Pavement Chalk Pentecost Labyrinth

Based on Strandz resource https://www.strandz.org.nz/pentecost.html

Create a Pentecost flame labyrinth with pavement chalks on your driveway, or in a carport. You will find it easier, and more fun, to make this labyrinth with a friend or an adult. Once you've measured and copied the outline, walk the labyrinth and decorate with flame colours. The flame is a constantly shifting shape, moving like God's Spirit in the world. So, the drawing does not need to be perfect! It will take about an hour to measure up and draw the labyrinth. Take turns, and take a rest between tasks.

You will need:

a space 4 metres x 2.8 metres (about the width of a driveway or carport)
colourful chalks, especially flame colours of yellow, orange and red
a metal tape measure
a piece of string about 1.5 metres long
a spike, or the stand for quoits, to make a firm compass point
print the two A4 documents and stick together the complete diagram
a wet rag.
a friend or if you are under 13 you might like to ask an adult to help you



Here's the outline for the Pentecost Flame Labyrinth I drew in my carport. You'll see I used the lines in our driveway for my axis markings. I located point O at a join in the concrete. I've made the entrance off to the side. When you have finished marking out the labyrinth, it will be ready to decorate with lots more flame colours. I marked it in yellow so it's easier to see. Have fun!

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With your friend or adult helper, take a close look at the A3 diagram before you begin. Have a go at "walking" the diagram as a finger labyrinth, to familiarise yourself with the design.

The vertical axis is marked X - Y. It is 4 metres long (4000 mm) The horizontal axis is marked A - B. It is 2.8 metres wide (2800 mm)

Where these axes intersect, the point is marked **O**, from which we will plot some more important points to help draw the labyrinth. However, **O** is not the true centre of the labyrinth. The true centre of *this* labyrinth is the centre you will walk to, marked **C**.

Now most labyrinths are symmetrical but, as you can see, this one is not. The labyrinth follows the organic shape of a flame. For example, you will notice that the point of the flame does not finish exactly at Y. A flame does not hold one shape for long, it is always changing in the wind. The flame is a bit like the way God's Holy Spirit moves in the world.

This is very good news for you and the adult who has agreed to help you. It means "near enough is good enough!" Your drawing can have wiggly lines. Paths can be wide, or narrow. And because you are drawing with chalk, you can rub out mistakes with a wet rag.

Mark out the Axes in **BROWN** chalk

Once you've chosen your location, plot the best place for O. Rule the axes in chalk:

A - O = 1400 mm O - B = 1400 mm (total A - B = 2800 mm) X - O = 1400 mm O - Y = 2600 mm (total X - Y = 4000 mm)

Clearly mark A, B, O, X, Y

Measure across A - B and using **BLUE** chalk mark:

400 mm AB 1 on diagram 800 mm AB2 2200 mm AB3 2600 mm AB4

Measure from X to O and mark:

500 mm XY1 1000 mm XY2

Measure from O to Y and mark:

350 mm XY3 700 mm XY4 950 mm C (Centre of the labyrinth walk) 1300 mm XY5 1950 mm XY6 2350 mm XY7

You now have most of the points you need to plot the design. Good job!

Draw a big smile with RED chalk

Now you are ready to start drawing. We will work from **O** with a homemade compass. Tie the string to your spike or Quoits base and place it at **O**. If you are using a spike, you will need someone to hold the spike on **O**, or stand on the base of the quoits base. The string needs to be able to move around the spike but not slip off. Now, measure 1400 mm of string and tie your **red** chalk so when you pull the string away from **O** it meets **A** as close as possible. Now, keeping the string taut, draw a great big smile from **A** to **B**!

You can make this smile even wider. Keep drawing from **B** right up nearly in line with **C** to make the right-side flame. And from **A** you can go a little bit higher, in line with **XY3** for the left-side flame. These don't have to be exact, and you will rub out some lines later.

Freestyle it! Draw your spiral from S (start) to E (end)

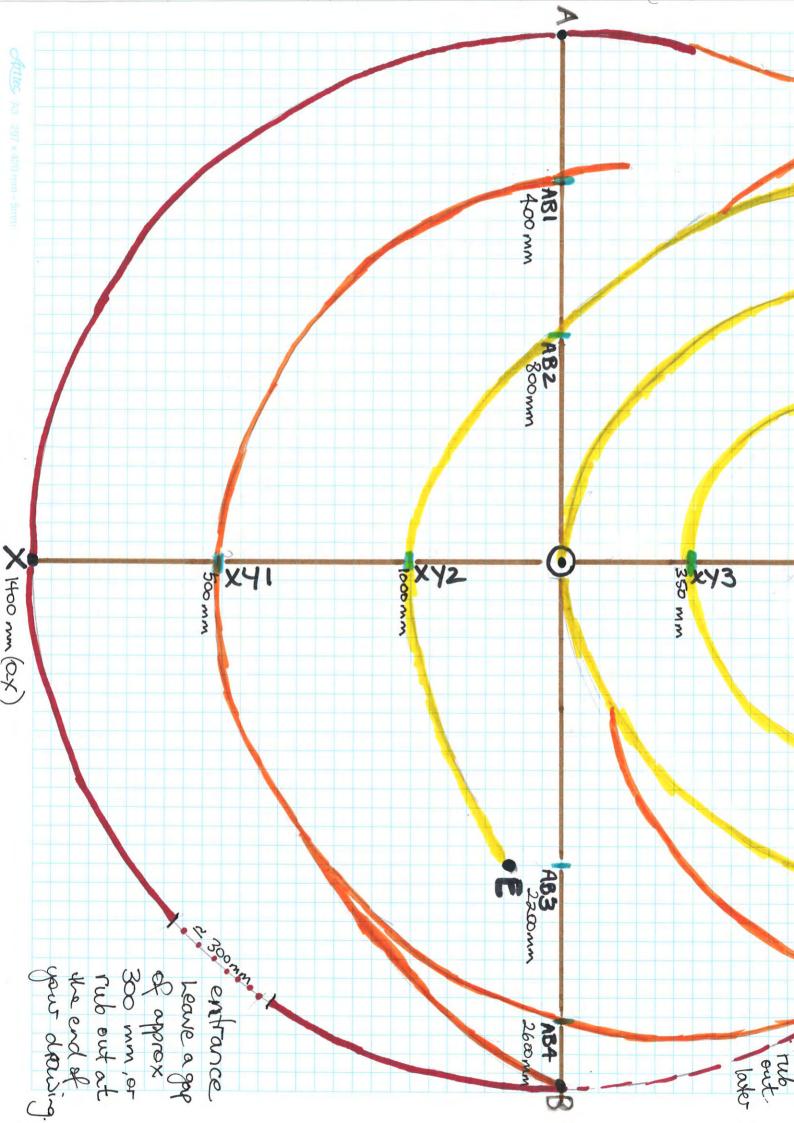
Now you have some points to aim for, you'll need to follow the diagram carefully. You are going to be guided from point to point, but now you can draw freehand. Don't worry if you make a mistake! Just rub it out and try again. Your friend or adult helper can call out each step, and tick off each one as you do it, so you don't get confused! You'll notice the tip of each point of the flame are made just beyond the **XY** axis. They don't need to be measured.

Using Yellow Chalk Start at S (see note below for adult helper)				
	S to XY4			
	XY4 to XY5, cross the X-Y line and mark a flame tip			
	Flame tip to XY3			
	XY3 to XY6, cross the X-Y line and mark a flame tip			
	Flame tip to O			
	O to XY7, cross the X-Y line and mark the last flame tip to left of Y			
	Flame tip through AB2 and then keep going to XY2			
	XY2 to E which is the End of this big spiral, in line with AB3			
Use Orange chalk for the big flames either side of the central spiral. You don't need to measure these.				
	AB1 to AB4 and then keep going till you meet the red tip of the flame. Swing back to the yellow central spiral. Mark another flame tip from B to meet the AB1 to AB4 curve			
	On the left side, starting from where the red ends above A , mark a flame tip. Join back to the yellow central spiral.			
Clean uni				

Clean up!

Rub out the brown and blue chalk marks, the red entrance and any other lines you don't need any more. Walk your labyrinth, and finally decorate the paths with flame colours!

Tip for adult helpers: Drawing the central spiral, I found it helpful to check and measure the distances of the first, central curves. It becomes less important further out. Knowing each square = 50 mm, you could check the graph paper to roughly measure the widest point for these initial curves, e.g. **S** is plotted 150 mm to the left of the XY axis, 100 mm up from XY4.



	Strandz.org.nz/pentacost.html	Rentecost Flame habyrinth Based on, and scaled up from Strandz Flame Finger habyrinth.
1300 mm	ig x y 6	2600 mm (0-Y)
		Scale: H = 50 mm X-Y axis = 4000 mm A-B axis = 2800 mm