

Crocheted Glass Lanterns

Instructions No. 1243

With the help of this **instruction** you can crochet the decorative glass lanterns certainly fast.

And it's as simple as that

Cast on 9 stitches with the **paper yarn** and then crochet on with simple firm stitches until the length of this crochet section encloses the glass. In the next step, place the crochet around the glass lantern and sew the beginning and the end together.

Tip: To be on the safe side, you can also fix the crochet cuff in two places additionally with some glue.

The handle of the glass lantern is then crocheted and fixed in a simple basic pattern, and finally the lantern can be decorated, for example with butterflies.

For those of you who might want to rediscover crocheting for yourself, here is a tip for getting started

To cast on stitches, pick up so-called air stitches. This means you take the beginning of your yarn and make a "fast" knot. In doing so, the end of the yarn is not pulled through loop, but only a section of the yarn, so that a loop is created. Through this loop you now pull with the help of the crochet hook a little from and the rest of Yarn, to make a loop again, etc. Each of these loops is a loop of air.

If you want to crochet firm stitches now, you must continue the air stitch row just crocheted as follows further

The last air stitch loop still on the crochet hook, now stitch through the next air stitch with the needle from above. You make a small loop, as before, but keep it as the second loop on the crochet hook. Then pull the Yarn through both loops - ready is the first fixed stitch. Crochet further, until you reach the end of the row.

There they take up an additional air stitches (simple loop) and crochet the row back again.



Must Have



VBS Glass lantern with metal bracket

Diameter (outside): 8 cm

Height: 10 cm

Material: Glass

● **2,29 €**

[Item details](#)

Quantity:

**Add to
cart** 

Article information:

Article number	Article name	Qty
360814	addi Wool crochet hook with handleThickness 4	1