

2. Materials 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.

Collecting Materials for Design and Technology - A Video for Pupils

Explains to pupils which materials they might want to collect and use, in preparation towards creating their game.

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.](#)

"Ready to get started? Let's start by looking at some materials...

OK, so what are you going to make your games out of? The best way to start – the best way to "design through making", is to gather as many different kinds of materials together as you can – so that you've got a really good selection to choose from. Many of these materials you'll already have in school, others you can get for free by recycling, and maybe others will be donated by your mums and dads – stuff they have from home.

Try to think of different kinds of materials. Think in terms of materials which you can build structures with, and materials you can fasten with, and try to get a variety of each.

For example – you'll need cardboard, so try to get a variety of kinds of cardboard: corrugated (from boxes/large sheets),

thin board, thick mounting board, cardboard tubes. So here's some suggestions:

Collect wood: matchsticks, lolly sticks, kebab sticks, thin long pieces of dowel, sawn timber, sheets of hardboard, garden canes, willow sticks...

Fastening materials: string (thick and thin), cotton, wire (bendy thin and strong thick), elastic bands, masking tape, gaffa tape, electrical tape, wood glue, pva glue, cold melt glue guns, screws, nails...

Fabric and sheets: cotton material, hessian, old carpet, plastic webbing, tarpaulin, roofing felt, paper, tissue paper, wallpaper...

Recycled objects: yogurt pots, plastic bottles, boxes...

Found objects: old discarded things like door handles, hinges, door bolts, marbles, golf balls, tennis balls, slats from wooden blinds

Useful extras: paint (poster or poster mixed with pva)...

Once you have collected your materials, we'd like you to take a photo of them and upload them to the Tool Box site – you teacher knows how to do this. That way we can see what you've been up to. If you'd like to make a video too and upload it to YouTube, we'd love to see that too. Then we can really start talking to each other!"

Next visit:

[Gathering Tools](#)

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.

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

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.

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

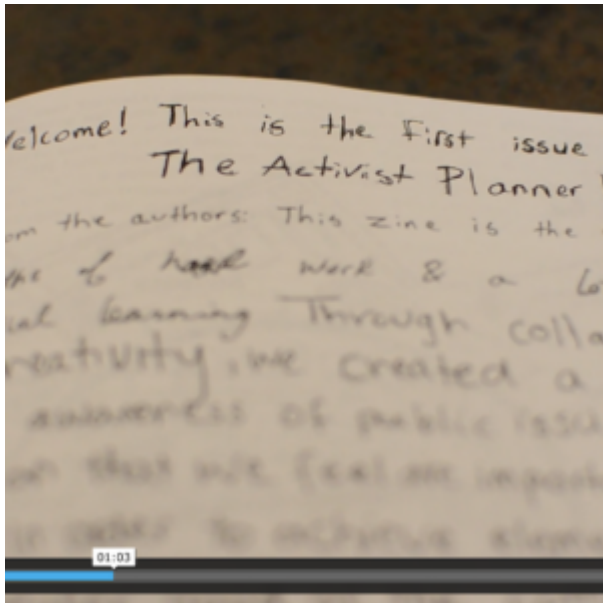
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[This is featured in the 'Print & Activism' pathway](#)

Talking Points: What is a Zine?



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

Jonathan Ford – Sculptor's Sketchbooks

Jonathan Ford shares his sketchbook pages. See from initial sketchbook pages to finished sculpture.

Felix Liebig – Sketchbook of an Architect

Debbie Greenaway – Examples of artists sketchbooks

Artist Debbie Greenaway shares some of her sketchbook pages and inspires us with the processes which help her find inspiration all around.

Rob Gill – Illustrators Sketchbooks