

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/sideshowes 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, 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.

Preparation for Tool Box: List of Materials and Tools

Sewn Signature Binding – A Sketchbook Idea

Elastic Band Sketchbook

How to Make an Armature

Paula Briggs shows, how to make an armature explains how make an armature using sticks and a glue gun, and focuses around making figurative sculpture (sculpture about the body).

I am AccessArt: Tracy McGuinness-Kelly

Artist Tracy McGuinness-Kelly shares her inspiration and processes.

I am AccessArt: Ann Rippin