

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



Textiles – Key Stage 1

		Reception - Bookmarks	Year 1 – Puppets
Skills	Design	<ul style="list-style-type: none"> ▪ Discussing what a good design needs. ▪ Designing a simple pattern with paper. ▪ Designing a bookmark. ▪ Choosing from available materials. 	<ul style="list-style-type: none"> ▪ Using a template to create a design for a puppet.
	Make	<ul style="list-style-type: none"> ▪ Developing fine motor/cutting skills with scissors. ▪ Exploring fine motor/threading and weaving (under, over technique) with a variety of materials. ▪ Using a prepared needle and wool to practise threading. 	<ul style="list-style-type: none"> ▪ Cutting fabric neatly with scissors ▪ Using joining methods to decorate a puppet ▪ Sequencing steps for construction
	Evaluate	<ul style="list-style-type: none"> ▪ Reflecting on a finished product and comparing to their design. 	<ul style="list-style-type: none"> ▪ Reflecting on a finished product, explaining likes and dislikes
Knowledge	Technical	<ul style="list-style-type: none"> ▪ To know that a design is a way of planning our idea before we start. ▪ To know that threading is putting one material through an object. 	<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
	Key vocabulary	<ul style="list-style-type: none"> ▪ Thread, weave, pattern, sew, sewing needle, embroider, design, evaluate 	<ul style="list-style-type: none"> ▪ Decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil, template

Textiles – Key Stage 2

		Year 3 – Cross Stitch and applique	Year 4 – Fastenings	Year 6 - Bags
Skills	Design	Stand-alone lesson Lesson 1	Stand-alone lesson Lesson 1	<ul style="list-style-type: none"> ▪ Developing annotated sketches to communicate design ideas. ▪ Creating pattern pieces to use in design.
	Make			<ul style="list-style-type: none"> ▪ Using a ruler to accurately measure and draw lines and marks. ▪ Using nets to create 3D objects.
	Evaluate			<ul style="list-style-type: none"> ▪ Reflecting on the functionality and aesthetics of products. ▪ Discussing reasons for design choices.
Knowledge	Technical			<ul style="list-style-type: none"> ▪ Using pins effectively to secure a template to fabric without creases or bulges. ▪ Threading needles independently. ▪ Tying knots at the end of thread to secure it. ▪ Selecting textiles and buttons to improve aesthetics and function. ▪ Attaching objects like buttons using thread.
				<ul style="list-style-type: none"> ▪ To know that nets can be folded to create 3D shapes. ▪ To know that pattern pieces are like nets/templates. ▪ To know how designers use pattern pieces when creating textiles products. ▪ To know that products are sometimes made in parts that are sewn together. ▪ To know that safety pins can hold fabric in place before sewing. ▪ To know that there are different types of stitches. ▪ To know what a running stitch is. ▪ To know that aesthetics is how something looks. ▪ To know that consistently sized stitches improve the aesthetic of a product. ▪ To know that the shape of an object can affect both its aesthetics and function.
Key vocabulary	Appliqué, cross-stitch, fabric, patch, thread	Fabric, fastening, fix	Innovative, pattern piece, seam, seam allowance, blanket stitch, cross-stitch, fabric, pattern piece, running stitch, properties, prototype, user, aesthetic, functionality	