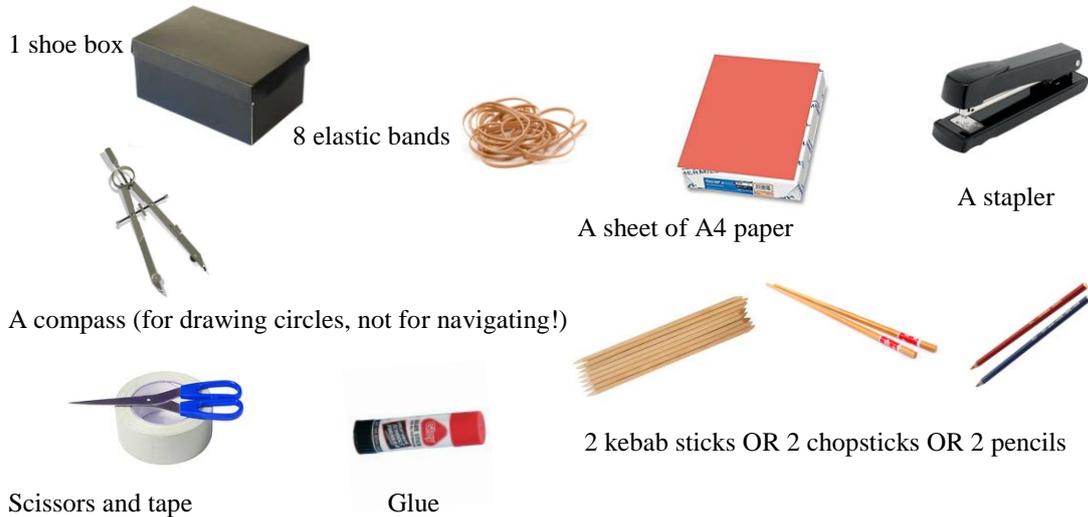


## How to make a qanun

In Arabic, the word "qanun" means rule or law. That is why in Spanish people use the word: *canon*. It is also a type of musical instrument that the Moors brought to Spain in the Middle Ages. This qanun became very popular with musicians in Medieval Europe, and came to be known as the psaltery.

To make this instrument you will need the following materials:



### Directions:

1. Draw a line from the corner of the shoe box to the middle of the opposite side.



2. Cut down the sides so that you can bend this corner down into the box. You will have to cut off part of the corner so that it fits



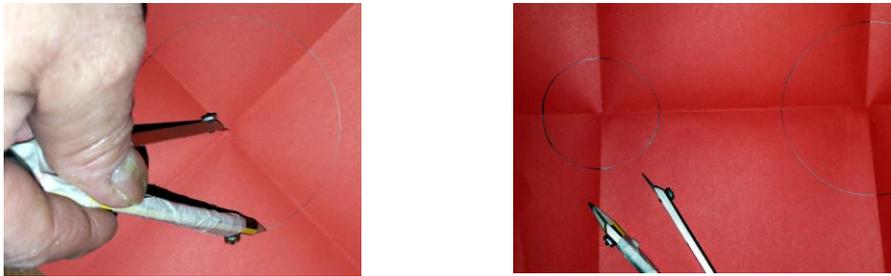
3. Cut along the fold between the bottom of the box and the sides. Fold the bits of cardboard inwards and stick them with tape. You have now formed the body of the qanun.



4. Use the compass to draw 2 holes in the top of the box. One hole should have a radius of 3 cm and the other 5 cm. Cut the holes out with scissors or a cutter.



5. Fold the sheet of A4 down the middle, and then fold the two other sides in. Using the points where the folds cross as the center, use the compass to draw two circles that are 1 cm bigger than the holes in the box (eg. with radii of 4 and 6 cm)



6. Fold the paper in around the center of the circle two or three times. With the scissors, cut little triangles into the sides of the circle. You can also cut the tip off the paper.



7. Open up the paper, cut out the circles and glue them over the holes in the box.



8. Place a stick or pencil at each end of the box, and fix it there with tape.



9. Put the eight elastic bands around the box and use the stapler to fix them so they don't slide off. There should be a separation of approximately 1 cm between each string.



10. When all the elastic bands are in place, you can tune them. If you pull them tighter over the box they sound higher. If you loosen them, they sound lower. The shortest strings should sound higher, and the longest lower. The qanun is now ready to play!

