

| Design |
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| -Research work of <br> Romero Britto <br> -Create 4 design ideas <br> and develop into a final <br> cushion design |
| Half Term $2 \boldsymbol{\&} \mathbf{3}$ | | Make-front of cushion |
| :---: |
| Apply design using a |
| variety of decorative |
| textiles techniques- |
| fabric painting, image |
| transfer, applique |


-Introduce design brief
-Identify and profile target audience -Create a mood board to inspire design ideas
-Produce a range of initial ideas for the cube taking into consideration target audience -Develop a 3D drawing of the cube which is labelled and annotated

Half Term 2 \& 3


Make
Using the 6 completed squares, construct the cube using the principle of cube using the principle of
$a$ "net". Focus on quality and accuracy

Half Term 4 \& 5


Make
Produce 6 fabric squares which include a range of
textile techniques and
components to add educational value through
colour and texture

Half Term 3 \& 4

Half Term 2 \& 3


