Plan your woodland village

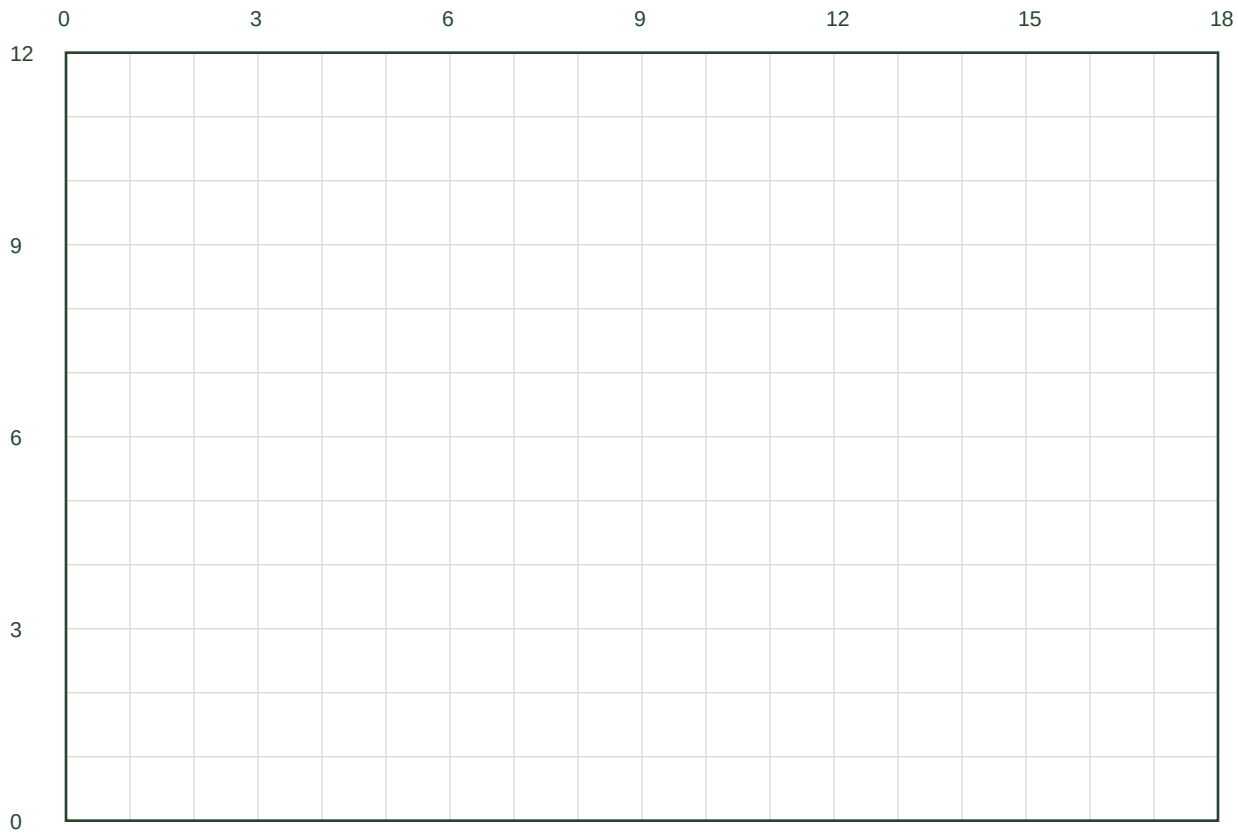
A free pencil-and-paper planner. Start with one small scene and add modules as your village grows.

Village name: _____ Date: _____

My usable tray interior: _____ wide x _____ deep Units: in / cm

How to use: Each square represents 1 inch (2.54 cm) in your village. Outline your usable tray area, sketch footprints from page 2, then connect doorways with paths. Rotate shapes as needed. Mark which edge is the front.

18 x 12-inch module / 45.7 x 30.5 cm



Print pages 1 and 4 at 100% / Actual size. Do not use Fit to page.

Bigger village? Print one grid per module. Four 12 x 18-inch modules can form a 24 x 36-inch (61 x 91.4 cm) area. Final fit depends on your actual pieces and paths. Mark adjoining edges so pathways meet.

Front edge / adjoining module: _____

Space I am leaving for later: _____

My first build: _____

Measure, gather & adapt

Keep this page beside your plan. Dimensions describe the finished miniature; inches are the construction standard and centimeters are rounded.

SHARED SCALE & PLANNING FOOTPRINTS

Resident, including hat	2 1/2 in tall (6.4 cm); range 2 1/4-3 in (5.7-7.6 cm)
Clear doorway	At least 2 in wide x 3 1/2 in high (5.1 x 8.9 cm)
Shelter OR cottage	6 x 5 in footprint (15.2 x 12.7 cm); 6 1/2 in high (16.5 cm)
Picnic area, with benches	About 4 x 5 in (10.2 x 12.7 cm), plus paths
Table / bench heights	Table 1 1/2 in (3.8 cm); seats 1 in (2.5 cm)
Acorn-Cap Cafe base	6 x 5 in (15.2 x 12.7 cm); counter height 2 in (5.1 cm)
Bridge deck / clear width	5 x 3 in (12.7 x 7.6 cm); width 3 in (7.6 cm)
Bridge + approaches	Reserve about 11 x 5 in (27.9 x 12.7 cm), with scenery
Paths	2 1/2-3 in wide (6.4-7.6 cm); 3 in at bridge

Fit comes first. Allow about 1/4 in (0.6 cm) variation in building exteriors and 1/8 in (0.3 cm) in furniture heights. Keep clear openings at least the stated size. Figures are stationary decorations; doorway fit requires the whole figure, base and accessories to fit. Aim for no more than 1 1/2 in (3.8 cm) total width.

STARTER SUPPLIES

- ☐ Tray or reused container
- ☐ Permitted fallen bark and twigs
- ☐ Optional thin plywood / wood offcuts
- ☐ Ruler, pencil and scrap paper
- ☐ Dry leaves, pebbles, empty acorn caps
- ☐ Suitable glue, braces and sandpaper

Your village, your materials: Substitute suitable local finds or supplies you already own. Preserve clear paths, finished heights and stable joints. Measure real pieces before cutting; natural shapes will vary. This planner is a guide, not a requirement to buy anything.

My substitutions / supplies to find: _____

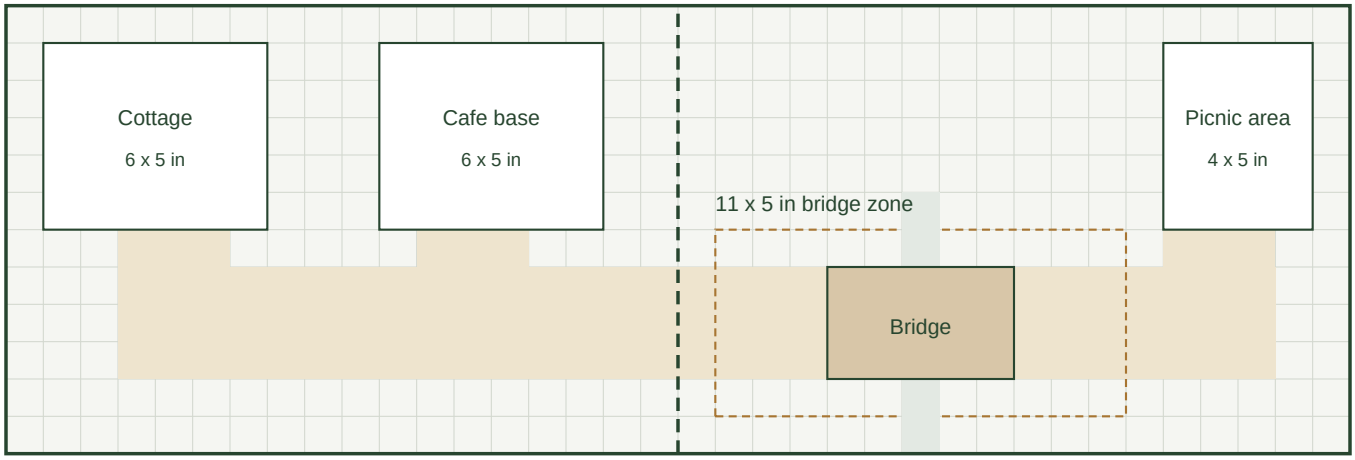
Sheltered use | Proposed construction. Collect only where permitted; use fallen materials and leave occupied pieces and most debris in place. Adults handle cutting and supervise small parts. Keep glued pieces contained and dry; remove deteriorating parts. Read each linked website tutorial before building.

One layout, room to grow

An overhead example for Projects 1-5. Upgrade the first shelter into the cottage rather than counting it as a second building.

TWO MODULES / 36 x 12 in total (91.4 x 30.5 cm)

Place two 18 x 12-inch usable interiors side by side. This example gives the bridge its own space and keeps the larger pieces along the back. The drawing is smaller than the page 1 grid.



MODULE A: cottage + cafe

MODULE B: crossing + picnic

FRONT EDGE

1. Give each feature a job. The cottage is the starting destination. The cafe and picnic spot make a gathering area. The bridge connects the two sides over a pretend dry stream.

2. Reserve paths before adding scenery. The amber route is 3 inches (7.6 cm) wide. The dashed amber box reserves the bridge, both approaches and side scenery. Keep loose decorations out of the route.

3. Check the join. The dashed vertical line is the module boundary. Match the path positions and surface heights. Tray rims may interrupt the route: leave a deliberate gap or use a suitable flat modular base. This drawing assumes adjoining usable areas.

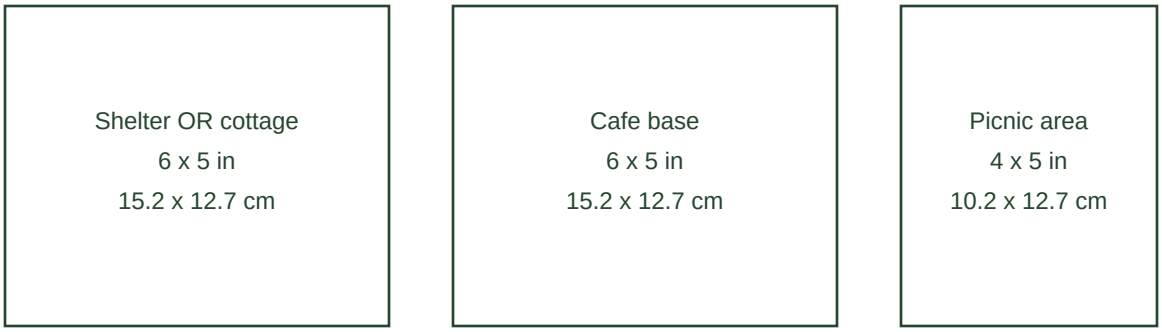
4. Make it yours. Leave the open areas for scenery and future additions. Check real roof overhangs, villager bases and access for repairs. This proposed layout is a starting point; leave some squares open and adjust it to your actual materials.

Start with module A; add module B when you are ready.

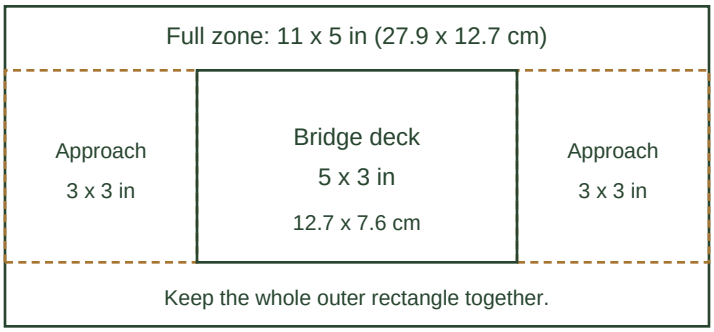
Cut, move & try a layout

Paper planning pieces for page 1. These represent ground space at one-third size; they are not templates for cutting wood or bark.

Print single-sided at 100% / Actual size on US Letter paper. Use the same setting for pages 1 and 4. The check bar below must measure 1 inch (2.54 cm), and three grid squares on page 1 must also measure 1 inch. Cut only the outer solid outlines; adults assist children.



Draw the cottage doorway on the edge that will face your path.





Trace to extend a path.

Try it: Place the pieces on the grid, draw connecting paths, and move things until the layout works. Use a second grid for another module. Trace extra pieces on scrap paper. Leave space beyond each footprint for natural overhangs and your hands.

PRINT CHECK

This line must measure 1 inch / 2.54 cm.

All labels give real village dimensions, not paper-piece dimensions. These are simplified overhead footprints. Use the website tutorials for construction, glue selection and assembly guidance.