Drawing with Wire like Calder, and Backwards Forwards Sketching

Drawing with wire can be tricky — this workshop uses a warm-up exercise to help you see the important lines. Suitable for children and adults.

Drawing Toys Inspired by Gwen John's Cats!

Taking inspiration from the cats sketched by Gwen John, we worked with 6 to 10 year olds to use graphite, charcoal and wash to sketch toys.

Drawing Faces: Introducing Chalk and Compressed Charcoal

Create a pile of portrait studies and experiment with working quickly and rhythmically with chalk and compressed charcoal.
Full AccessArt Members Only

Drawing Minibeasts – using a continuous line, graphite and oil pastel

Drawing mini beasts using pen, graphite and oil pastel. Simple and effective drawing approaches for all ages.**[Full AccessArt Members Only](#)**

Making Drawings Move

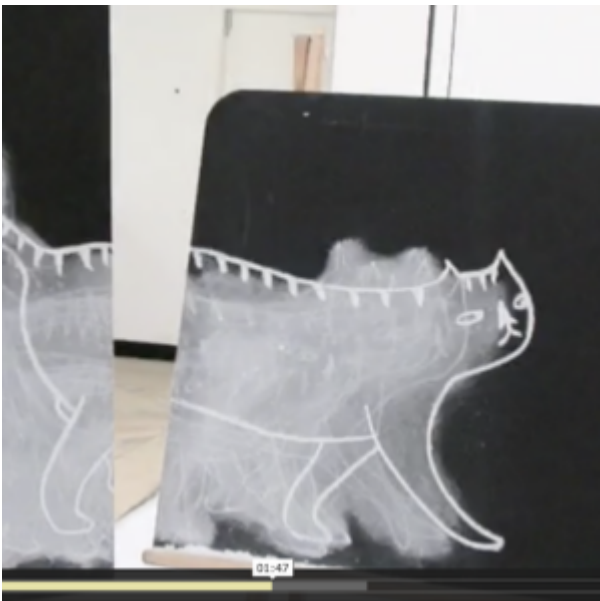## See This Resource Used In Schools…

You May Also Like…

Pathway: Making Animated Drawings

[This is featured in the 'Making Animated Drawings' pathway](#)

Talking points: Making drawings move

Talking Points: paper cut puppets

Talking Points: Lauren child

Talking Points: Lotte reiniger

Tool Tips: How to Use a Drill

Tool Tips: How to Use a Hammer and Nail

Tool Tips: Using a glue gun

Tool Tips: Measuring before Cutting

Tool Tips: Using sandpaper

Tool Tips: How to Use a Saw

Choosing and using the right saw for the right job

Tool Tips: How to Use a Clamp

How to use a variety of types of clamps to hold your work still

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Tool Tips: How to use Pliers

to Cut and Bend

Informative video explaining how to use pliers for bending and cutting.

Tool Box: Making Games (DT Project)

Tool Box is a series of digital resources which promote and enable Design through Making, and support Design & technology in schools. Aimed at primary or secondary aged children, Tool Box comprises of a series of videos/teachers notes and digital modules which together provide a short course to encourage children to take an active part in designing and making fairground games/sideshows which can be used at school fetes/community fairs as a fundraiser.

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3. Gathering Tools and Equipment for Design and Technology.

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4. Getting Started — Thinking of Ideas for your Game

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5. Find your Materials for Design and Technology Project

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6. Testing, Testing, Testing your Game

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8. Sell, Sell, Sell — Promote your Game!

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7. Miss, I've Finished —

Reflecting on your project.