

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.

3. Gathering Tools and Equipment for Design and Technology.

4. Getting Started – Thinking of Ideas for your Game

5. Find your Materials for Design and Technology Project

6. Testing, Testing, Testing your Game

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

7. Miss, I've Finished – Reflecting on your project.

1. Welcome to Tool Box Design

and Technology Project: Introduction for Pupils

Making Sketchbooks: An Introduction

Making sketchbooks is an excellent way to introduce your group (adults and children) to using a sketchbook. This post describes a variety of simple ways to make your own sketchbooks all of which can help nurture ownership of learning. Highly recommended by teachers across all key stages.

Sketchbook Activities, Behaviours & Skills

Overview of the kinds of activities which might be encouraged in sketchbooks.

Making a Shy Drawing – Drawing Exercises for Beginners

Find out what a “shy drawing” is and how it can help you focus. These exercises and suggestions provide a focus which enables pupils and teachers to explore different aspects of making a drawing, including sound, action and intention. [Full AccessArt Members Only](#)

Drawing Speed

Sketchbook Exercise Ideas: Starting with Magazine Imagery

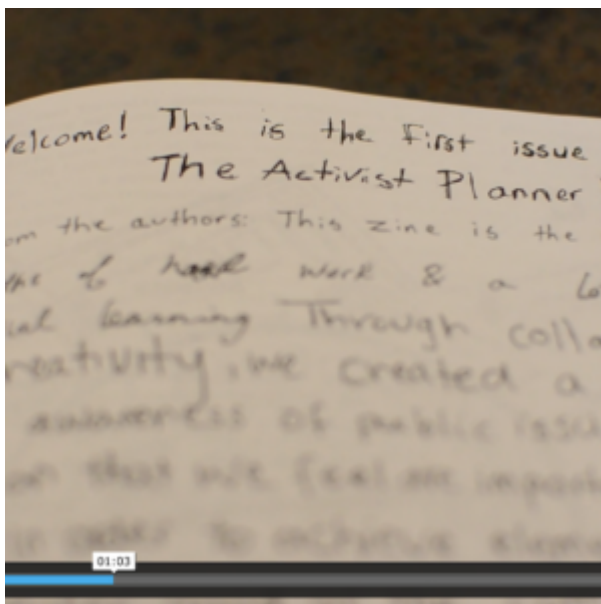
You Might Also Like...

Pathway: Print & Activism



This is featured in the 'Print & Activism' pathway

Talking Points: What is a Zine?



Sketchbook Ideas for Primary Schools – A Shared Sketchbook Inspired by Words

This activity can be used to enable pupils to work independently to create pages which are then tied together to create a beautiful, eclectic shared sketchbook. [Full AccessArt Members Only](#)

Sketchbooks for Designers – An Introduction for Children

This module explores how sketchbooks can be a vital tool in any design process – whatever pupils are designing. Includes a module for pupils and teachers notes. [Full AccessArt Members Only](#)

Doodle Ball: a 3-D Drawing Exercise for Active Learners

Doodle Balls are a great way to experiment with drawing on a 3 dimensional surface. They are also great for active learners – people who need to fiddle or doodle whilst they think. [Full AccessArt Members Only](#)

Introduction to Composition in Drawing

Illustrator Yumi Okudo shares an exercise which can help students explore concepts of scale and composition. [Full AccessArt Members Only](#)

10 x Creative Sketchbook Exercises

10 simple ideas for generating sketchbook content. Suitable for use by adults or children. [Full AccessArt Members Only](#)

Simple Stapled Sketchbook

Making a Washing Line Sketchbook

Making a washing line sketchbook is a great way to introduce

children to some of the key ideas relating to working in a sketchbook. It's a nice sociable event which gets children to actively experience some useful sketchbook skills. Getting older children to work with younger children, and involving teachers too, can really help the energy of the workshop.[Full AccessArt Members Only](#)