


KS1 DT		Cycle B- Year 1/2 - Summer - Textiles - Puppets	
Design		Make	Evaluate
<ul style="list-style-type: none"> <li>• Use pictures and words to convey what they want to design/make.</li> <li>• Propose more than one idea for their product.</li> <li>• Use kits/reclaimed materials to develop more than one idea.</li> <li>• Model ideas with kits, reclaimed materials.</li> <li>• Select appropriate technique explaining: First... Next... Last....</li> <li>• Explore ideas by rearranging materials.</li> <li>• Select pictures to help develop ideas.</li> <li>• Use drawings to record ideas as they are developed.</li> <li>• Add notes to drawings to help explanations.</li> <li>• Describe their models and drawings of ideas and intentions.</li> </ul>		<ul style="list-style-type: none"> <li>• Discuss their work as it progresses.</li> <li>• Select materials from a limited range that will meet the design criteria.</li> <li>• Select and name the tools needed to work the materials.</li> <li>• Explain what they are making.</li> <li>• Explain which materials they are using and why.</li> <li>• Name the tools they are using.</li> <li>• Describe what they need to do next.</li> </ul>	<ul style="list-style-type: none"> <li>• Explore existing products and investigate how they have been made.</li> <li>• Decide how existing products do/do not achieve their purpose.</li> <li>• Talk about their design as they develop and identify good and bad points.</li> <li>• Note changes made during the making process as annotation to plans/drawings.</li> <li>• Say what they like and do not like about items they have made and attempt to say why.</li> <li>• Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user.</li> </ul>
Key Learning		Vocabulary	Creator - Harry Corbett
<ul style="list-style-type: none"> <li>• Cut out shapes which have been created by drawing round a template onto the fabric.</li> <li>• Join fabrics by using e.g running stitch, glue, staples, over sewing, tape.</li> <li>• Decorate fabrics with attached items e.g buttons, beads, sequins, braids, ribbons.</li> </ul>		<ul style="list-style-type: none"> <li>• stitch,</li> <li>• fabric,</li> <li>• material,</li> <li>• thread,</li> <li>• cotton,</li> <li>• needle,</li> <li>• joining and finishing techniques,</li> <li>• tools,</li> <li>• fabrics and components,</li> <li>• template,</li> <li>• pattern pieces,</li> <li>• mark out,</li> <li>• join,</li> <li>• decorate, finish</li> </ul>	 <p>Harry Corbett was an English magician, puppeteer and television presenter. He was best known as the creator of the glove puppet character Sooty in 1952.</p>
National Curriculum links:			

<ul style="list-style-type: none"> <li>• Develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world</li> <li>• Build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users</li> <li>• Critique, evaluate and test their ideas and products and the work of others</li> </ul>			
Design	Make	Evaluate	Technical knowledge
<ul style="list-style-type: none"> <li>• Design purposeful, functional, appealing products for themselves and other users based on design criteria</li> <li>• Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology</li> </ul>	<ul style="list-style-type: none"> <li>• select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]</li> <li>• select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics</li> </ul>	<ul style="list-style-type: none"> <li>• Explore and evaluate a range of existing products</li> <li>• Evaluate their ideas and products against design criteria</li> </ul>	<ul style="list-style-type: none"> <li>• Build structures, exploring how they can be made stronger, stiffer and more stable</li> <li>• Explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products.</li> </ul>