Design and Technology

Unit of Work: Textiles

		Design Process				Technical Knowledge	Focused Tasks	Key Vocabulary	Meaningful Links
		Prior Learning	**Designing**	**Making**	**Evaluating**				
YR	**Focus:** Weaving **Product:** Placemat for a party **User:** Customer **Purpose:** To protect the table surface and to look appealing	•	• Generate simple ideas through talking and using own experiences.	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	• Share their creations, explaining the process they have used.	• Different methods of joining fabrics with simple techniques • User & purpose • Design a functional product (how to make it waterproof) • Evaluate ideas	• Joining techniques. • Weaving fabric strips. • Cutting with scissors.	Weaving Joining Design Evaluate Waterproof	Christmas
Y1	**Focus:** Templates and joining **Product:** Glove puppets **User:** Local community **Purpose:** To tell a story to younger children.	• Explored and used different fabrics. • Cut and joined fabrics with simple techniques. • Thought about the user and purpose of products.	• Design a functional and appealing product for a chosen user and purpose based on simple design criteria. • Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.	• Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. • Select from and use textiles according to their characteristics.	• Explore and evaluate a range of existing textile products relevant to the project being undertaken. • Evaluate their ideas throughout and their final products against original design criteria.	• Understand how simple 3 -D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. • Know and use technical vocabulary relevant to the project.	• Use appropriate tools to mark out, tape or pin the fabric to the templates or paper patterns and cut out the relevant fabric pieces for the product. • Practise different joining techniques such as; running stitch including threading own needle, stapling, lacing and gluing. • Practise finishing techniques e.g. sewing buttons, 3-D fabric paint, gluing sequins, printing.	Fabric Template Pattern Joining Texture Fray Glove puppet Mock up	English - class book
Y3	**Focus:** 2D shape to 3D product **Product:** Bag for a purpose **User:** Friend or relative **Purpose:** To carry things	• Have joined fabric in simple ways by gluing and stitching. • Have used simple patterns and templates for marking out. • Have evaluated a range of textile products.	• Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s. • Produce annotated sketches, prototypes, final product sketches and pattern pieces.	• Plan the main stages of making. • Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. • Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.	• Investigate a range of 3-D textile products relevant to the project. • Test their product against the original design criteria and with the intended user. • Take into account others' views. • Understand how a key event/ individual has influenced the development of the chosen product and/or fabric.	• Know how to strengthen, stiffen and reinforce existing fabrics. • Understand how to securely join two pieces of fabric together. • Understand the need for patterns and seam allowances. • Know and use technical vocabulary relevant to the project.	• Practise sewing two small pieces of fabric together, demonstrating the use of, and need for, seam allowances. • Create a paper pattern using 2D shapes. • Practise different joining techniques (back stitch, running stitch, oversew stitch, blanket stitch. • Practise cutting out techniques. • Practise decorative techniques (applique, embroidery).	Applique Pattern Template Seam Seam allowance Back stitch, running stitch, oversew stitch	History
Y5	**Focus:** Combining different fabric shapes **Product:** Tablet case **User:** Youth 11-18 **Purpose:** To protect tablet and to look desirable.	• Experience of basic stitching, joining textiles and finishing techniques. • Experience of making and using simple pattern pieces.	• Generate innovative ideas by carrying out research including surveys, interviews and questionnaires. • Develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes and, where appropriate, computer-aided design. • Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.	• Produce detailed lists of equipment and fabrics relevant to their tasks. • Formulate step-by-step plans and, if appropriate, allocate tasks within a team. • Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. • Work within the constraints of time, resources and cost.	• Investigate and analyse textile products linked to their final product. • Compare the final product to the original design specification. • Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose. • Consider the views of others to improve their work.	• How to add a fastener • Fabrics can be strengthened, stiffened and reinforced where appropriate. • A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics. • Remind/teach how to pin a pattern on to fabric ensuring limited wastage, how to leave a seam • allowance and different cutting techniques.	• Develop skills of threading needles and joining textiles using a range of stitches (stem stitch, chain stitch, satin stitch, lazy daisy stitch). • Sew textiles by joining right side together and making seams. • Develop skills of 2D paper pattern making using grid or tracing paper.	Mock up Pattern or template Seam allowance Specification Tacking Working drawing	English - Class novel. Science - Space