



Subject: DT
 Year group: 6
 Term: Spring
 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.

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 used	user
pins	purpose
	evaluate

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)

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

Design Process

Investigative and Evaluative Activities (IEAs)

Focused Tasks (FTs) *To include a prototype.*

Design, Make and Evaluate Assignment (DMEA)

<p>Respect</p> <p>Do for other people the same things you want them to do for you.</p> <p>Matthew 7:12</p>	<p>Integrity</p> <p>An honest witness tells the truth. But a dishonest witness tells lies.</p> <p>Proverbs 12:17</p>
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Key Learning - what will the children know and remember by the end of the unit?	Possible Outcomes	
<ul style="list-style-type: none"> To analyse and evaluate a range of existing products which have been produced by combining fabric shapes by a variety of designers (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 , e.g. exploring insulating properties, water resistance, wear and strength of textiles). To design a textiles product using CAD for a specific user and purpose; add annotations (using on-line pattern making software to generate pattern pieces and mock-up). 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. <p><i>**If available, to demonstrate and allow children to use sewing machines to join fabric with close adult supervision. **</i></p> <ul style="list-style-type: none"> To learn how to make seams, 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 evaluate final product assessing it against original design criteria. 	<ul style="list-style-type: none"> tablet case mobile phone carrier shopping bag insulating bag hat/cap garden tool belt slippers sandals fabric advent calendar fabric door stop 	
<p style="text-align: center;">Fasteners</p>	<p style="text-align: center;">Stitches</p>	<p style="text-align: center;">Finished product ideas</p>