





**Castle Hills Primary Academy**

**Progression of Learning**

**Design and Technology Autumn Cycle B**

Design and Technology		
Textiles - Pouches		
KS1	<b>Design Cycle</b>	<b>Sticky Knowledge</b>
	<b>Research</b>	Many everyday objects use stitching to hold pieces together ( <b>clothes, shoes, curtains, stuffed toys, tents, hats, umbrellas</b> ). Children will practice the <b>running stitch</b> technique. Pouches are made for many reasons but are usually used for holding something small like money. Pouches are made by joining together two pieces of fabric with stitching.
	<b>Design</b>	Designs are used to help the person making their product. Designs for pouches should include the <b>size</b> of the pouch and <b>where the stitching will go</b> . Designs should also consider the colour of their fabric and thread. A <b>template</b> is made during the design process to help make sure both pieces of fabric are the same size. A product must have an appropriate design and colour scheme to appeal to an audience.
	<b>Make</b>	<b>Templates</b> need to be secured to the fabric with pins to ensure they do not move when cutting out. Scissors are then used to cut out two pieces of fabric. The two pieces of fabric must line up with each other and be pinned together. A <b>running stitch</b> is used around the edge of 3 sides of the pouch. Decorative stitching can be used to make the product more appealing. Shapes and sequins can also be attached to the pouch through sewing or gluing
	<b>Evaluate</b>	Some parts of sewing a pouch will be more difficult than others – such as threading a needle. Evaluating a product means that it can be improved upon next time it is made.
	<b>Prior Learning</b>	<b>Vocabulary</b>
Threading and fine motor Making an appealing product Joining together	Stitch Joining Running stitch Pouch Design Research Make Evaluate Template Pin Needle Thread Fabric Scissors Cut Textiles	Children will know that joining techniques means connecting two pieces of material together and there are lots of different ways material can be joined Children will know that templates are used to cut out the same shape multiple times Children will be able to thread a needle with thread (large eye) Children will be able to tie a knot in their thread to make it secure Children will be able to make a simple running stitch Children will research how pouches are made and what they are used for Children will make a design for a pouch, indicating how big, where the stitching will go and what colour the pouch will be Children will create a template for their pouch to ensure both pieces of fabric are the same size Children will be able to accurately cut out two pieces of the same sized fabric for their pouches Children will be able to accurately sew two pieces of fabric together using a running stitch to create a pouch Children will be able to create a design for the front of their pouch to make it appealing to an audience Children will decorate their pouch using decorative stitching, gluing and sewing to make it appealing to an audience Children will be able to choose elements of their pouch that they like as well as other pupils' pouches Children will be able to identify which part of making a pouch was the most difficult and what would make it easier next time
		
Textiles - Fastenings		
LKS2	<b>Design Cycle</b>	<b>Sticky Knowledge</b>
	<b>Research</b>	Fabric can be fastened together in many different ways – <b>zips, buttons, press studs, Velcro, buckles</b> . Different types of fastenings are used for different purposes. Some fastenings are harder to manufacture or cost more and are found on more expensive items. Some fastenings are used to make the product easier to use, e.g. buttons would be difficult to fasten on a shoe and so Velcro or buckles are often used. Some fastenings are easier and quicker to do up. Some fastenings are more durable than others. Some fastenings are more comfortable to wear than others.
	<b>Design</b>	A <b>design criteria</b> must consider who the product is being made for. It should also include how the product will be suitable for the audience. Designing the product before making it allows us to see different possibilities and plan how to make the product. The design criteria must include what the product will be made from. <b>Diagrams</b> help us to understand how our product will be made. Including <b>measurements</b> on a design ensures the product will be accurate and the correct size. <b>Isometric</b> designs help us see our product in 3D and allow us to design the product from different angles
	<b>Make</b>	<b>Paper mock-ups</b> are often made first to ensure the product will be assembled correctly and it is the correct size. Paper mock-ups are then used as a <b>template</b> for making the product. The paper mock-up will be pinned to the fabric and then accurately cut around, leaving 1cm for a seam. The pieces of fabric will be pinned together and sewn around 3 edges within 1cm of the edge using a simple running stitch. The sleeve will be turned inside out to hide the seams and make the product more appealing. The fastening will then be cut out and attached to the top of the envelope sleeve. Applique can then be added to the sleeve to make it more appealing.
	<b>Evaluate</b>	Products are evaluated so that they can be improved upon next time they are made. Evaluating our product means identifying what went well and what needs to be improved upon. Considering how these improvements can be made is also a part of the evaluation process.
	<b>Prior Learning</b>	<b>Vocabulary</b>
Running stitch Joining fabrics Creating a design criteria Evaluating a product	Seam Join Sew Fastening Button Buttonhole Buckle Velcro Zip Press stud Design criteria Product Diagram Book sleeve Isometric Applique Running stitch Research Design Make Evaluate Textiles Accuracy Needle Thread Template	Children will understand that a seam is the edges of two fabrics that have been joined together Children will understand that templates are used to ensure pieces of fabric to be joined together are cut accurately Children will research different types of fastenings and understand the advantages and disadvantages of each type of fastening ( <b>buttons, Velcro, buckles, zips, press studs</b> ) Children will design a book sleeve with a type of fastening on it Children will create a design criteria which includes material (fabric), fastening, size and two additional points (e.g. must be blue/must have your initials on the outside) Children will create a diagram of an envelope book sleeve which includes materials, measurements, fastenings (either buttons or Velcro), how the fabric will be joined and aesthetic design choices Children will understand that an applique is a piece of decoration which is sewn onto their product Children will create a 3D isometric drawing of their design to allow it to be seen from different angles Children will create a paper mock-up of their book sleeve before creating their product Children will be able to thread a needle and tie a knot in their thread Children will practice running stitches before making their product Children will make their envelope book sleeve using fabric and fastenings and will be sewn together using a running stitch Children will evaluate their product against the design criteria and state what went well, what could be improved upon and how they would make these improvements
		

Textiles – Soft Toys		
UKS2	<b>Design Cycle</b>	<b>Sticky Knowledge</b>
	<b>Research</b>	Stuffed toys are made by joining fabric together and filling with a softer material, such as cotton wool. Stuffed toys originated in Germany in the late 19 <sup>th</sup> century and were traditionally in the form of a teddy bear. Over time, more designs, sizes and colours have been created and stuffed toys are popular all over the world. Children will learn how to perform a <b>blanket stitch</b> and <b>cross stitch</b> and practice them. Blanket stitches are secure and more visually appealing than a running stitch. Cross stitches are often used to attach items like buttons
	<b>Design</b>	Designing a product requires us to think about our target audience and how we will make the product appropriate for our audience. The design criteria should consider the age of the audience, how the product will be assembled, the size of the product and specific design choices (e.g. must be an animal etc.). Designs should be simple to ensure children will be able to create their product relative to their skills. <b>Diagrams</b> are used to design a product and include measurements, colours, material choices and joining techniques/applique. Their design should have a main body which is stuffed with smaller <b>appendages</b> which can be joined on.
	<b>Make</b>	A paper <b>template</b> can be made and pinned to the fabric before cutting to ensure the pieces are accurate. Two pieces of the same size and shape should be cut out for the main body. Decorations are added to the fabric pieces first. Decorations can include buttons, beads or other pieces of fabric and can be joined to the main body using different stitches. Decorative stitches are used to add details such as eyes, mouth, scales on a fish. Appendages such as arms, legs, fins should also be cut out at this point. Sew the two pieces of the main body together around the edges using a blanket stitch all the way around, stopping around 3cm from the end. Stuffing is put into the gap and pushed into the bottom and any corners using a pencil. The gap is then closed by completing the blanket stitch and tied off with a knot. Any appendages or additional decoration is then added.
	<b>Evaluate</b>	The stitches on the stuffed toy should be strong and secure and ensure that the stuffing does not come out. Evaluating a product means that it can be improved upon next time it is made. When evaluating a product we look for what went well, what can be improved upon and how we would make those improvements. Professionals often get others to evaluate their products to ensure their evaluations are not biased.
	<b>Prior Learning</b>	<b>Vocabulary</b>
Running stitches Applique Designing an appealing product Making a design criteria Evaluating a product Attaching buttons Joining fabrics Making a seam	Seam Sew Join Stuffed toy Stuffing Needle Thread Fabric Design criteria Audience Applique Template Accuracy Running stitch Blanket stitch Cross stitch Product Diagram Research Design Make Evaluate	Children will research how stuffed toys are made and what makes them appealing to children Children will research the history of stuffed toys to appreciate how their designs have changed over time Children will practice different types of stitch ( <b>running stitch, cross stitch and blanket stitch</b> ) Children will create a design criteria based on a brief given to them Children will draw a diagram to design their own stuffed toy Children will know how to thread a needle and tie a knot in their thread Children will be able to join two pieces of fabric together with a blanket stitch Children will be able to stuff their toy effectively with stuffing Children will be able to attach appendages and decoration to make their product appealing Children will know that applique means sewing something on top of fabric such as decorations Children will evaluate how secure their stitches are Children will evaluate their product by identifying what went well, what can be improved upon and how it can be improved Children will evaluate their peers' products and offer opinions on what went well and what can be improved upon

