## Maple Star Variation

You'll need the following:

Background

2 1/2" x 4 1/2" rectangles - 8

2 1/2" squares - 4

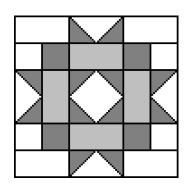
4 1/2" square - 1

Medium

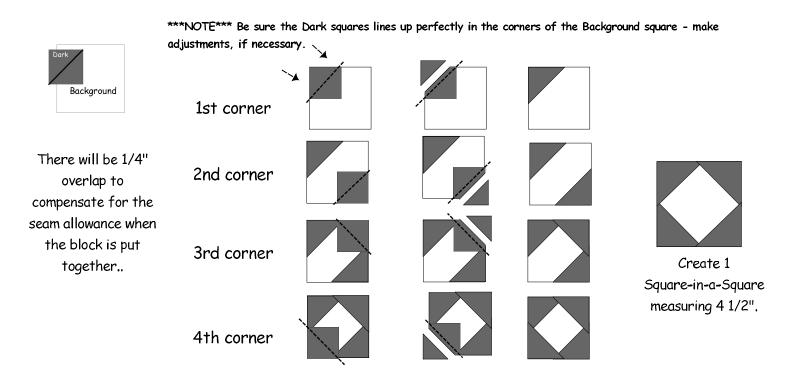
2 1/2" x 4 1/2" rectangles - 4

Dark

2 1/2" squares - 16

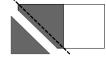


Draw a diagonal line on the wrong side of the Dark 2 1/2" squares. (You can also just iron the squares on the diagonal to create the line.) Layer a Dark square on the corner of the Background 4 1/2" square, right sides together, as shown in the diagram. Sew on the diagonal line. Trim 1/4" from the line toward the outside corner. Press the seam allowance toward the Dark. Repeat on the opposite corner. Then repeat on the remain two corners to create your "Square in a Square unit" measuring 4 1/2".



Draw a diagonal line on the wrong side of all the Dark 2 1/2" squares. (You can also just iron the squares on the diagonal to create the line.) Layer the Dark squares on the 2 1/2"  $\times$  4 1/2" Background rectangles, right sides together, as shown in the diagram. Sew on the diagonal line. Trim 1/4" from the line toward the outside corner. Press the seam allowance toward the Dark. Repeat the process on the other corner as shown. Create 4 Flying Geese that measure 2 1/2"  $\times$  4 1/2".

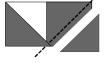








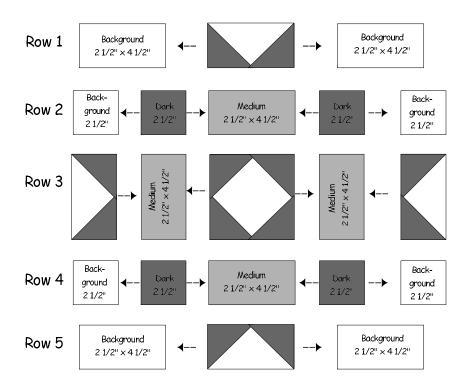


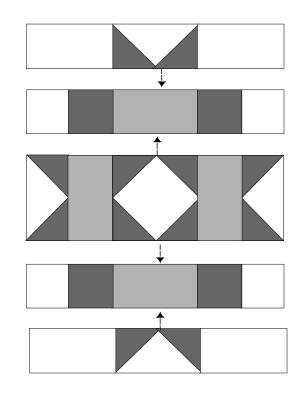


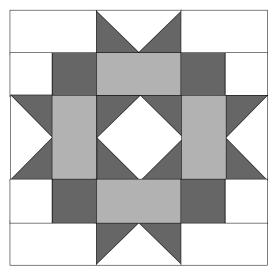


Start sewing from the inside point of the Flying Geese unit to help prevent the pieces from being drawn into the

Sew the units into rows. Pay close attention to the orientation of each unit. Press the seam allowance in the direction of the arrows. The rows should measure  $2 \frac{1}{2}$ "  $\times 12 \frac{1}{2}$ " (except Row 3, it should measure  $4 \frac{1}{2}$ "  $\times 12 \frac{1}{2}$ "). Sew the rows together to create your block, measuring  $12 \frac{1}{2}$ ". Pay close attention to the orientation of each row. Press the seam allowance in the direction of the arrows.







Maple Star Variation 12 1/2" square



The "Square in a Square" unit lends itself to fussy-cutting, photos or big prints.



