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.

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1. Welcome to Tool Box Design and Technology Project: Introduction for Pupils

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Drawing Storyboards with Children

Story Boards are a great opportunity to developing both drawing skills, and visual story telling skills and kids love them! **Full AccessArt Members Only**

Tool Box — Notes for Teachers

Tool Box will give children the chance to become more confident, dexterous and articulate in the way they translate their thinking into action, through a series of stages from research through to design and marketing.

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

Displaying Sketchbooks

Helpful advice about how teachers/schools/education rooms can display sketchbooks and embrace their unique qualities.

Sketchbook Teaching Tips

Tips and advice relating to best teaching practice when using sketchbooks in schools

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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**

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](#)**

10 x Creative Sketchbook Exercises

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