Sylvania Sylvan

Supply List:

- ◆Maps
- Coasters or ceramic tile
- ◆Mod Podge

- *Pencil
- Scissors
- Foam brush
- Felt with adhesive backing



Step One: Using your tile as a stencil, draw squares on your desired map image. Before cutting them out, paint a thin layer of Mod Podge onto the smooth surface of the tiles. Allow time for it to dry and get tacky.







Step Two: Now cut out your desired map image. You can use scissors for a precise, clean line, or fold and rip for a weathered edge. *Option to layer pieces but be aware that the more layers, the more uneven the surface and unsteady it will be as a coaster.*





Step Three: Gently lay the desired maps onto the tacky tiles. Use your fingers to smooth out any bubbling - carefully pressing from the center out on each tile to avoid ripping. Apply a thin layer of Mod Podge horizontally over the map, keeping the brush strokes in the same direction. It is OK to wrap the Mod Podge over the edges if necessary. If bubbling occurs, gently smooth them out with your fingers. Allow time to dry. *Tip: The thinner the layer, the faster the dry time.*

Step Four: Once the Mod Podge is clear, shiny, and no longer cloudy, it is ready for another layer. Change the application direction this time, applying vertically on the tile. Allow time to dry. Repeat with more coats, switching direction each time. Continue to monitor for bubbles and allow sufficient time to dry between layers. The more coats, the smoother your coaster will be.





Step Five: If available, use a dishwasher-safe Mod Podge as your final layer to protect your coaster from moisture. Once dry, apply felt on each corner to protect your surfaces from scratching. *Pour yourself a drink, and enjoy!*

Personalization: Pick maps of significance to personalize your coasters or random to inspire travel! You can use other images but be aware that some ink may bleed or blur from the Mod Podge. Best to use professionally printed paper. Please share your fabulous creations on our Way Public Library Facebook page!

Happy crafting!

