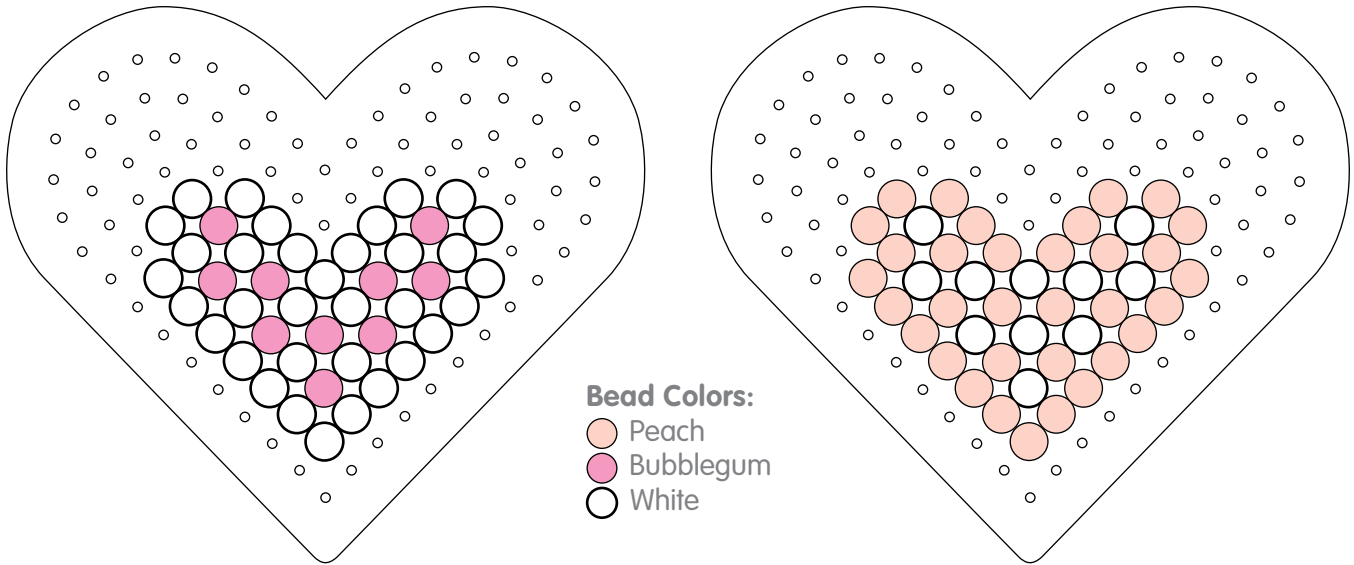
Other:

- Cardstock: white, peach, pink, gold
- Toothpicks
- Candy kisses
- Scalloped heart punch, 2.5" wide
- Craft glue
- Foam adhesive
- Pen or marker

Instructions

1. Place your beads on the pegboard as shown. If you are using a clear pegboard, slide the actual-size pattern underneath it.
2. Ask an adult to fuse your designs—see page 2 for further instructions.
3. Assembly: see page 2.





ASSEMBLY FOR EACH MESSAGE HEART

1. Punch two hearts from contrasting colors of cardstock. Choose the heart you will use as the backer for the Perler bead heart. Glue the end of a toothpick to the bottom of the cardstock heart.
2. Adhere your Perler bead heart to the front of the cardstock with foam adhesive.
3. Adhere the other cardstock heart to the back of the first one with foam adhesive, leaving room to write a message. Pen the message to your Valentine.
4. Gently insert the bottom of the toothpick into the top of a candy kiss.

Fusing Instructions—Only Adults Iron



1. Place your pegboard on a flat, heat-safe surface.
2. Set a household iron to the medium setting. Place ironing paper over the pegboard. In a circular motion, begin to iron the project. Do not press down with the iron. As the beads begin to fuse, you will see circles of the beads start to show through the paper. When ironed properly, the beads will still have an open center. Let the design cool.
3. Remove the paper and bead design from the peg board. Flip the design over to expose the non-fused side. Repeat step two. Let cool completely.

NOTE: Beads need heat for about 10-20 seconds per side to fuse evenly. Lift the paper occasionally to see how the beads are fusing. Depending on the size of the project, additional heating time may be required. **DO NOT OVER-IRON** the beads as it will make the centers of the beads close and can make any assembly you do with your project more challenging.