Bomere and the XI Towns Federation Knowledge Organiser—DT

Topic: Textiles	Class/Year Groups: Rabbits Y1/Y2	Term: Spring

What you already know?

- Explored and used different fabrics.

- Cut and joined fabrics with simple techniques.

- Thought about the user and purpose of products

What you will learn:

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.

Technical knowledge and 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 relevant to the project.

Vocabulary

names of existing products, joining and finishing techniques, tools, fabrics and components template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function

National Curriculum Objectives:

design purposeful, functional, appealing products for themselves and other users based on design criteria ⬚ generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

explore and evaluate a range of existing products ⬚ evaluate their ideas and products against design criteria