Design Technology Year 2 Summer Textiles

What do you want children to learn? (link to NC) Textiles

Technical Knowledge & Understanding

Understand how simple 3-D textile products are made, using a template to create two identical shapes.
Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.
Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.
Know and use technical vocabulary - template, pattern pieces, mark out, join, decorate, finish, stitches, thread, & needle.

Designing

Design a functional and appealing product for a chosen user and purpose based on simple design criteria.
Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.

Making

Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing.   Select from and use textiles according to their characteristics

Evaluating

• Explore and evaluate a range of existing textile products relevant to the project being undertaken.
• Evaluate their ideas throughout and their final products against original design criteria.

Prior Learning

Cutting and joining techniques using glue, staples and scissors. Began to evaluate their projects against class design criteria.

Focus Tasks / *Key Questions*

1. Decide as a class the textile 'model' they will make. What is the success criteria? Write/record this list so it can be referred back to once the model has been completed.
2. What will your textile model look like? Draw and label a design and decide on any additional features/finishing techniques. Remember it must be 3D and have a front and a back. Keep your design simple!
3. Demonstrate the use of a template or simple paper pattern. Children to make their own templates or paper patterns, making sure it fits the criteria of the model that needs to be made. (Worry Monster or 'The Thing')
4. Demonstrate the correct use of appropriate tools to mark out, tape or pin the fabric to the templates or paper patterns and cut out the relevant fabric pieces for the product.
5. How will you join your two pieces of fabric/felt together? *Demonstrate appropriate examples of joining techniques for children to practise in guided groups e.g. running stitch including threading own needle, stapling, lacing and gluing. Talk about the advantages and disadvantages of each technique.*

Key Vocabulary

template, pattern pieces, mark out, join, running stitch, lacing, decorate, finish, features, suitable, quality, mock-up, design brief, design criteria, make, evaluate, user, purpose, function. Felt, stuffing, needle, dress making pins, buttons, pipe cleaners,

Learning Outcomes/ Assessment Opportunities

6. Make their textile model using their design plan and their joining techniques as an ongoing guide. Remember to leave a hole to insert the stuffing, which will need to be joined up once stuffed!
7. *How will you complete/finish your model? What detail can you add? How will you join these on so that they stay on securely? Stitching? Gluing? Stapling? Etc. Look at your design!*
8. Evaluate their finished product, communicating how it looks and how it matches their design criteria, including any changes they made.

GDS/ Challenge

*Stitching on added detail rather than gluing or stapling. Making sure, the two pieces are an exact match.
Demonstrating their understanding of independent problem solving and resilience.*

Health and Safety

Children to be taught how to correctly use needles and pins, taking care when pushing it up through the fabric.