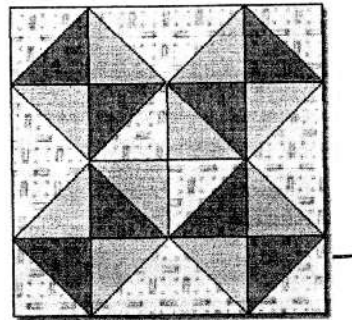


Nov. 2011

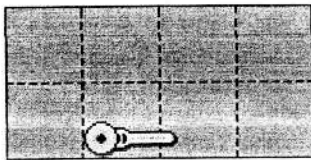


Wheel of Time

This makes a 12" block !



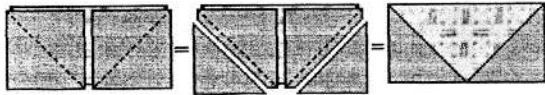
** Preparing the Pieces and Sewing the Block **



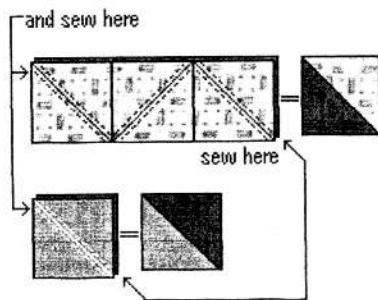
Cut the Color 3 7" x 14" strip into eight 3-1/2" squares...



Next cut the Color 1 3-1/2" x 26" strip into four 3-1/2" x 6-1/2" rectangles...



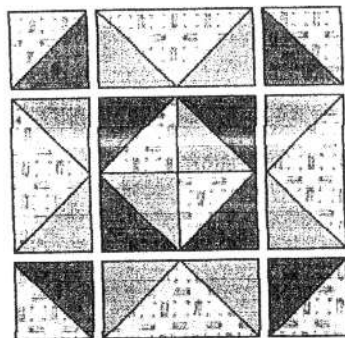
To make one flying geese unit, place a Color 3 square right sides together atop a Color 1 rectangle, with outer edges aligned. On the back of the top square lightly mark the diagonal. Sew on this diagonal marking. Cut off the excess seam allowance. Press the remainder towards the corner. Repeat this with another Color 3 square on the other end of the rectangle. Make four of these...



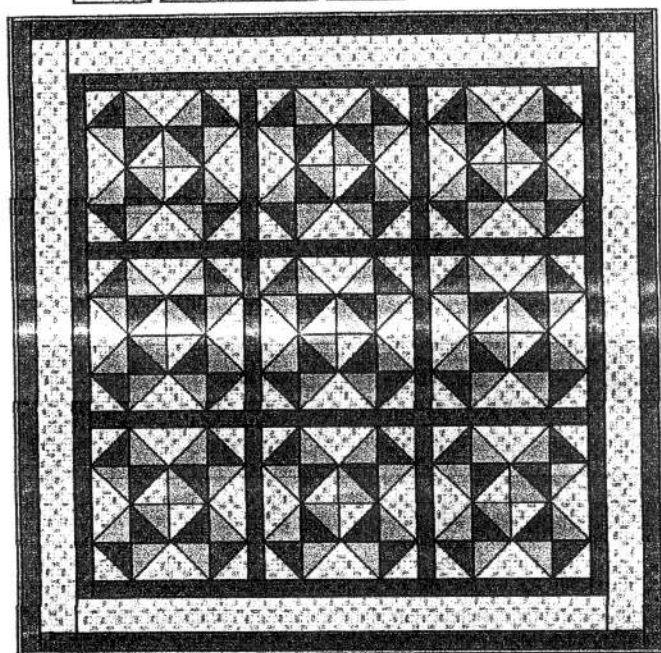
Next piece the half squares, by stacking the Color 1 and Color 2 3-7/8" x 11-5/8" strips, right sides together and all edges aligned. On the back of the top strip, lightly mark the 3-7/8" square line and mark the diagonals in the direction shown at left. Now sew a scant 1/4" above and below the marked diagonals, pivoting at the square line. Now cut apart on the marked diagonals, and on the 3-7/8" square lines. This will give you six half squares. Press seam allowances towards the darker fabric. Repeat this same procedure with a Color 2 and a Color 3 3-7/8" square which have been stacked right sides together and all edges aligned, to make two half squares in that Color combination. Press to dark side. Trim all of these half

over

Wheel of Time - Page 2



Now lay out all units as shown at left. Sew three horizontal rows, pressing the top and bottom row seams to the center, and the middle row seam to the outside. Sew the rows together and you are all done!



Here are nine Wheel of Time blocks in a simple wall hanging!

Happy Quilting!

** Supplies List **



Color 1

Color 1 needs: one 3-1/2" x 26" strip AND one 3-7/8" x 11-5/8" strip



Color 2

Color 2 needs: one 3-7/8" x 11-5/8" strip AND one 3-7/8" square



Color 3

Color 3 needs: one 7" x 14" strip AND one 3-7/8" square