



DIY

Two weeks of DIY skills for the activity badge.

How to earn your badge:

1. Show how to use and take care of tools safely.

Do this for a selection of tools; hammer, saw, screwdriver, or drill.

2. Talk to your leader about how to work safely on your projects, especially when you're using electric tools.

3. Learn what the difference is between hard wood, soft wood, chipboard, plywood and MDF. For each of them, find out what they're best used for.

4. Help design and make something useful from wood or fabric.

5. Show that you're able to: measure accurately, join pieces of wood together in two different ways, use a hammer and screwdriver.



Programme Planner - Week 1

Arrival	Wooden Dominoes
Activity	Right Tool for the Job Game
Activity	Right Tool for the Job (practical)
Activity	Stand by Me 2
Game	Toolbox Runaround



Shopping List:

- Wooden Dominoes
- Felt-tip Pens
- Tools (various)
- Nails & Screws
- Waste Wood
- Wood (Stand by Me)
- Sandpaper

Printing:

- Wordsearch
- Right Tool Resources
- Which Wood Resources
- Stand by Me Instructions

Programme Planner - Week 2

Arrival	Tool Wordsearch
Activity	Which Type of Wood
Activity	Hammer and Screwdriver Practice
Activity	Stand by Me 2
Game	Toolbox Runaround (if time allows)

How to run each part of the programme

Right Tool for the Job Game

How: Have the game board on a table.

1. Split into two teams; the red team and the blue team.
2. Each team must make their way across the board one hexagon at a time.
3. The red team chooses a letter touching their starting area (G, P, C, or T).
4. The adult leading the game will ask the same letter question from the question sheet.
5. Anyone can 'buzz in' when they know the answer. The person leading the game points at whoever is first, and the player answers. It's up to you how teams 'buzz'.
6. If the player answers correctly, they get to place a counter of their team's colour on the letter (or colour it in with chalk of their team's colour). This hexagon is now part of their path across.
7. If the player answers incorrectly, the first person on the other team to 'buzz in' can have a go. Teams take it in turn to answer until someone gets it right.
8. The player who answers correctly chooses the next letter to play for. The letter must touch either their starting area, or their path so far. The winning team is the first to make a path to the finish line.

Right Tool for the Job (practical)

How: Everyone looks at the range of tools and decides what job the tool might do and also discuss how to use it safely.

Toolbox Runaround Game

How: Using the example jobs from the previous activity, ask the young people to "run" to the tool that would be used for a described job.

Which Type of Wood

Prep: Gather examples of types of wood.

How: Have the description and examples of types of wood on a table.

1. Gather everyone together and explain you're going to learn about different types of wood, then find out which is best for different DIY projects.
2. Ask everyone to get into pairs and give each pair a copy of the wood grid, and a pen and ask them to look at the samples of wood carefully and feel the surface and how heavy it is.
3. The adult pretends to be the first customer by reading out the first customer question.
4. Each pair should use the information in the grid (and the samples of wood) to help them decide which type of wood the customer needs. They should write the customer's name on their grid, underneath the right type of wood.
5. Continue reading the customer questions, giving the pairs enough time to talk about and write down their answers.
6. The game is finished once everyone has matched the customers to the wood they need.
7. At the end, check over your answers and see how many each team got.
Remember to reward teamwork and communication, as well as correct answers.

Hammer and Screwdriver Practice

Prep: Cut soft wood blocks for each participant.

How: Young people use the blocks of wood to practice using a hammer and screwdriver.

Stand by Me

Prep: Cut pieces for each participant.

How: The young people draw a design for their book stand.

1. Give everyone a set of the pieces of wood and sandpaper to smooth any rough edges.
2. Young people can add the features from their design.
3. Slot the 'paddle handle' into the slot in the first piece of wood, dabbing a little wood glue between the pieces to hold them together.