



Year group: Year 3  
Term: Summer  
Subject: Design Technology – Textiles – purse /wallet

### Prior learning

#### EYFS

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

#### Year 2 – Templates and Joining

The children will have had experience of creating a template and using sewing stitches to make a puppet.

#### What comes next?!

#### Year 5 – Combining Different Fabric Shapes

The children will have experience of creating and making a bag with a button or zip fastening.

### Notes and guidance

Demonstrate a range of stitching techniques and allow children to practise sewing two small pieces of fabric together, demonstrating the use of, and need for, seam allowances.

Allow children to use a textile product they have taken apart to create a paper pattern using 2-D shapes.

Provide a range of fabrics – children to consider whether fabrics are suitable for the chosen purpose and user. The fabrics also can be used for demonstrating and testing out a range of decorative finishing techniques e.g. appliqué, embroidery, fabric pens/paints, printing.

Use questioning to develop understanding e.g. Which joining technique makes the strongest seam? Why? Which stitch is appropriate for the purpose? Which joining techniques are suitable for the fabric and purpose? How can you stiffen your fabric? What is the purpose of the fastenings? Which one is most suited to the purpose and user? What decorative techniques have been used?

### Key vocabulary

Stiffening Seam allowance Fastenings Techniques

#### Teaching aids - joining techniques



Back stitch



Backwards running stitch



Over sew stitch



Blanket stitch



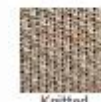
Running stitch



Bonded



Woven

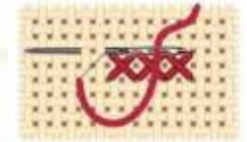


Knitted



Felted

#### Decorative Techniques



Embroidery stitches e.g. cross-stitch

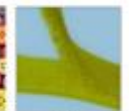


Appliqué by gluing or stitching

#### Possible fastenings



Buttons



Velcro

#### Cutting out techniques



Ensure template is secured to fabric to allow for accuracy. Double sided tape can be used instead of pins to do this.



Place pattern pieces carefully to avoid wastage.

### Substantive Knowledge

I know how to strengthen, stiffen and reinforce existing fabrics.

I know some of the sewing stitches I can use to securely join two pieces of fabric together.

I know what a pattern is and understand the need for patterns and seam allowances.

I know some of the ways you can fasten things together (Velcro button etc..)

### Disciplinary Knowledge

I know that designers produce annotated sketches, prototypes, final product sketches and pattern pieces.

I know that designers test their product against the original design criteria and with the intended user.

### Procedural Knowledge

I can plan the main stages of making.

I know how to select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.

I can select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.

### Links to other curriculum areas

Science – Materials

Maths – Measuring - Shape

### 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 definitions.

- **Stiffening** — Making fabric or material stronger or firmer so it keeps its shape.
- **Seam allowance** — The extra fabric left at the edge when you sew two pieces together.
- **Fastenings** — Things used to close or join clothing or materials, like buttons, zips, or Velcro.
- **Techniques** — Different ways of doing something, like sewing, cutting, or folding.

DESIGN