



<u>Key Vocabulary</u>

names of fabrics fastening

lustening

compartment

structure

finishing technique,

strength, weakness,

template, pattern,

wastage

thread, stitch, seam, fray user, purpose, prototype annotated sketch

innovative

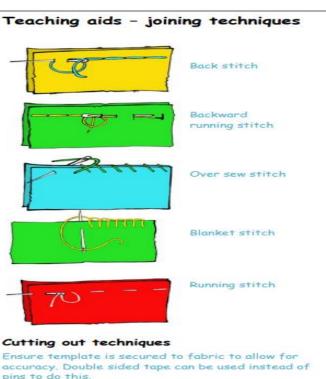
Key Skills

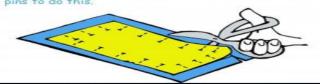
Textile

- Create 3D products using pattern pieces and seam allowance.
- Understand pattern layout.
- Decorate textile appropriately (before joining components).
- Pin and tack fabric pieces together.

• Join fabrics using over sewing, backstitch or blanket stitch. Design, Make, Evaluate

- Record ideas using annotated diagrams.
- Select from a range of tools
- Consider and explain how the finished product could be improved related to design criteria.





Teaching Sequence

1	2	3	4	5	6
• Understand the design process. 'Ask' What are we trying to solve.	 'Imagine' How could we solve the problem? Research what is already available. 	•'Plan' How can I improve on existing solution or make a new one.	• 'Create' Develop skills needed to create my solution.	• 'Evaluate' How succesfully does my product solve the problem. What could I 'improve'	 'Share' How would I promote my solution to a wider audience?

