

Year: 2 Program of Study: Textiles – Templates and joining techniques

N.C POS:

- *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.*
- *Generate, develop, model and communicate their ideas through discussion, annotated sketches and prototypes.*
- *Select from tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] accurately.*
- *Investigate and analyse a range of existing products.*
- *Evaluate their ideas and products against their own design criteria.*

Concept: patterns, composition, celebration, decades, location, fashion, society, events, culture, application.

Key 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.

Prior Learning: Explored and used different fabrics. Cut and joined fabrics with simple techniques. Thought about the user and purpose of the products.

Core Knowledge- non-negotiable

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.

Wider Influences

- Toys
- Festivals
- Stories
- Nursery rhymes
- Celebrations
- Homes

Enduring Understanding

Design and Technology Y2 - Textiles

- 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.