



Subject: DT  
 Year group: 6  
 Term: Summer  
 Unit name: Textiles-  
 combining different fabric  
 shapes (including CAD)

**Prior Knowledge –**

- Experience of basic stitching, joining textiles and finishing techniques.
- Experience of making and using simple pattern pieces.

<b>Design Process</b>
Investigative and Evaluative Activities (IEAs)
Focused Tasks (FTs) <i>To include a prototype.</i>
Design, Make and Evaluate Assignment (DMEA)

**National curriculum- technical knowledge**


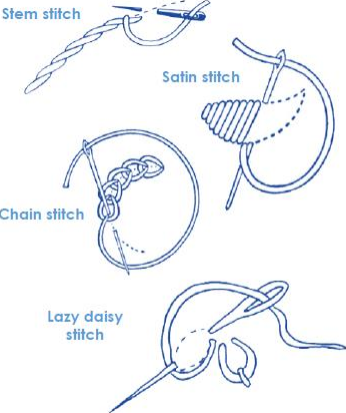

- DESIGN- generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- MAKE- select from and use a wider range of materials and components, including constructions materials, textiles and ingredients, according to their functional properties and aesthetic qualities
- EVALUATE- understand how key events and individuals in design and technology have helped shape the world
- TECHNICAL KNOWLEDGE- apply their understanding of how to strengthen, stiffen and reinforce more complex structures

**Key vocabulary**

Seam	needles
seam allowance	thread
wadding	pinking shears
reinforce	fastenings
right side	iron transfer paper
wrong side	design criteria
hem	annotate
template	design decisions
pattern pieces	functionality
mock-up	innovation
prototype	authentic
name of textiles and fastenings	user
used	purpose
pins	evaluate

**Spiritual Development**

DT Gives children the opportunity to work creatively and explore ways to make lives better for those around us. Exodus 34:35 He has filled them with skill to do all kinds of work as engravers, designers, embroiderers in blue, purple and scarlet yarn and fine linen, and weavers—all of them skilled workers and designers.

Fasteners	Stitches	Finished product ideas
 <p>Zip      Velcro      Clasp</p> <p>Toggles      Ties      Buttons</p> <p>Press studs</p>	 <p>Stem stitch</p> <p>Satin stitch</p> <p>Chain stitch</p> <p>Lazy daisy stitch</p>	 <p>Appliqué</p> <p>Embroidery</p> <p>Tie dye</p>

<b>Key Learning Assessment Statements- what will the children know by the end of the unit?</b>
To analyse and evaluate a range of existing products which have been produced by combining fabric shapes.
To investigate work by designers and their impact on fabrics and products.
To disassemble a product and evaluate what the fabric shapes look like, how the parts have been joined, how the product has been strengthened and stiffened, what fastenings have been used and why.
To investigate properties of textiles through investigation e.g. exploring insulating properties, water resistance, wear and strength of textiles.
To learn to thread needles and join textiles using a range of stitches, building upon children's earlier experiences of stitches e.g. improving appearance and consistency of stitches and introducing new stitches.
If available, to demonstrate and allow children to use sewing machines to join fabric with close adult supervision.
To learn how to make seams by joining right side together.
To investigate how to sew and shape curved edges by snipping seams, how to tack or attach wadding or stiffening and learn how to start and finish off a row of stitches.
To develop skills of 2-D paper pattern making using grid or tracing paper to create a 3-D dipryl mock-up of a chosen product.
To develop skills of computer-aided design (CAD) by using on-line pattern making software to generate pattern pieces.
To investigate using art packages on the computer to design prints that can be applied to textiles using iron transfer paper.
To evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.