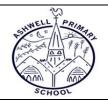
Ashwell Primary School Design & Technology Curriculum Skills & Knowledge Organiser - Textiles



Textiles – Key Stage 1				
		Year 1 – Puppets	Year 2 – Pouches	
Skills	Design	 Using a template to create a design for a puppet 	■ Designing a pouch	
	Make	 Cutting fabric neatly with scissors Using joining methods to decorate a puppet Sequencing steps for construction 	 Selecting and cutting fabrics for sewing Decorating a pouch using fabric glue or running stitch Threading a needle Sewing running stitch, with evenly spaced, neat, even stitches to join fabric Neatly pinning and cutting fabric using a template 	
	Evaluate	■ Reflecting on a finished product, explaining likes and dislikes	 Troubleshooting scenarios posed by teacher Evaluating the quality of the stitching on others' work Discussing as a class, the success of their stitching against the success criteria Identifying aspects of their peers' work that they particularly like and why 	
Knowledge	Technical	 To know that 'joining technique' means connecting two pieces of material together To know that there are various temporary methods of joining fabric by using staples. glue or pins To understand that different techniques for joining materials can be used for different purposes To understand that a template (or fabric pattern) is used to cut out the same shape multiple times To know that drawing a design idea is useful to see how an idea will look 	 To know that sewing is a method of joining fabric To know that different stitches can be used when sewing To understand the importance of tying a knot after sewing the final stitch To know that a thimble can be used to protect my fingers when sewing 	

Textiles – Key Stage 2				
		Year 4 – Fastenings	Year 5 – Stuffed toys	
Skills	Design	 Writing design criteria for a product, articulating decisions made Designing a personalised book sleeve 	 Designing a stuffed toy considering the main component shapes required and creating an appropriate template Considering the proportions of individual components 	
	Make	 Making and testing a paper template with accuracy and in keeping with the design criteria Measuring, marking and cutting fabric using a paper template Selecting a stitch style to join fabric, working neatly sewing small neat stitches Incorporating fastening to a design 	 Creating a 3D stuffed toy from a 2D design Measuring, marking and cutting fabric accurately and independently Creating strong and secure blanket stitches when joining fabric Threading needles independently Using applique to attach pieces of fabric decoration Sewing blanket stitch to join fabric Applying blanket stitch so the space between the stitches are even and regular 	
	Evaluate	 Testing and evaluating an end product against the original design criteria Deciding how many of the criteria should be met for the product to be considered successful Suggesting modifications for improvement Articulating the advantages and disadvantages of different fastening types 	Testing and evaluating an end product and giving point for further improvements	
Knowledge	Technical	 To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and Velcro To know that different fastening types are useful for different purposes To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions 	 To know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric To understand that it is easier to finish simpler designs to a high standard To know that soft toys are often made by creating appendages separately and then attaching them to the main body To know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely 	