



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

<p><b>Prior Knowledge -</b> • Cut and joined fabric with simple techniques. • Thought about the user and purpose of products</p>	
<p><b>Key Vocabulary</b></p> <p>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</p>	
<p><b>Assessment for learning</b></p> <p>Recapping prior knowledge- beginning of unit- what do children already know?          Beginning of each lesson- focus on recall of previous learning (quick quizzes)</p>	
<p><b>Process</b></p> <p>Recapping prior knowledge- beginning of unit- what do children already know?          Beginning of each lesson- focus on recall of previous learning (quick quizzes)</p>	
<p><b>Respect</b></p> <p>Do for other people the same things you want them to do for you.</p> <p>Matthew 7:12</p>	<p><b>Integrity</b></p> <p>An honest witness tells the truth.          But a dishonest witness tells lies.</p> <p>Proverbs 12:17</p>

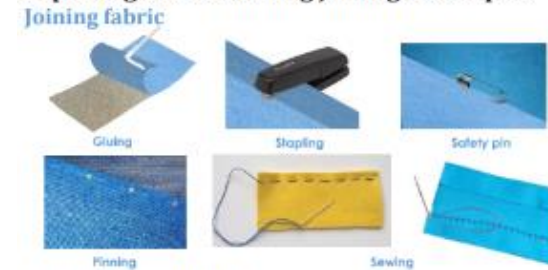
<p><b>National curriculum:</b></p> <p>Design a functional and appealing product for a chosen user and purpose based on simple design criteria.</p> <p>Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.</p> <p>Explore and evaluate a range of existing textile products relevant to the project being undertaken.</p> <p>Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.</p> <p>Select from and use textiles according to their characteristics.</p> <p>Understand how simple 3-D textile products are made, using a template to create two identical shapes.</p> <p>Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.</p> <p>Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.</p> <p>Know and use technical vocabulary relevant to the project.</p> <p>Evaluate their ideas throughout and their final products against original design criteria.</p>
<p><b>Design Process</b></p> <p>Investigative and Evaluative Activities (IEAs)</p> <p>Focused Tasks (FTs)</p> <p>Design, Make and Evaluate Assignment (DMEA)</p>

Key Learning(what pupils MUST know and remember)	Possible Outcomes
<ul style="list-style-type: none"> <li>- To explore 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).</li> <li>- To design and draw an annotated sketch of a product which has labels, shows the joining techniques and explains the user and purpose (For example: a puppet for themselves.)</li> <li>- To create a templates o create the final product</li> <li>- To select from PVA glue, glue sticks, staples, pins, stitching techniques and scissors to cut and join materials (fabric)</li> <li>- To state if their puppet is suitable for the intended user and purpose; is appealing and functional and offer a way to improve their card with some guidance where required.</li> </ul>	<ul style="list-style-type: none"> <li>• glove puppet</li> <li>• finger puppet</li> <li>• simple bag</li> <li>• clothes for teddy/soft toy/class doll</li> <li>• fabric placemat</li> </ul>

### Three alternative ways of using templates and simple pattern pieces



### Exploring and evaluating joining techniques



### Finishing techniques

