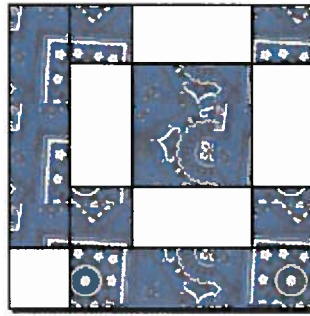


Children's Delight

This makes a 10" block and it's from the late 1800's !

Here's one for the 'Lil Cow Pokes! :o)



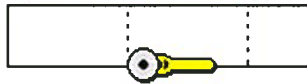
Please abide by the [Terms and Conditions of use!](#) :o)

4 Blocks x 6 Blocks makes a perfect Project Linus Quilt Sized Quilt!

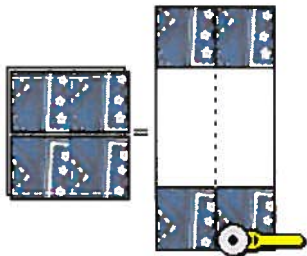
** Preparing the Pieces and Sewing the Block **



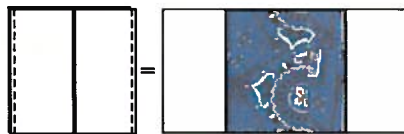
Start by marking and cutting the Color 1 2-1/2" x 10" strip into two 2-1/2" x 5" rectangles. Then mark and cut the Color 1 5" x 8-1/2" strip into two 2-1/2" x 8-1/2" rectangles...



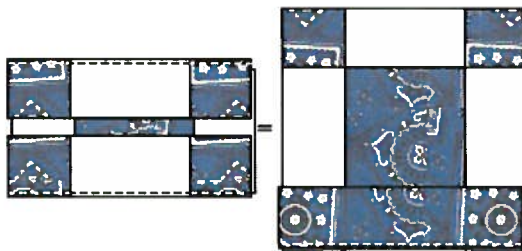
Now mark and cut the Color 2 2-1/2" x 11-1/2" strip into two 2-1/2" x 4-1/2" rectangles and one 2-1/2" square...



Sew the Color 1 short rectangles to the top and bottom (5" sides) of the Color 2 4-1/2" x 5" rectangle using scant 1/4" seams. Press to dark side. Cut this at the 2-1/2" point to make two pieced strips...



Sew the Color 2 rectangles to the left and right of the Color 1 4-1/2" square. Press to dark sides...



.Now sew the two pieced strips to the top and bottom of the unit we just made. Then add one long Color 1 rectangle to the bottom...



Sew the Color 2 square to one end of the other longer Color 1 rectangle, again pressing to dark side...on to [Page 2!](#)

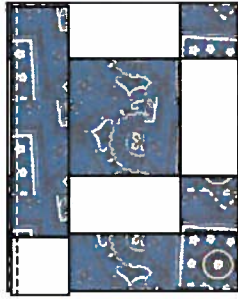
□ Feb 26 2004 Marcia Hohn

Traditional Block

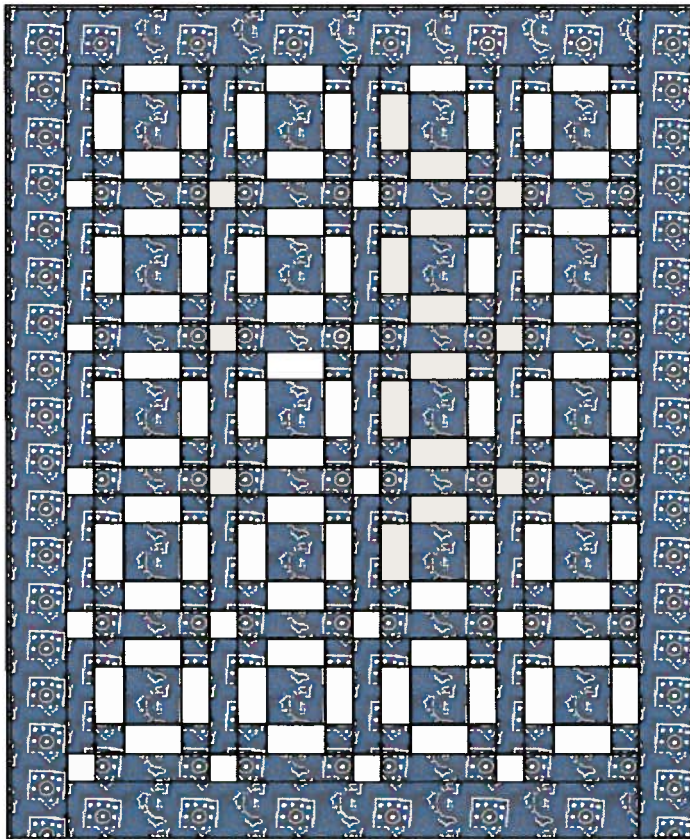
mh paper

<http://www.quilterscache.com>

Children's Delight - Page 2



Sew this rectangle-plus-square to the left side of the block and you are done! Congratulations on another block well made!!



This quilt is four blocks by five with four inch borders!

Happy Quilting Folks!

Marcia :o)

Page 1

Here's one that Deb made in honor of Spring!

Janet & Katharine's!

Paulette's! Paulette's2!

** Supplies List **



Color 1 needs: one 2-1/2" x 10" strip AND one 5" x 8-1/2" strip AND one 4-1/2" square



Color 2 Color 2 needs: one 2-1/2" x 11-1/2" strip AND one 4-1/2" x 5" rectangle

To the Patterns or The Quilter's Cache

Feb 26 2004 Marcia Hohn



Traditional Block

<http://www.quilterscache.com>