



St John Vianney Catholic Primary School



What I am Learning in

D&T this Term...

Year 6: Textiles-Combining different fabric shapes

Topic Overview – Lesson Objectives

| | |
|-----------------|--|
| Lesson 1 | Investigate, analyse and evaluate a range of existing products which have been produced by combining fabric shapes. Consider such things as, 'Is the product functional or decorative?' 'Who would use this product?' Investigate and analyse how existing products have been constructed. Disassemble a product and evaluate such things as what the fabric shape looks like and what fastenings have been used and why. Investigate the properties of textiles through investigation, e.g., wear and strength of textiles. |
| Lesson 2 | Practise threading needles and joining textiles using a range of stitches. Sew textiles by joining the right side together and make seams. Investigate such things as how to start and finish off a row of stitches. Create a 3-D dipryl mock-up of a chose product. Generate pattern pieces on the computer. |
| Lesson 3 | Design a product using step-by-step plans that is purposeful, functional and appealing. Include a list of tools, equipment, fabrics and components needed. Use detailed, annotated drawings including such things as the types of fabrics to be used and stitching that will be incorporated. |
| Lesson 4 | Make your product, selecting from and using a range of tools and equipment that are accurately assembled and well finished. Consider time, resources and cost. |
| Lesson 5 | Complete your product using a range of decorative techniques to ensure that it is well finished and matches the intended user and purpose. |
| Lesson 6 | Evaluate your product comparing the final product to the original design specification. Critically evaluate the quality of the design considering such things as functionality, fitness for intended user and purpose and considering others' opinions. Communicate the evaluation in various forms such as giving a well-structured oral evaluation. |

Assessment – National Curriculum

| NC Statement | Maths/Literacy opportunity | Child led enquiry |
|--|--|---|
| <p>Design</p> <p>*Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.</p> <p>*Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p>Make</p> <p>*Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p> <p>*Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p>Evaluate</p> | <p>Apply knowledge of how 2-D nets can be formed into 3-D shapes; apply skills of accurate measuring using standard unts i.e., cm/mm.</p> <p>Spoken language-ask questions, formulate, articulate and justify answers, arguments and opinions. Consider and evaluate different viewpoints.</p> <p>Give a well-structured oral evaluation to include relevant technical vocabulary.</p> | <p>Do the textiles used in the different products match the intended purpose?</p> |

*Investigate and analyse a range of existing products.

*Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.

*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.

Topic Vocabulary

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