Technical Knowledge and skills:

* Threading needles independently.
* Tying knots with independently.
* Learning advanced stitches (Back stitch and Stem stitch).
* Sewing buttons and poppers onto different fabrics.
* Sewing materials onto fabric to decorate the product.
* To create single 3D textiles project can be made from a combination of fabric shapes.

What should I already know?

Investigate and analyse the existing products that they have researched in pairs to understand their purpose and audience. Discus the given design brief. Create their design criteria in small groups/ pairs. Design their own product using labelled drawings and CAD (Paint 3D/ Tinkercad). List all the resources that they require for the product.

Based on their individual designs, choose from a variety of materials and perform practical skills e.g measuring, cutting joining and finishing the product independently with accuracy most of the time.

Testing their products. Evaluate in detail their ideas and products against the design criteria using a given sheet with leading questions incorporating peer feedback.

Key Vocabulary:

|  |  |
| --- | --- |
| Fastening | something such as a clasp or zip that you use to **fasten** something and keep it shut. |
| Knot | a fastening made by looping a piece of string |
| Seam | a line where two pieces of fabric are sewn together in a garment or other article |
| Sew | join, fasten, or repair (something) by making stitches with a needle and thread or a sewing machine. |
| Waterproof | Something that does not allow water to pass through |
| Target audience | a particular group at which a product is aimed. |
| Annotate | add notes to (a text or diagram) giving explanation or comment. |

DT Skills:

Investigate and analyse the existing products that they have researched themselves to understand their purpose and audience. Discuss the given design brief. Create their individual design criteria.

Design their own product using cross sectional labelled drawings and CAD (TinkerCAD). List all the resources that they require for the product.

Based on their individual designs, choose from a variety of materials and perform practical skills e.g measuring, cutting joining and finishing the product independently with accuracy all the time.

Testing their products. Evaluate in detail their ideas and products against the design criteria using a given sheet with leading questions incorporating peer feedback.

Blooms Taxonomy – Specific Verbs to Use in Lesson Aims

Knowledge: Describe, find, identify, list, locate, name, recognise, retrieve Comprehension: Classify, compare, explain, infer, interpret, paraphrase, summarise Application: Carry out, implement, use Analysis: Deconstruct, Organise, outline, structure Synthesis: Construct, design, devise, invent, make, plan, produce, Evaluation: Appraise, assess, choose,

Focused Designer/ Company

Cath Kidston



Key Knowledge





 