

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



Textiles – Key Stage 1

		Year 1 – Puppets	Year 2 – Pouches
Skills	Design	<ul style="list-style-type: none"> Using a template to create a design for a puppet 	<ul style="list-style-type: none"> Designing a pouch
	Make	<ul style="list-style-type: none"> Cutting fabric neatly with scissors Using joining methods to decorate a puppet Sequencing steps for construction 	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Reflecting on a finished product, explaining likes and dislikes 	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> 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 	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> ▪ Writing design criteria for a product, articulating decisions made ▪ Designing a personalised book sleeve 	<ul style="list-style-type: none"> ▪ Designing a stuffed toy considering the main component shapes required and creating an appropriate template ▪ Considering the proportions of individual components
	Make	<ul style="list-style-type: none"> ▪ 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 	<ul style="list-style-type: none"> ▪ 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	<ul style="list-style-type: none"> ▪ 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 	<ul style="list-style-type: none"> ▪ Testing and evaluating an end product and giving point for further improvements
Knowledge	Technical	<ul style="list-style-type: none"> ▪ 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 	<ul style="list-style-type: none"> ▪ 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