How To Make A Bee Hotel



Purpose:

The purpose of this activity is to create a home for the Mason Bees that are struggling to find living spaces on their own. You can also use this opportunity to talk about recycling and how it is important for our environment.

Materials:

- Medium sized round container (empty milk carton or 2L plastic bottle) a can may be used but the edges must be prepped first as they can be very sharp.
- 2 toilet empty toilet paper rolls
- Sheets of paper from recycling
- Kid friendly glue
- Tape
- Tempura paint (optional)

Directions:

Paint the container (optional)

- If you decide to paint the container, this should be done first using an eco-friendly paint. We wouldn't recommend painting plastic drink bottles but if using a metal can this can work quite well.
- 1. Create litter paper rolls
 - a. Cut your paper in a way that the length of the paper roll will fit inside the container The band of paper should be ~6 inches long. The goal is to have a roll of 5 layers minimum. Cut the paper as efficiently as you can.
 - b. Roll the paper around a pencil to get the right shape, then tape edge of the paper band to the roll to keep the diameter, remove the pencil. Create rolls of 1/4in up to 1/2in. You will need ~30 rolls, depending on the size of your tin can and paper rolls.
- 2. Place the rolls inside the container
 - a. You can apply a thin layer of glue at the bottom of your container. Place your
 2 toilet paper rolls where you wish inside the container and fill up the empty
 space with your paper rolls.
 - b. Once done shake your container slightly and make sure that everything stays in place. Add more glue at the bottom or more paper rolls to keep things sturdy if needed.

For more information on Mason bees see:

https://davidsuzuki.org/living-green/how-to-grow-a-wild-bee-sanctuary/





Examples:

This model uses hollow reeds and weeds and a plastic drink container



Paper tubes should be about 6 inches and blocked off at one end and about the diameter of an HB pencil.







