

Year 4 – Textiles

What it looks in year 6:

- To discuss and investigate products that have a selection of stitches, joins and fastenings.
- To demonstrate stitching techniques on fabrics. Focusing on making seams.
- Develop an authentic and meaningful 'design criteria' for a specific purpose and intended user.
- To produce step-by-step plans with a list of equipment, producing annotated sketches to communicate ideas.
- Create prototypes. Using computer-aided design.
- Make and assemble slippers following previous planning.
- Evaluate the slippers against the design criteria previously agreed.

Vocabulary (definitions)

- Seam – a line where two pieces of fabric are sewn together.
- Fabric – cloth or material made by weaving or knitting fibres.
- Fastening – a device that closes or secures something.
- Structure – a building or other object constructed from several parts.
- Stitch – a loop of thread or yarn resulting from the passing movement of a needle.
- Joins – where two pieces of fabric meet.
- Prototypes – a first version of a product, usually scaled down.

Sequence of Learning Design, Make, Evaluate

1. To discuss and investigate different examples of 3D textile products.
2. To demonstrate stitching techniques on fabrics.
3. Develop a 'design criteria' for a specific purpose and intended user.
4. To plan the main stages of making, producing annotated sketches to communicate ideas.
5. Create prototypes.
6. Make and assemble a purse/wallet following previous planning.
7. Evaluate the purse/wallet against the design criteria previously agreed.



Cross-Curricular Links and Cultural Capital:

- Mathematics – accurate measurement (mm/cm) and nets of shapes.
- Science – physical properties of fabrics.
- Art and Design – investigating visual and tactile qualities of fabrics and using colour and pattern appropriately.
- English – writing and spoken language.
- History – significant people/person in their locality linked to textiles and products.