

# 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](#)

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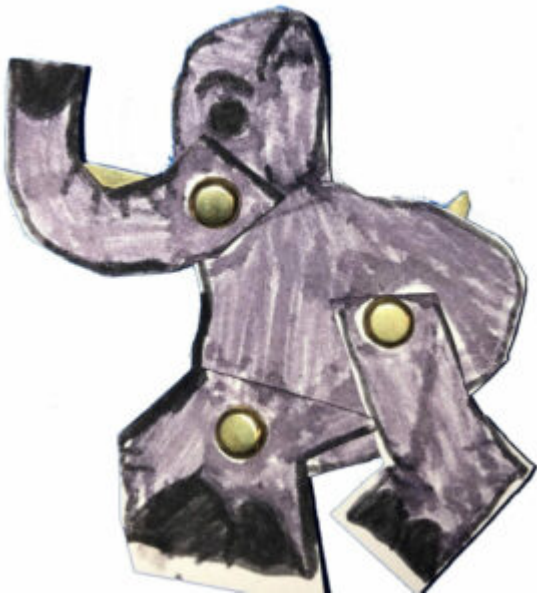
## Drawing Minibeasts – using a continuous line, graphite and oil pastel

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

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## Making Drawings Move

## See This Resource Used In Schools...







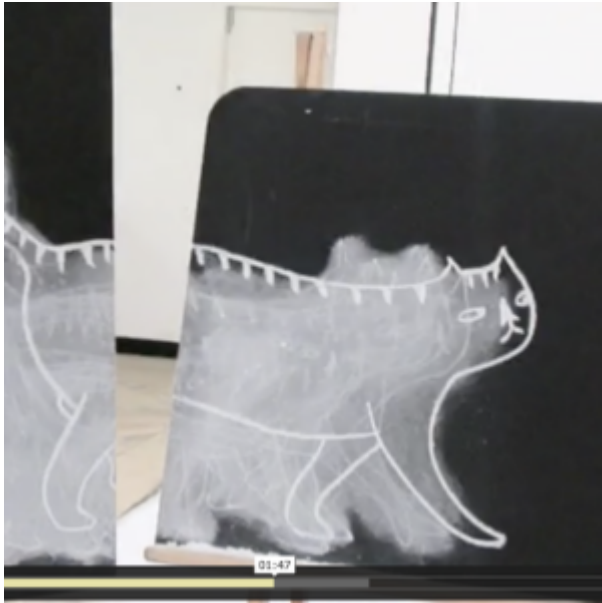
## You May Also Like...

**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**



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## **Drawing Feathers: Perfect for Mark Making**

How to Draw Feathers inspired by John Ruskin's Peacock Feather. Beautiful sketches resulting from an appropriate

warm-up exercise and combinations of drawing materials.  
Suitable for all ages.

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## **Tool Tips: How to Use a Drill**

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## **Tool Tips: How to Use a Hammer and Nail**

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## **Tool Tips: Using a glue gun**

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## **Tool Tips: Measuring before Cutting**

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# Tool Tips: Using sandpaper

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## Tool Tips: How to Use a Saw

Choosing and using the right saw for the right job

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## 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.

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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.

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## **2. Materials for Design and Technology.**

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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.**