

# CRAFTY IDEAS

## Eco-Chic Scrapbooking: Beautiful And Earth Conscious

(NAPSA)—Going green is a predominant trend in the world of scrapbooking and paper crafting. Ironically, these hobbies can require a lot of materials, especially paper. Thankfully, eco-conscious crafters can create projects without impacting the environment.

Here are hints on how:

### Eco-Friendly “How To’s”

- Reuse and recycle paper scraps that you would otherwise throw away.

- Incorporate household materials into your projects (for instance, old magazines, old children’s books, maps, old calendars, wrapping paper, old greeting cards and post-cards).

- Spread the eco-word by using green as a scrapping topic.

- Buy local products to reduce the amount of fuel it would take to get the products to you. Check the paper for sales and coupons from nearby stores.

- Donate leftover paper to schools or nonprofit organizations.

- Plan projects out in advance so you get only the minimum necessary to complete your projects.

- Use eco-friendly paper, including paper with recycled post-consumer fiber and sourced from an FSC-certified forest (Forest Stewardship Council: [www.fscus.org](http://www.fscus.org)). Products bearing the FSC logo guarantee that the wood used is



**Using environmentally friendly scrapbook materials is just one way by which crafters can be kind to the environment.**

from a certified well-managed forest. The Wausau Paper® Creative Collection™ line offers scrapbooking and paper crafting enthusiasts many environmentally conscious products made from 30 percent recycled post-consumer fiber without sacrificing beautiful colors, textures and quality.

The paper manufacturer is also known for other environmental efforts and processes.

It’s part of an innovative partnership with the U.S. Environmental Protection Agency, the goal of which is reducing greenhouse gases and air pollutants and improving fuel efficiencies.

### Learn More

For more tips and information, visit [www.wausaupaper.com](http://www.wausaupaper.com).