



Year group: Year 2

Term: Autumn

Subject: Design Technology – Textiles - Puppets

Prior learning

EYFS

Early experiences of exploring and using different fabrics, cutting and joining fabrics with different techniques.

What comes next?

Year 3 – Summer Term – 2D shape to 3D product

Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing. Select fabrics and fastenings according to their functional characteristics e.g. strength and aesthetic qualities.

Notes and guidance

Investigate fabrics to determine which is best for the purpose of the product they are creating.

Using prepared teaching aids demonstrate the use of a template or simple paper pattern. Children could make their own templates or paper patterns.

Using prepared teaching aids demonstrate the correct use of tools to mark out, tape or pin the fabric to the templates or paper patterns and cut out the relevant fabric pieces for the product.

Using prepared teaching aids demonstrate appropriate examples of joining techniques for children to practice in guided groups e.g. running stitch including threading own needle, stapling, lacing and glueing. Talk about the advantages and disadvantages of each technique.

Using prepared teaching aids, demonstrate examples of finishing techniques for children to practice in guided groups. sewing buttons 3D fabric paint, gluing sequins, printing.

Evaluate their final design for the intended purpose.

Three alternative ways of using templates and simple pattern pieces

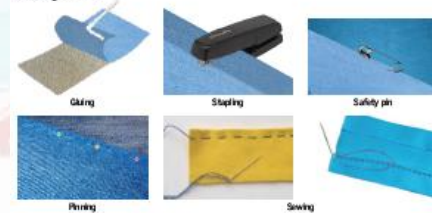


Use clear sticky tape to position pattern on fabric. Cut around the pattern.

Use soft white crayon or soft white pencil to draw around the pattern prior to cutting out.

Use pins to secure the pattern on the fabric. Cut around the pattern.

Exploring and evaluating joining techniques



Finishing techniques



Key vocabulary

Template, Sew, Seam, Stitch

Substantive Knowledge

To know how simple 3D textiles are made, using a template to create two identical shapes.
To know how to join fabrics using different techniques e.g. running stitch, glue, over stitch and stapling.
To know vocabulary of template, sew, stitch and seam.

Disciplinary Knowledge

To know that designers explore and evaluate a range of existing textile products relevant to the project they are intending to make.

Procedural Knowledge

To select from and use a range of tools and equipment to perform practical tasks such as: marking out, cutting, joining and finishing.

Links to other curriculum areas

RE – Christmas
Science – Materials

End Points

- To be able to use creativity and imagination to create high quality products.
- To master the use of a range of design technology tools and techniques.
- To be able to design, make and evaluate their products referring to whether it is fit for purpose and meets the design criteria.



DESIGN



Key vocabulary explanations.

- **Template** – A flat shape you draw around to help you cut something out in the right size or pattern.
- **Sew** – To join pieces of fabric together using a needle and thread.
- **Seam** – The line where two pieces of fabric are joined after you sew them.
- **Stitch** – The small loops of thread you make when you sew.

DESIGN

Resources to use

- **For fabric investigation:**
- A selection of different fabrics (cotton, felt, denim, polyester, fleece, hessian, netting, etc.)
- Spray bottles of water (to test absorbency)
- Small weights (to test stretch/strength)
- **For templates and patterns:**
- Large sheets of paper / card for templates
- Pre-cut example templates (shapes like bags, puppets, cushions)
- Pencils, rulers, scissors
- **For marking out and cutting:**
- Fabric scissors
- washable fabric pens
- Pins, masking tape or clips
- **For joining techniques:**
- Needles, thread /wool
- Small staplers + staples
- Hole punch & laces / string
- Fabric glue
- **For finishing techniques:**
- Buttons, sequins, beads
- fabric paint
- Block printing sponges/shapes + fabric paint
- Glue guns (with supervision)