How to Make Charm Bracelets

How to Make Charm Bracelets by Paula Briggs and Sheila Ceccarelli from AccessArt, as part of the Festival of Making 2012/



Charm Bracelets

These charm bracelets are a great way to explore jewellery making. Be as inventive as you like, and enjoy trying new combinations of materials to make eclectic bracelets. The basic technique is easy and accessible, with lots of ways to extend for more able makers.

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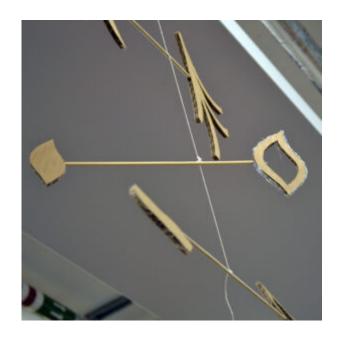
Heavy/Light Mobile — Drawing and Making

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Thinking through drawing: inventions inspired by everyday objects and by Leonardo Da Vinci's drawings. Using carbon paper as a way to make small mono prints, and making collaged

drawings with graph paper and tracing paper. <u>Full AccessArt</u> <u>Members Only</u>

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Inspired by food — simple still lifes in acrylic.

Gestural Mark Making with Acrylic Paint

Exploring mark making in acrylic paint using variety of tools. This workshop also incorporates drawing and collage and is suitable for even very young children.

Drawings with Mass: Potatoes, Playmobil and Henry Moore

Inspired by drawings by Henry Moore — making weighty drawings with ink, wax and graphite

Drawing Toys Inspired by Gwen John's Cats!

Taking inspiration from the cats sketched by Gwen John, we worked with 6 to 10 year olds to use graphite, charcoal and wash to sketch toys.

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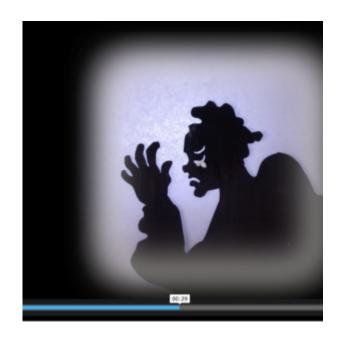


This is featured in the 'Making Animated Drawings' pathway

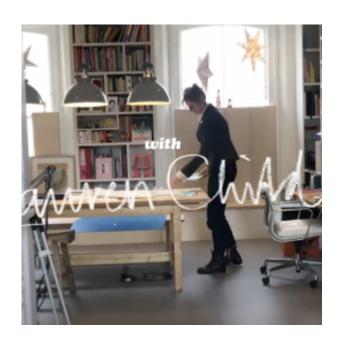
Talking points: Making drawings move



Talking Points: paper cut puppets



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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.

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

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