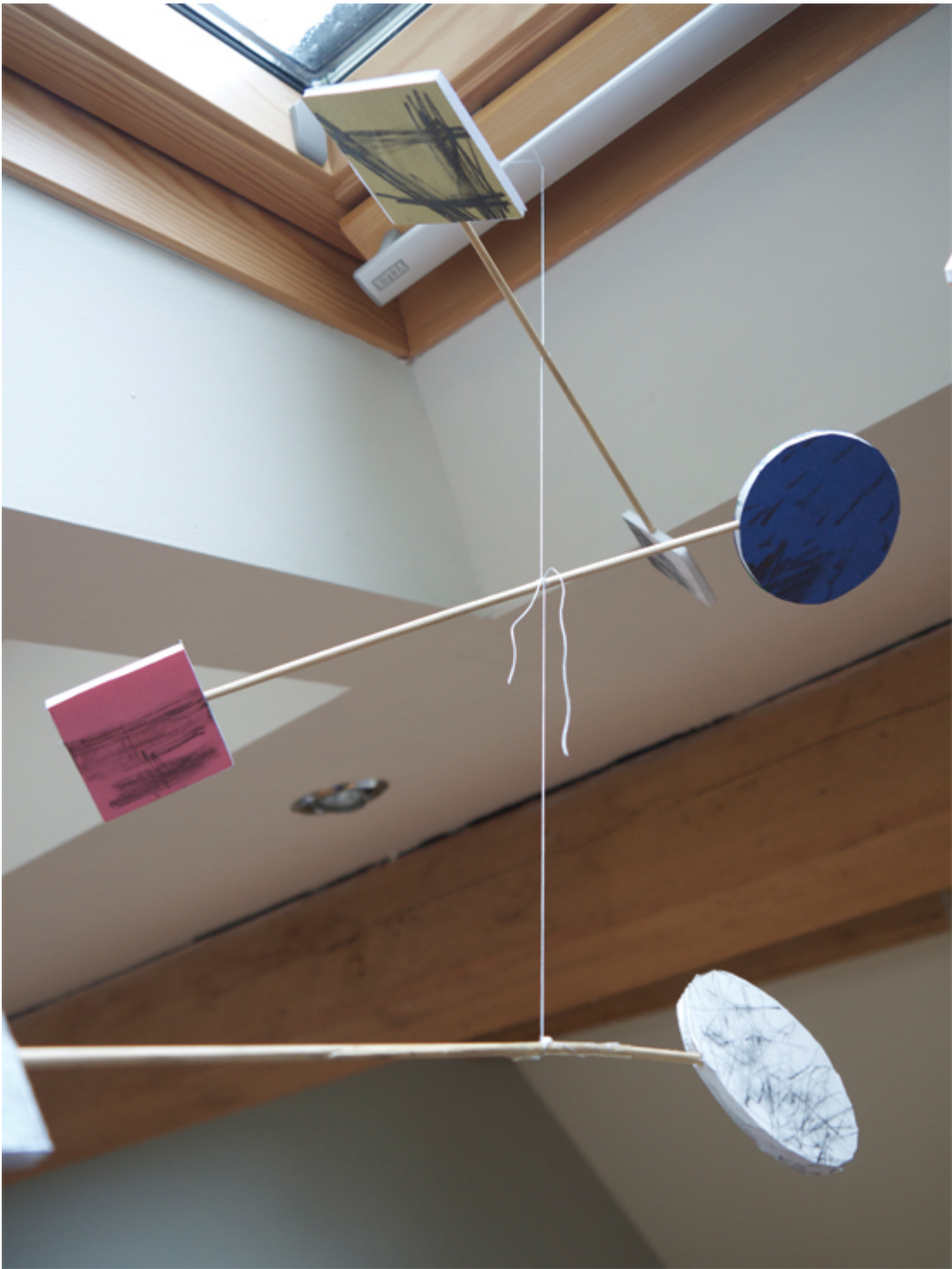


Heavy/Light Mobile – Drawing and Making

By Paula Briggs.

Inspired by [Laura Kohler's Kinetic Mobile Workshop](#), we decided to make mobiles on our Drawing & Making Workshop for ages 6 to 10, but this time we decided to explore light and heavy mark making as a way to combine drawing and making.



	Please log in here to access full content.	
Username	<input type="text"/>	
Password	<input type="password"/>	
	<input type="button" value="Login"/>	<input checked="" type="checkbox"/> Remember me

	Forgot Password
--	---------------------------------

To access all content, I would like to join as...

An Individual



Creative practitioners, educators, teachers, parents, learners...

From £3.50

An Organisation...



Schools, Colleges, Arts Organisations: Single and Multi-Users
From £42

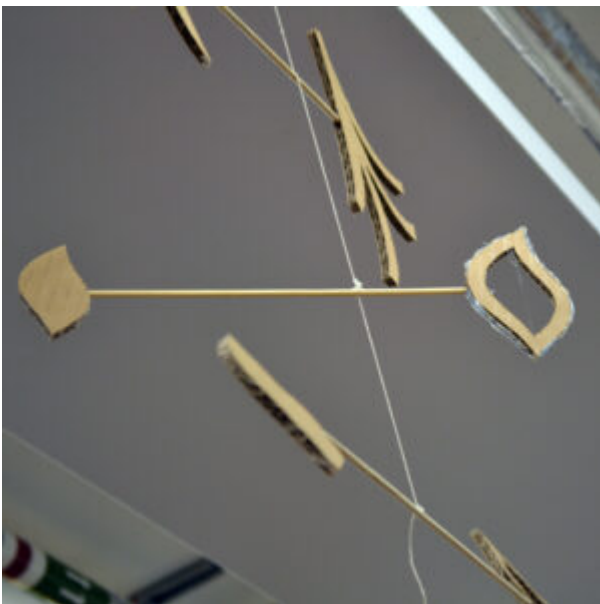
AccessArt is a UK Charity and we believe everyone has the right to be creative. AccessArt provides inspiration to help us all reach our creative potential.

You May Also Like...

Pathway: Explore Sculpture Through Making a Mobile



Kinetic Mobile Sculpture Workshop with Laura Kohler



Coat-hanger Shells



Kinetic Mobile Sculpture Workshop with Laura Kohler

Drawing Water!

Drawings of Inventions Inspired by Leonardo Da Vinci

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. [Full AccessArt Members Only](#)

Ink Drawings: Making Drawing Tools and Mark Making

Using sepia and indian ink to explore mark making. Includes making your own drawing tools. [Full AccessArt Members Only](#)

Drawing with Tape on Walls with Rebecca Hoyes

Drawing with a difference! Using tape to make a drawing on a wall – a great social project. [Full AccessArt Members Only](#)

Making Paper Bowls with Lisa Smith

Making paper bowls from coiled newspaper – easy and very effective – ideal for children and families. [Full AccessArt Members Only](#)

Acrylic Painting: 'Food, Glorious Food'

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!

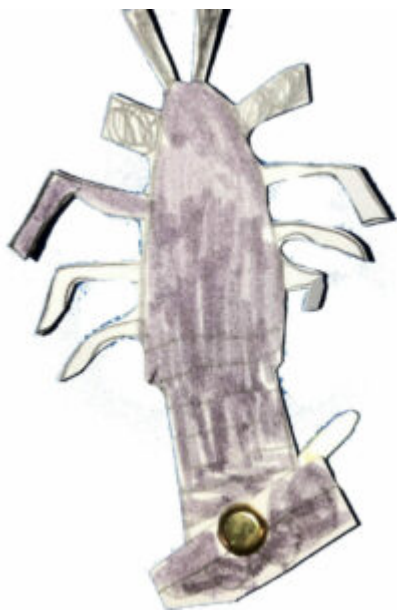
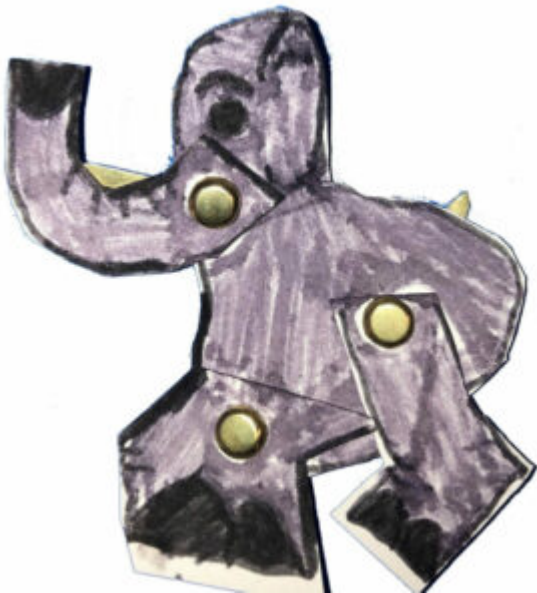
Taking inspiration from the cats sketched by Gwen John, we worked with 6 to 10 year olds to use graphite, charcoal and wash to sketch toys.

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 Access Art Members Only](#)

Making Drawings Move

See This Resource Used In Schools...







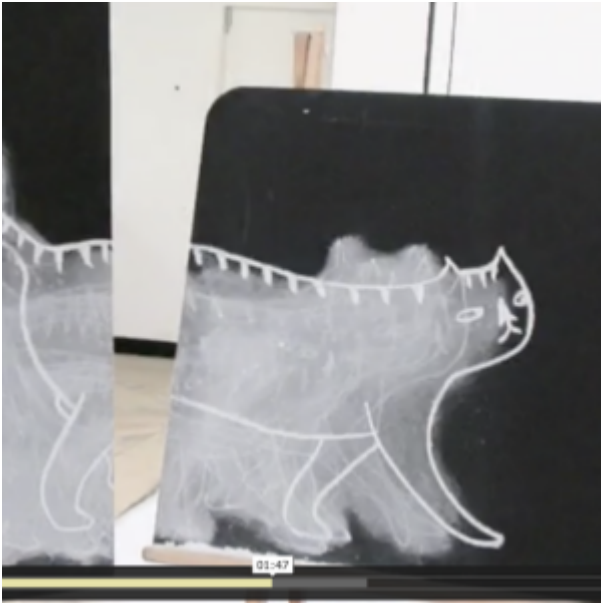
You May Also Like...

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



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/sideshow 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