Medium Term Plan – Design Technology -Textiles – Templates and joining techniques

N.C POS:
- *Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.*
- *Generate, develop, model and communicate their ideas through discussion, annotated sketches and prototypes.*
- *Select from tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately.*
- *Investigate and analyse a range of existing products.*
- *Evaluate their ideas and products against their own design criteria.*

Concept: patterns, composition, celebration, decades, location, fashion, society, events, culture, application.

Key Vocabulary: names of existing products, joining and finishing techniques, tools, fabrics and components, template, pattern pieces, mark out, join, decorate, finish, features, suitable, quality, mock-up, design brief, design criteria, make, evaluate, user, purpose, function.

Prior Learning: Year 1 - Thought about the user and purpose of the products.

Future Learning: Year 4 2D to 3D products Explored and used different fabrics. Cut and joined fabrics with simple techniques.

Core Knowledge- non-negotiable
Explore
- Design, make and evaluate a [*product*] for [*user*] for [*purpose*].
  Product ideas: glove puppet, finger puppet
- Explore, use and evaluate a range of existing textile products [*hat/scarf, pillow, clothes for toys, puppets]* relevant to the project being undertaken.
  Key questions: How many parts is it made from? What is it joined with? How is it finished? Why do you think these joining techniques have been chosen? How is it fastened? Who might use it and why?
- Cut and join fabrics with simple techniques [*stapling, gluing, pinning, running stitch, over stitch*]

Designing
- 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 [*paper, binca, felt*] and information and communication technology [*CAD*].
- Be able to label main parts and materials and justify choices/purpose of features included.

Making
- Plan by suggesting what to do next using their design ideas and criteria as an ongoing guide.
- Select from and use a range of tools and equipment [*variety of textiles, thread, pins, needles, staplers, fabric glue, scissors, buttons, wool, fabric paints, sequins*] to perform practical tasks such as marking out, cutting, joining and finishing.
- Select from and use textiles according to their characteristics and justify choices.

Evaluating
<u>Evaluating</u> - Evaluate their ideas and design choices throughout and their final products by drawing on the design criteria, intended purpose and user, using key vocabulary. **Assessment questions:** How many parts is it made from? What is it joined with? Why did you choose these joining techniques? What finishing techniques did you use and why? How does it meet the design criteria? What changes did you make? How would you make it better next time?
Wider Influences - Quarry Bank Mill visit – *how fabric was and still is made* - Science-based – *Everyday materials* - Toys – *plush toys and teddies* - Celebrations/Festivals – *Christmas decorations* - Nursery rhymes/stories – *including finger and glove puppets*
Enduring Understanding - 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. - Explored different finishing techniques e.g. using painting, fabric crayons, stitching sequins, buttons and ribbons. - Know and use technical vocabulary relevant to the project.