



Design and Technology

Year 1 – Textiles – Puppets

Prior Learning	Year 1	Future Learning
In EYFS, children will:	In Year 1, children will:	In Year 2, children will:
<p>Design</p> <ul style="list-style-type: none"> - Discussing what a good design needs. Designing a simple pattern with paper. - Designing a bookmark. <p>Make</p> <ul style="list-style-type: none"> - Choosing from available materials. - Developing fine motor/cutting skills with scissors. - Exploring fine motor/threading and weaving (under, over technique) with a variety of materials. - Using a prepared needle and wool to practise threading. <p>Evaluate</p> <ul style="list-style-type: none"> - Reflecting on a finished product and comparing to their design. <p>Technical Knowledge</p> <ul style="list-style-type: none"> - To know that a design is a way of planning our idea before we start. - To know that threading is putting one material through an object. 	<p>Design</p> <ul style="list-style-type: none"> - Using a template to create a design for a puppet. <p>Make</p> <ul style="list-style-type: none"> - Cutting fabric neatly with scissors. - Using joining methods to decorate a puppet. - Sequencing steps for construction. <p>Evaluate</p> <ul style="list-style-type: none"> - Reflecting on a finished product, explaining likes and dislikes. <p>Technical Knowledge</p> <ul style="list-style-type: none"> - To know that 'joining technique' means connecting two pieces of material together. - To know that there are various temporary methods of joining fabric by using staples, glue or pins. - To understand that different techniques for joining materials can be used for different purposes. - To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. 	<p>Design</p> <ul style="list-style-type: none"> - Designing a pouch. <p>Make</p> <ul style="list-style-type: none"> - Selecting and cutting fabrics for sewing. - Decorating a pouch using fabric glue or running stitch. - Threading a needle. - Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. - Neatly pinning and cutting fabric using a template. <p>Evaluate</p> <ul style="list-style-type: none"> - Troubleshooting scenarios posed by teacher. - Evaluating the quality of the stitching on others' work. - Discussing as a class, the success of their stitching against the success criteria. - Identifying aspects of their peers' work that they particularly like and why. <p>Technical Knowledge</p>

	<ul style="list-style-type: none"> - To know that drawing a design idea is useful to see how an idea will look. 	<ul style="list-style-type: none"> - To know that sewing is a method of joining fabric. - To know that different stitches can be used when sewing. - To understand the importance of tying a knot after sewing the final stitch. - To know that a thimble can be used to protect my fingers when sewing. 	
<p>Vocab</p> <p>Decorate, design, fabric, glue, model, hand puppet, safety pin, staple, stencil, template</p>			
<p>Pupils who are secure will be able to:</p>			
<ul style="list-style-type: none"> - Join fabrics together using pins, staples or glue. - Design a puppet and use a template. - Join their two puppets' faces together as one. - Decorate a puppet to match their design. 			
<p>National Curriculum Subject Content</p>			
<p>Design</p>	<p>Make</p>	<p>Evaluate</p>	<p>Technical Knowledge</p>
<ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria. - Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 	<ul style="list-style-type: none"> - Select from and use a range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing). - Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. 	<ul style="list-style-type: none"> - Explore and evaluate a range of existing products. - Evaluate their ideas and products against design criteria. 	<ul style="list-style-type: none"> - Build structures, exploring how they can be made stronger, stiffer and more stable. - Explore and use mechanisms (for example, levers, sliders, wheels and axles), in their products.