

Danson Primary School- Design and Technology – Textiles						
		EYFS	Year 1	Year 2	Year 3	Year 4
		Bookmarks	Puppets	Pouches	Cushions	Fastenings
Skills	Design	<ul style="list-style-type: none"> <li>I can discuss what a good design needs.</li> <li>I can design a simple pattern with paper.</li> <li>I can design a bookmark.</li> <li>I can choose from available materials.</li> </ul>	<ul style="list-style-type: none"> <li>I can use a template to create a design.</li> </ul>	<ul style="list-style-type: none"> <li>I can design a product.</li> </ul>	<ul style="list-style-type: none"> <li>I can design and make a template from an existing product and applying design criteria.</li> </ul>	<ul style="list-style-type: none"> <li>I can write design criteria for a product, articulating decisions made.</li> <li>I can design a product based on my design criteria.</li> </ul>
	Make	<ul style="list-style-type: none"> <li>I can develop my fine motor/cutting skills with scissors.</li> <li>I can explore fine motor/threading and weaving (under, over technique) with a variety of materials.</li> <li>I can use a prepared needle and wool to practise threading.</li> </ul>	<ul style="list-style-type: none"> <li>I can cut fabric neatly with scissors.</li> <li>I can use joining methods to decorate my product.</li> <li>I can sequence the steps taken during construction.</li> </ul>	<ul style="list-style-type: none"> <li>I can neatly pin and cut fabric using a template.</li> <li>I can select and cut fabrics for sewing.</li> <li>I can thread a needle.</li> <li>I can sew running stitch, with evenly spaced, neat, even stitches to join fabric.</li> <li>I can decorate a pouch using fabric glue or running stitch.</li> </ul>	<ul style="list-style-type: none"> <li>I can select and cut fabrics with ease using fabric scissors.</li> <li>I can follow a design criterion for my product.</li> <li>I can thread needles with greater independence.</li> <li>I can tie knots with greater independence.</li> <li>I can sew cross stitch to join fabric.</li> <li>I can decorate fabric using appliqué.</li> <li>I can complete design ideas with stuffing and sewing the edges.</li> </ul>	<ul style="list-style-type: none"> <li>I can measure, mark, and cut fabric using a paper template.</li> <li>I can make and test a paper template with accuracy and in keeping with the design criteria.</li> <li>I can select a stitch style to join fabric, working neatly by sewing small, straight stitches.</li> <li>I can incorporate fastening to a design.</li> </ul>
	Evaluate	<ul style="list-style-type: none"> <li>I can reflect on a finished product and compare it to my design.</li> </ul>	<ul style="list-style-type: none"> <li>I can reflect on a finished product, explaining likes and dislikes.</li> </ul>	<ul style="list-style-type: none"> <li>I can troubleshoot scenarios posed by teacher.</li> </ul>	<ul style="list-style-type: none"> <li>I can evaluate an end product and think of other ways to create similar items.</li> </ul>	<ul style="list-style-type: none"> <li>I can test and evaluate an end product against the original design criteria.</li> <li>I can decide how many of the criteria should be met for the product to be considered successful.</li> <li>I can suggest modifications for improvement.</li> <li>I can articulate the advantages and disadvantages of different products.</li> </ul>
Knowledge		<ul style="list-style-type: none"> <li>I know that a design is a way of planning our idea before we start.</li> <li>I know that threading is putting one material through an object.</li> </ul>	<ul style="list-style-type: none"> <li>I know that 'joining technique' means connecting two pieces of material together.</li> <li>I know that there are various temporary methods of joining fabric by using staples, glue or pins.</li> <li>I know that different techniques for joining materials can be used for different purposes.</li> <li>I know that a template (or fabric pattern) is used to cut out the same shape multiple times.</li> <li>I know that drawing a design idea is useful to see how an idea will look</li> </ul>	<ul style="list-style-type: none"> <li>I know that sewing is a method of joining fabric.</li> <li>I know that different stitches can be used when sewing.</li> <li>I can understand the importance of tying a knot after sewing the final stitch.</li> <li>I know that a thimble can be used to protect my fingers when sewing</li> </ul>	<ul style="list-style-type: none"> <li>I know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces.</li> <li>I know that when two edges of fabric have been joined together it is called a seam.</li> <li>I know that it is important to leave space on the fabric for the seam.</li> <li>I can understand that some products are turned inside out after sewing so the stitching is hidden.</li> </ul>	<ul style="list-style-type: none"> <li>I know that a fastening is something which holds two pieces of material together.</li> <li>I know that different fastening types are useful for different purposes.</li> <li>I know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.</li> </ul>

<b>Vocabulary</b>	design, fabric, thread, weave, push, pull, under, pattern, sew, sewing needle, hessian, bookmark	decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil template	decorate, fabric, fabric glue, knot, needle, needle, threader, running stitch, sew, template, thread	appliqué, cross-stitch, design, equipment, fabric, patch, running stitch, thread, seam, texture, knot	criteria, fabric, fastening, fix, mock-up, stitch, template
<b>National Curriculum</b>	<p><b>Reception</b></p> <p>Develop small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Explore, use and refine a variety of artistic effects to express ideas and feelings.</p> <p>Return to and build upon their previous learning, refining ideas and developing their ability to represent them.</p> <p><b>Early Learning Goals</b></p> <p>Use a range of small tools, including scissors, paint brushes and cutlery (ELG - Fine Motor Skills).</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function (ELG - Creating with Materials).</p> <p>Share their creations, explaining the process they have used (ELG - Creating with Materials).</p>	<ul style="list-style-type: none"> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Evaluate their ideas and products against design criteria</li> </ul>	<ul style="list-style-type: none"> <li>Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li> <li>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Explore and evaluate a range of existing products</li> <li>Evaluate their ideas and products against design criteria</li> </ul>	<ul style="list-style-type: none"> <li>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</li> <li>Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design</li> <li>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately</li> <li>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> <li>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</li> </ul>	