



Subject: DT
 Year group: 2
 Term: Spring
 Unit name: Textiles – Templates and joining techniques

Prior Knowledge - • Cut and joined fabric with simple techniques. • Thought about the user and purpose of products

Assessment for learning

Recapping prior knowledge- beginning of unit- what do children already know?

Beginning of each lesson- focus on recall of previous learning (quick quizzes)

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

National curriculum:

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.

Design Process

Investigative and Evaluative Activities (IEAs)

Focused Tasks (FTs)

Design, Make and Evaluate Assignment (DMEA)



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End points (what pupils MUST know and remember)

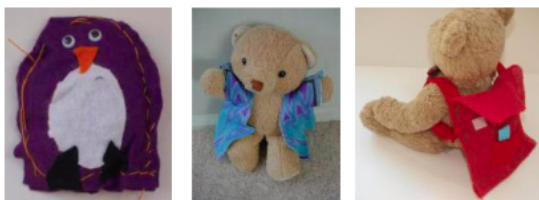
- Children can design a product which requires them to use templates and joining techniques and can explain the user and purpose. For example: a puppet for themselves.
- Children can draw an annotated sketch of their puppet and can label it with materials and key parts (joining techniques, gap for hand to go, appealing qualities).
- Children can create templates that were used to create the final product
- Children can select from PVA glue, glue sticks, staples, pins, stitching techniques and scissors to cut and join materials (fabric)
- Children have explored a variety of real-life items that use a variety of joining techniques such as books, clothes etc and can explain why the joining technique is effective.
- Children can state if their puppet is suitable for the intended user and purpose. They can discuss if it is appealing and functional. They can offer a way to improve their card with some guidance where required.

Years 1/2

Textiles

Templates and joining techniques

Instant CPD



Tips for teachers

- ✓ It is helpful if each child has a named plastic envelope, zip wallet or folder in which to keep their work safe.
- ✓ Give children the opportunity to join fabrics in a variety of ways through focused tasks and compare the outcomes.
- ✓ In order for children to thread their own needle start by using a needle with a large eye and a sharp point.
- ✓ Children's stitching skills may be in their infancy and fabrics need to be chosen with this in mind. Start with felt as it doesn't fray and progress to other fabrics.
- ✓ Fabrics used for children's products could be reclaimed.
- ✓ Children should be taught to place their templates and pattern pieces economically on the fabric.
- ✓ Children could be reminded of sustainability issues, and of the need to reduce, reuse and recycle.
- ✓ Demonstrate sewing techniques, joining two pieces of fabric e.g. running stitch.
- ✓ Demonstrate other ways of joining, not sewing, to the class e.g. sticking, stapling, lacing.
- ✓ Encourage the children to make a mock-up from dipryl (disposable cloth fabric).
- ✓ Put technical vocabulary onto flashcards.

Useful resources at www.data.org.uk:

- Teddy's Safety Jacket
- Joining and Fastening Fabrics
- CPD Resources Primary Inset Guides

D&T Association publications:

- Primary Helpsheets - Unit 2B Puppets and 2D Joseph's coat
 - Primary Lesson Plans - Unit 2B Puppets and 2D Joseph's coat
- Please note that these publications are based on previous National Curricula.

Three alternative ways of using templates and simple pattern pieces

Thin Card



Use clear sticky tape to position pattern on fabric. Cut around the pattern.

Thin Card



Use soft chalk pastel or soft white crayon to draw around the pattern prior to cutting out.

Paper



Use pins to secure the pattern on the fabric. Cut around pattern.

Exploring and evaluating joining techniques



Finishing techniques

Textile paints - glitter



Textile paints - raised



Adding sequins and shiny fabrics



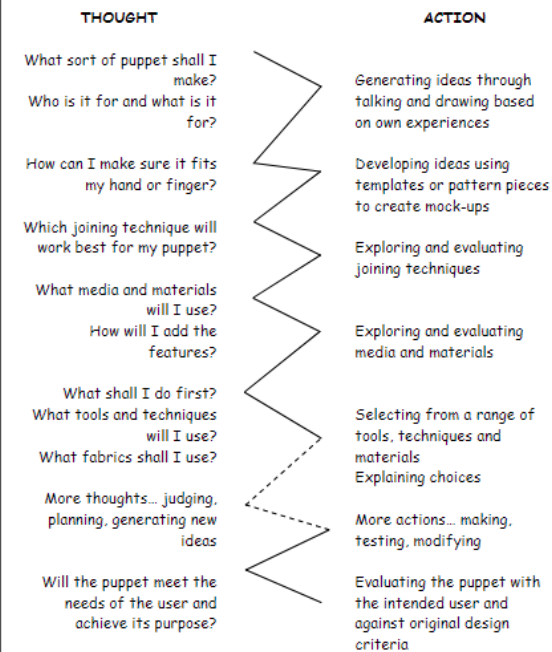
Fabric crayons



Explore different techniques, including information and communication technology, for creating fabric designs and finishing techniques.

Designing, making and evaluating a puppet to perform a play

An iterative process is the relationship between a pupil's ideas and how they are communicated and clarified through activity. This is one example of how the iterative design and make process *might* be experienced by an individual pupil during this project:



Glossary

- **Appliqué** - to attach a decorative fabric item onto another piece of fabric by gluing and/or sewing.
- **Design** - to generate, develop and communicate ideas for a product.
- **Embroider** - to decorate fabric with stitches.
- **Evaluate** - to judge how a product meets chosen criteria.
- **Fray** - to unravel or become worn at the edge.
- **Glove puppet** - a glove puppet fits over the hand, and the fingers operate its head and arms.
- **Mock-up** - a model which allows children to try out ideas using cheaper materials and temporary joints.
- **Seam** - a row of stitches joining two pieces of fabric.
- **Sew** - to join pieces of fabric with stitches.
- **Template** - a shape drawn to assist in cutting out shapes.