



Project objective

Design, make and evaluate a protective cover (product) for a class mate (user) for protecting their phone (purpose).

<p>Running Stitch</p> <p>A quick, easy stitch used to join fabric together. Also used for decoration.</p>	<p>Backstitch</p> <p>A strong stitch, useful for holding seams together.</p>
<p>Whipstitch</p> <p>A simpler version of blanket stitch.</p>	<p>Blanket Stitch</p> <p>A decorative stitch for strengthening edges.</p>

Make a paper template on squared paper and cut it out.

Design and Technology Knowledge Organiser

Year 6— Textiles- Combining fabric shapes - Phone case

Technical Knowledge and understanding.

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.

Focused skills

- 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.
- 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.

Vocabulary

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

<p style="text-align: center;">Prior Learning</p> <ul style="list-style-type: none"> • Experience of basic stitching, joining textiles and finishing techniques. • Experience of making and using simple pattern pieces. 	<p style="text-align: center;">Designing</p> <ul style="list-style-type: none"> • 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, computer-aided design. • Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.
<p style="text-align: center;">Making</p> <ul style="list-style-type: none"> • 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. 	<p style="text-align: center;">Evaluating</p> <ul style="list-style-type: none"> • 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