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| **Project Purpose – Design, make and evaluate a fabric cross.** | | |
| **National Curriculum Objectives** | **Declarative Knowledge** | **Procedural Knowledge** |
| Pupils should be taught to:  **Design**   * 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   **Make**   * select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] * select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics   **Evaluate**   * explore and evaluate a range of existing products * evaluate their ideas and products against design criteria   **Technical knowledge**   * build structures, exploring how they can be made stronger, stiffer and more stable * explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. | **Investigative and Evaluative**  • Children investigate and evaluate existing products linked to the chosen project. Explore and compare e.g. fabrics, joining techniques, finishing techniques and fastenings used.  • Use questions to develop children’s understanding e.g. *How many parts is it made from? What is it joined with? How is it finished? Why do you think these joining techniques have been chosen? How is it fastened? Who might use it and why?*  • Make drawings of existing products, stating the user and purpose. Identify and label, if appropriate, the fabrics, fastenings and techniques used.  **Focused Tasks (FTs)**  • Investigate fabrics to determine which is best for the purpose of the product they are creating.  • Using prepared teaching aids, demonstrate the use of a template or simple paper pattern. Children could make their own templates or paper patterns. If necessary, they can use ones provided by the teacher.  • Using prepared teaching aids, demonstrate the correct use of appropriate tools to mark out, tape or pin the fabric to the templates or paper patterns and cut out the relevant fabric pieces for the product.  • Using prepared teaching aids, demonstrate appropriate examples of joining techniques for children to practise in guided groups e.g. running stitch including threading own needle, stapling, lacing and gluing. Talk about the advantages and disadvantages of each technique.  • Using prepared teaching aids, demonstrate examples of finishing techniques for children to practise in guided groups e.g. sewing buttons, 3-D fabric paint, gluing sequins, printing.  **Design, Make and Evaluate**  • Provide the children with a context that is authentic. Discuss with children the purpose and user of the products they will be designing, making and evaluating. Design criteria developed with the teacher should be used to guide the development and evaluation of the children’s products.  • Ask the children to generate a range of ideas e.g. *What parts will the product need to have and what will it be made from? What size will it be? How will it be joined and finished?*  • Through talk, drawings and mock-ups, ask the children to develop and communicate their ideas. Information and communication technology could be used for symmetry and pattern ideas. Choose one idea to follow through.  • Talk with the children about the stages in making before assembling quality products, applying the knowledge, understanding and skills learnt through the IEAs and FTs.  • Evaluate ongoing work and the final products against the intended purpose and with the intended user, drawing on the design criteria previously agreed. | **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. |
| **Prior Learning** | **Key Questions** | **Future Learning** |
| **In EYFS Children should:**   * Be | * Which fabric will you choose? Why? * How will | **In Year 2 Children will:**   * Know |
| **Vocabulary** | **Key Competencies** | **Curriculum Links** |
| 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 | problem**-**solving teamwork negotiation consumer awareness organisation motivation persuasion leadership perseverance  other **–** specify | **Spoken language** –ask relevant questions to build understanding and their vocabulary and build knowledge. Explain and articulate their ideas orally.  **Art and design** –quick drawings or detailed observational drawings of one product to develop and share ideas. Use colour, pattern, texture, and shape as appropriate.  **Science** – everyday materials. Investigate physical properties of fabric types against suitability for the product to be made.  **Mathematics** – measurement using non-standard and standard units.  **Computing** – use technology purposefully to create and manipulate digital content. |
| **Consumables** | **Health and Safety** | **Key Designers/ Enterprise Links** |
| Existing products linked to chosen project  variety of textiles e.g. dipryl, felt, reclaimed fabric  thread, pins, needles, magnet, staplers, staples, fabric glue, left/right handed scissors, items for finishing e.g. buttons, wool, fabric paints, sequins  drawing and colouring media | Pupils should be taught to work safely, using tools equipment, materials, components and techniques appropriate to the task. Risk assessments should be carried out prior to undertaking this project. | <https://www.vogue.com/article/meet-paboy-bojang-designer-behind-the-most-joyful-cushions-on-instagram>  an example of a male cushion maker from Gambia  <https://www.thecushionshop.com/brands/> different branded cushions |