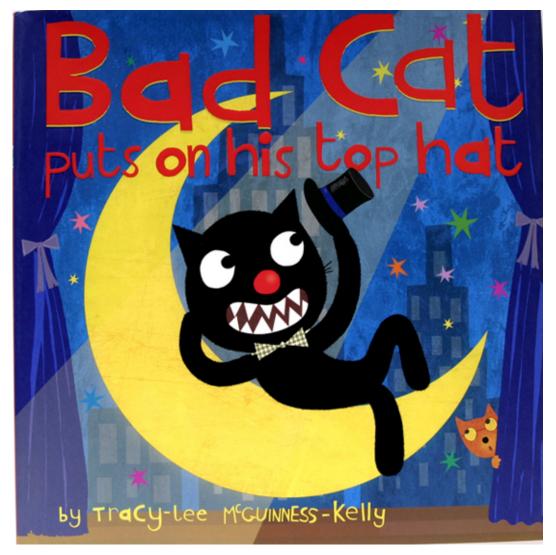
### Bad Cat: Inspiration for Art Week

**Tracy McGuinness-Kelly** describes how she inspired and enabled children to respond creatively to her own writing and illustration work, through the Bad Cat art week project.



Inspiration for Art Week Bad Cat by Tracy Kelly McGuinness

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# 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.

2. Materials for Design and Technology.

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 — Promote your Game!

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

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

### 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.