**Progress in Design Technology – Textiles**

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|  | **Year 1** | **Year 2** | **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Textiles** | **Example project:**  **Puppets**  **Content: Different ways of joining fabrics together.**  **Design:**  Work within different contexts.  Design and make for themselves or others.  Use existing knowledge to generate their own original designs.  Begin to develop and communicate ideas by talking and drawing.  **Make:**  Select suitable equipment.  Sequence steps for construction.  Follow procedures for safety and hygiene.  Measure, mark out, shape and cut materials.  **Evaluate:**  Talk about how to make their product better.  **Technical knowledge:**  Know different ways fabric can be joined.  Understand how to prepare fabric for joining. | **Example project:**  **Pouches**  **Content: Use running stitch to join fabric together.**  **Design:**  Design and make for themselves or others.  Use existing knowledge to generate their own original designs.  Consider purpose in the design process.  **Make:**  Thread a needle.  Sew using running stitch.  Prepare fabrics for sewing.  Sequence steps for construction.  Follow procedures for safety and hygiene.  Measure, mark out, shape and cut materials accurately.  **Evaluate:**  Discuss the making process and finished product.  Talk about how to make their product better.  **Technical knowledge:**  Identify parts of a needle (point/eye).  Understand alternative ways of joining fabrics and embellishments. | **Example project:**  **Cushions**  **Content: Sew cross stitch and applique.**  **Design:**  Design for a purpose.  Indicate design features of their products.  Gather information about the needs/wants of individuals or groups.  Develop their own design criteria.  Share and clarify ideas through discussion.  Model ideas using prototypes.  Use annotated diagrams and some computer-aided design packages, to develop and communicate ideas.  Generate realistic ideas, focussing on the needs of the user.  **Make:**  Use more demanding practical skills i.e. cross stitch and applique.  Order the main stages of making.  Follow procedures for safety and hygiene.  Measure, mark out, cut, shape, assemble, join and combine a range of materials and components with some accuracy.  Apply some finishing techniques.  **Technical knowledge:**  Know how a cushion is constructed (nets).  Understand that fabrics can be layered for effect.  Know different types of stitches. | **Example project:**  **Fastenings – book sleeve.**  **Content: Explore different types of fabric fastenings.**  **Design:**  Design for others and plan production.  Model ideas using templates.  Use the views of others to improve designs.  Use annotated sketches, some cross-sectional drawings and computer-aided design packages to develop and communicate ideas.  Make design decisions that take account of the availability of resources.  **Make:**  Confidently select suitable tools, materials and equipment and explain their choices giving evidence.  Order the main stages of making in logical steps.  Follow procedures for safety and hygiene.  Measure, mark out, cut, shape, assemble, join and combine fabrics using stitches and fastenings with accuracy.  **Evaluate:**  Research existing products. Identify the strengths and areas for development in their own and other’s designs.  Consider the views of others, including intended users to improve their work.  Refer to their design criteria as they design, make and evaluate.  Investigate and analyse how well products have been made and whether they achieved their purpose.  **Technical knowledge:**  Understand the benefits of stitching.  Know how to use templates. | **Example project:**  **Stuffed toys.**  **Content: Using blanket stitch.**  **Design:**  Gather information about the needs/wants of individuals or groups.  Develop their own design criteria and specification and  describe in detail the design features.  Share and clarify ideas confidently through discussion.  Model ideas using prototypes.  Use annotated sketches, cross-sectional drawings, exploded diagrams to develop and communicate ideas.  Generate realistic ideas, focussing on the needs of the user.  Make design decisions that take account of the availability of resources.  Generate innovative ideas from prior research.  Make design decisions based on time, cost and resources constraints.  **Make:**  Confidently select  materials and components suitable for the task.  Formulate step-by-step plans as a guide to making.  Measure, mark out, cut, shape, assemble, join and combine materials with accuracy.  Accurately apply several finishing techniques.  Use techniques that involve several steps.  Be resourceful when tackling practical problems.  **Evaluate:**  Compare 3D object to 2D design.  Consider the views of others, including intended users to improve their work.  Refer to their design criteria throughout the design, make and evaluate process.  Critically evaluate the quality of the design, manufacture and fitness for purpose of their products.  Investigate and analyse how well products have been made and whether they achieved their purpose.  **Technical knowledge:**  Understand construction methods for 3D shapes.  Know how to create a hidden seam. | **Example project:**  **Waistcoats.**  **Content: Measure, cut and assemble fabric.**  **Design:**  Develop their own design criteria and specification and describe in detail the design features.  Model ideas using pattern pieces and prototypes.  Use annotated sketches, cross-sectional drawings, exploded diagrams to develop and communicate ideas.  Make design decisions that take account of the availability of resources.  Make design decisions based on time, cost and resources constraints.  **Make:**  Use pattern pieces.  Measure, mark out, cut, shape, assemble and join fabric using running stitch.  Accurately apply several finishing techniques.  Be resourceful when tackling practical problems.  **Evaluate:**  Consider the views of others to improve their work.  Refer to their design criteria throughout the design, make and evaluate process.  **Technical knowledge:**  Understand the use of patterns to create items of clothing.  Know how to create a hidden seam. |