**Enriching lives every day; enabling our school community to learn, achieve and flourish through living 'life in all its fullness'**


Subject: DT

Year group: 6

Term: Spring

Unit name: Textiles- combining different fabric shapes (including CAD)

**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)

Respect

Do for other people the same things you want them to do for you.

Matthew 7:12

**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)

| **Key Learning - what will the children know and remember by the end of the unit?** | **Possible Outcomes** |
|---|---|

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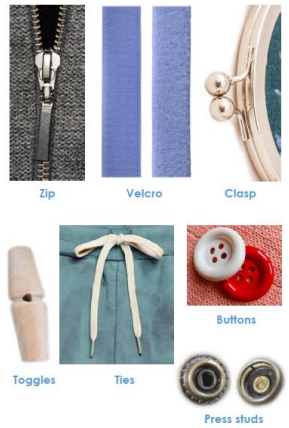
- To analyse and evaluate a range of existing products which have been produced by combining fabric shapes by a varety of designers (disassemble a product and evaluate what the fabric shapes look like, how the parts have been joined, how the product has been strengthen and stiffened, what fastenings 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.

***If available, to demonstrate and allow children to use sewing machines to join fabric with close adult supervision. ***

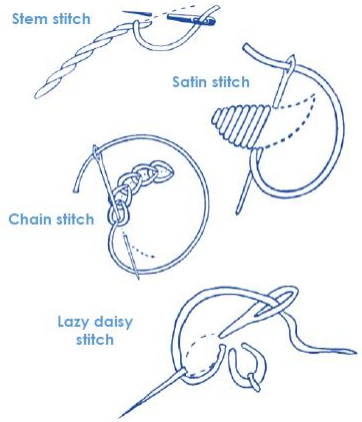
- To learn how to make seams, sew and shape curved edges by snipping seams, how to tack or attach wadding or stiffening and learn how to start and finish off a row of stitches.
- To evaluate final product assessing it against original design criteria.

- tablet case
- mobile phone carrier
- shopping bag
- insulating bag
- hat/cap
- garden tool belt
- slippers
- sandals
- fabric advent calendar
- fabric door stop

**Fasteners**




**Stitches**




**Finished product ideas**


Appliqué


Embroidery