



Design and Technology

Year 2 – Textiles – Pouches

| Prior Learning | Year 2 | Future Learning |
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| In Year 1, children will: | In Year 2, children will: | In Year 3, children will: |
| <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. - Selecting and cutting fabrics for sewing. <p>Make</p> <ul style="list-style-type: none"> - 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>Design</p> <ul style="list-style-type: none"> - Designing and making a template from an existing cushion and applying individual criteria. <p>Make</p> <ul style="list-style-type: none"> - Follow design criteria to create a cushion. - Select and cut fabrics with ease using fabric scissors. - Thread needles with greater independence. - Tie knots with greater independence. - Sew cross stitch to join fabric. - Decorate fabric using appliqué. - Complete design ideas with stuffing and sewing the edges (Cushions). <p>Evaluate</p> <ul style="list-style-type: none"> - Evaluating an end product and thinking of other ways in which to create similar items. <p>Technical Knowledge</p> <ul style="list-style-type: none"> - Threading needles with greater independence. - Tying knots with greater independence. |

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| <ul style="list-style-type: none"> - To know that drawing a design idea is useful to see how an idea will look. | Technical Knowledge <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. | <ul style="list-style-type: none"> - Sewing cross stitch and applique. - Understanding the need to count the thread on a piece of in each even weave fabric in each direction to create uniform size and appearance. |
| | Vocab | |
| | decorate, fabric, fabric glue, knot, needle, needle threader, running stitch, sew, template, thread | |

Pupils who are secure will be able to:

- Sew a running stitch with regular-sized stitches and understand that both ends must be knotted.
- Prepare and cut fabric to make a pouch from a template.
- Use a running stitch to join the two pieces of fabric together.
- Decorate their pouch using the materials provided.

National Curriculum Subject Content

| Design | Make | Evaluate | Technical Knowledge |
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| <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 | <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 | <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. - Use the basic principles of a healthy and varied diet to prepare dishes. |

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| and communication technology. | ingredients, according to their characteristics. | | - Understand where food comes from. |
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