Aspect of D&T

Focus

Textiles

Combining different fabric shapes

What could children design, make and evaluate?

tablet case mobile phone carrier shopping bag insulating bag hat/cap garden tool belt slippers sandals fabric advent calendar fabric door stop other - specify

9. Project title

Design, make and evaluate a (product) (user) for (purpose).

Intended users

themselves younger children older children teenagers parents school grandparents teachers gardeners other - specify

Purpose of products

educational interests hobbies celebration environmental lifestyle religious protection other - specify

Health and safety

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.

Related learning in other subjects

formulate, articulate and justify answers,

Science – work scientifically investigating

types of scientific enquiries to answer

William Morris, Amanda Wakeley.

properties of fabrics. Children plan different

History - significant person/people in their

locality linked to textiles and products e.g.

arguments and opinions. Consider and

Spoken language – ask questions,

evaluate different viewpoints.

Key vocabulary

existing textile products for investigation and deconstruction linked to their product

Possible

resources

wide selection of textiles including reclaimed and reusable fabrics, dipryl

pins, needles, thread, measuring tape, left/right handed fabric scissors, pinking shears iron, iron transfer paper, sewing machine

range of fastenings, materials for insulating or strengthening e.g. bubble wrap, wadding, interfacing

finishing materials e.g. sequins, buttons, fabric paints

seam_seam_allowance

wadding, reinforce, right side, wrong side, hem, template, pattern pieces

name of textiles and fastenings used, pins. needles, thread, pinking shears, fastenings, iron transfer paper

design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up, prototype

Key learning in design and technology

Prior learning

- Experience of basic stitching, joining textiles and finishing techniques.
- Experience of making and using simple pattern pieces.

Designing

- · Generate innovative ideas by carrying out research including surveys, interviews and questionnaires.
- Develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes and, where appropriate, computeraided design.
- Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.

Making

- Produce detailed lists of equipment and fabrics relevant to their tasks.
- Formulate step-by-step plans and, if appropriate, allocate tasks within a team.
- Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. Work within the constraints of time, resources and cost

Evaluating

- Investigate and analyse textile products linked to their final product.
- Compare the final product to the original design specification.
- Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.
- Consider the views of others to improve their work.

Technical knowledge and understanding

- A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.
- Fabrics can be strengthened, stiffened and reinforced where appropriate.

Investigative and Evaluative Activities (IEAs)

Design, Make and Evaluate Assignment (DMEA)

of fabrics to be used and the types of stitching that will be incorporated.

giving a well-structured oral evaluation, speaking clearly and fluently.

- Children investigate, analyse and evaluate a range of existing products which have been produced by combining fabric shapes. Investigate work by designers and their impact on fabrics and products. Use questions to develop children's understanding e.g. Is the product functional or decorative? Who would use this product? What is its purpose? What design decisions have been made? Do the textiles used match the intended purpose? What components have been used to enhance the appearance? To what \(\(\) extent is the design innovative?
- Children investigate and analyse how existing products have been constructed. Children disassemble a product and evaluate what the fabric shapes look like, how the parts have been joined, how the product has been strengthen and stiffened, what fastenings have been used and why.
- Children investigate properties of textiles through investigation e.g. exploring insulating properties, water resistance, wear and strength of textiles.

Focused Tasks (FTs)

their product.

within a team if appropriate.

- Develop skills of threading needles and joining textiles using a range of stitches. This activity must build upon children's earlier experiences of stitches e.g. improving appearance and consistency of stitches and introducing new stitches. If available, demonstrate and allow children to use sewing machines to join fabric with close adult supervision.
- Develop skills of sewing textiles by joining right side together and making seams. Children should investigate how to sew and shape curved edges by snipping seams, how to tack or attach wadding or stiffening and learn how to start and finish off a row of stitches.
- Develop skills of 2-D paper pattern making using grid or tracing paper to create a 3-D dipryl mock-up of a chosen product. Remind/teach how to pin a pattern on to fabric ensuring limited wastage, how to leave a seam allowance and different cutting techniques.
- Develop skills of computer-aided design (CAD) by using on-line pattern making software to generate pattern pieces. Investigate using art packages on the computer to design prints that can be applied to textiles using iron transfer paper.

Set an authentic and meaningful design brief. Children generate ideas by carrying out research using

e.g. surveys, interviews, guestionnaires and the web. Children develop a simple design specification for

Communicate ideas through detailed, annotated drawings from different perspectives and/or computer-

aided design. Drawings should indicate design decisions made, the methods of strengthening, the type

Produce step-by-step plans, lists of tools equipment, fabrics and components needed. Allocate tasks

Incorporate simple computer-aided manufacture (CAM) if appropriate e.g. printing on fabric. Children

use a range of decorating techniques to ensure a well-finished final product that matches the intended

Evaluate both as the children proceed with their work and the final product in use, comparing the final

manufacture, functionality, innovation shown and fitness for intended user and purpose, considering

others' opinions. Communicate the evaluation in various forms e.g. writing for a particular purpose,

Make high quality products applying knowledge, understanding and skills from IEAs and FTs.

product to the original design specification. Critically evaluate the quality of the design, the

subjects

Related learning in other

- Mathematics apply knowledge of how 2-D nets can be formed into 3-D shapes; apply skills of accurate measuring using standard units i.e. cm/mm.
- Art and design investigate methods of adding colour, pattern and texture on to textiles and how to make their own textiles through weaving or felt making.
- Computing children express themselves and develop ideas using a range of information and communication technology

Related learning in other subjects

- drawing skills.
- Writing and computing write and record a radio advert, making use of persuasive writing features, sound effects and music to promote the final
- Computing children express themselves and develop ideas using a range of information and communication technology resources.
- evaluate others' viewpoints. Give a well-structured oral evaluation to include relevant technical vocabulary

- Art and design use and apply
- product or event it is advertising.
- **Spoken language** consider and

Visits and visitans	п :
Visits and visitors Seamstress Year 12/13 textile students from KLB Deb Williams (specialism)	Experiences and events. https://bristolsewingschool.co uk/workshops-and-courses/
Key Texts	Links https://www.data.org.uk/reso urce-shop/primary/9-to-11- years/designer-bags/
	https://www.data.org.uk/resource-shop/primary/9-to-11-years/designing-with-textiles/
	https://www.data.org.uk/resource-shop/primary/textiles/fancy-a-bag/
Community events and links Clothes banks Clothes 4 cause	Global issues Textile waste and its impact or the environment.
Famous People William Morris Amanda Wakeley	Life Skills Problem solving Perseverance Creativity

