## DIAMOND IN A SQUARE



These blocks can be made any size; you just have to adjust your snowballing "kite-shape".
You'll find that easy to do after learning to make one in the sizes given below.
MAKING THE TEMPLATE:
Cut a paper rectangle at 6" x 4 ".
On one 6" side, measuring from a corner, make a mark @ $31 / 2$ ". (slightly more than half) On the adjoining 4" side, measuring from the same corner, make a mark @ 21/4". (")


Draw a line between the 2 marks.


Cut out this paper triangle template you've just drawn.
Lay the cutout triangle template on a folded piece of paper with the long edge ON the fold. Mark the other two sides of the triangle. Cut out the shape, shown here marked "A", by cutting on the two short sides, NOT on the fold.


Open the cutout to reveal the kite shape.


Instead of a square that usually snowballs another square or rectangle, to create diamonds we use this kite-shape to snowball the corners of the base block.
**From this point on you will be working with the fabric rather than paper, having made your template above.**

Cut four pieces of the background fabric @ 5 " x $33 / 4$ ". Press in half for a $21 / 2$ " x $33 / 4$ " piece.
Lay the paper folded triangle covering the folded background fabric and cut around it.

Make four of these.


Label two as "A" triangles and the other two as "B" triangles.
 This will help you place them on the correct corner when you snowball them.

Cut a rectangle of diamond fabric @ 6" x 4 ".

Lay the triangle right sides together
 with the corners of the diamond rectangle, matching the edges.

Open the triangle to reveal the kite-shape.


Pin in place if you wish.
Sew across the diagonal created by the fold line.
Press to the corner.
Trim out only the middle layer of fabric NOT the diamond fabric background.
Sew the adjoining corner as above. Then each of the other corners one at a time.

You will have planned overlap at the intersections so that, when you sew the blocks together, you will not lose the sharpness of your points.

Use this way:


Or this way:


