

## Textiles (technical skills and knowledge)



## What does the progression of skills and knowledge look like?

~ ~	what does the progression of skills and knowledge look like?	
Phase	Progression objectives	Vocabulary
EYFS	- Stick and decorate textiles with support.	Tier 2
	- Thread beads onto a string.	cut, join together, make, idea,
	- Begin to cut fabric using scissors.	material, scissors, glue, bead
		Tier 3
		fabric, thread, decorate, stick
Key	- Cut textiles using scissors and a template.	Tier 2
Stage 1	- Decorate textiles using crayons, paint or sticking.	suitable
	- Join textiles using glue.	
	- Use a running stitch to join textiles using pre-prepared holes.	Tier 3
	- Create simple weaving using paper or large strips of fabric.	stick, sew, mark out, finish, weave,
		textiles, warp weft
Lower	- Cut textiles with scissors safely.	Tier 2
Key	- Thread a needle and tie a knot. (e.g. wool/embroidery needle)	knot, needle, printing, stamping,
Stage 2	- Use a running stitch to join textiles.	right side, wrong side
	- Decorate textiles using stamping, printing and simple embellishment.	
	- Weave using a cardboard loom.	Tier 3
		stitch, seam, embellishment,
		running stitch, loom
Upper	- Use seam allowance and back stitch to join textiles to create a simple	Tier 2
Key	product (e.g. A cushion or soft toy).	reinforce, product
Stage 2	- Use a pattern/template to mark and cut fabric into a specific shape	
	- Use cross stitch, running stitch or satin stitch.	Tier 3
	- Use applique	template, pattern, cross stitch,
	- Thread a needle and tie a knot, including finishing a thread and starting a	running stitch, satin stitch,
	new one within a project.	applique, wadding, embroidery,
	- Choose appropriate materials for a textile product based on its use.	hem,
	- Weave using a variety of materials.	pattern pieces, pins, button
	- Sew a button or bead onto a project.	
Key	- Use different fastenings to create a functional product.	Tier 2
Stage 3	- Create own pattern pieces to cut fabric into shapes for their own design.	construction, composition,
	- Use back stitch and/or running stitch to construct a basic product (eg toy	complexity, hazard, silhouette,
	or cushion).	sustainability, symmetry,
	- Use a range of decorative techniques to add designs to fabric.	
	- Understand how to use a range of dye techniques (tie dye, marbling) to	Tier 3
	add colour and pattern to plain fabric.	Applique, cotton, decorative,
	- To understand the difference between decorative and constructive	Embroidery, fibre, image transfer,
	techniques.	interfacing, resist dye method,
	- Understand how to use a sewing machine for decorative (machine	texture, tie dye, mono print, natural,
	embroidery) and constructive purposes.	repeat, synthetic, texture, weave,
	- Be able to identify appropriate market level for different techniques.	yarn.
	- Develop understanding of roles within the textiles industry.	
	- To understand the differences and properties of a range of natural and	
	manmade fabrics	
	- To understand the impact of the textiles / fashion industry on the	
	environment.	