

3. Gathering Tools and Equipment for Design and Technology.

This resource is part of the [Tool Box](#) series by AccessArt, which shares design and technology project ideas via a series of lesson plans.

Gathering Tools and Equipment for Design and Technology - Video for Pupils

Explains to pupils which tools they might want to use in their project

Please note this page contains videos housed on You Tube. If your school blocks You Tube AccessArt would be happy to provide an email to confirm the integrity of these videos.

[Please email us here.](#)

You've got the materials. Now lets check out some tools you might need. Using the right tool for the right job can help you a lot!

Scissors: match the pair to the job! Paper scissors for paper: Sharper scissors for fabric. If you have thick cardboard, you might find it easier to use a small saw rather than scissors.

Hand saws: Have a variety at hand, then you can experiment to see which is the right saw for the right material. And don't forget if you are sawing something, you need to hold it still somehow. If you have access to a desk vice – perfect. If not, ask a helper to hold the wood still for you.

Pliers: pointy nosed pliers are good for bending wire. Combination pliers are good for cutting wire.

Hand drill: for making holes. Again you need something to help

you hold your material still, as you drill.

Screwdrivers and hammers – for helping you to fasten.

Cold melt glue guns – for quick, strong glue joints – but remember even cold melt glue guns get HOT!

Clamps – for holding stuff while it sets.

Rulers, tape measures, pens, pencils for marking and measuring.

Remember: Tools can be dangerous so use them with care.

Top Tip: Watch our videos showing you how to use tools if you are unsure!

Next Visit:

[Getting Started](#)

This is a sample of a resource created by UK Charity AccessArt. We have over 1500 resources to help develop and inspire your creative thinking, practice and teaching.

AccessArt welcomes artists, educators, teachers and parents both in the UK and overseas.

We believe everyone has the right to be

creative and by working together and sharing ideas we can enable everyone to reach their creative potential.

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**

**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

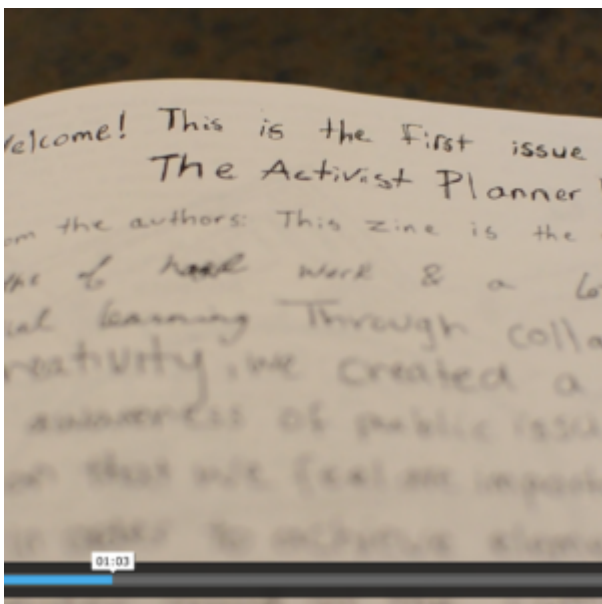
You Might Also Like...

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](#)

Sketchbooks as a Tool to Enable Personalised Learning

Sketchbooks can be a vital (and natural) tool with which to encourage children to personalise their own learning experience. This post explores how we can encourage children to own their sketchbook and how that ownership leads to a personalised learning space

What's in a Name?

How does the name we give our "sketchbook" help define it's purpose?