



Design and Technology

Year 3 – Textiles – Cross-Stitch and Applique

Prior Learning	Year 3	Future Learning
In Year 2, children will:	In Year 3, children will:	In Year 4, children will:
<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. 	<p>Design</p> <ul style="list-style-type: none"> - Designing a Roman purse. <p>Make</p> <ul style="list-style-type: none"> - Make and test a paper template with accuracy and in keeping with the design criteria. - Measure, mark and cut fabric using a paper template. - Select a stitch style to join fabric, working neatly by sewing small, straight stitches. - Incorporate fastening to a design. <p>Evaluate</p> <ul style="list-style-type: none"> - Testing and evaluating an end product against the original design criteria. - Deciding how many of the criteria should be met for the product to be considered successful. - Suggesting modifications for improvement. <p>Technical Knowledge</p> <ul style="list-style-type: none"> - Understanding that there are different types of fastenings and what they are.

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. 	<ul style="list-style-type: none"> - Articulate the benefits and disadvantages of different fastening types.
	Vocab Applique, Cross-stitch, Design, Equipment, Fabric, Patch, Running stitch, Thread	

Pupils who are secure will be able to:

- Use a cross-stitch to join two pieces of fabric together.
- Design and cut the template for a cushion.
- Use cross-stitch and appliqué to decorate a cushion face.
- Make a cushion that includes appliqué and cross-stitch.

National Curriculum Subject Content

Design	Make	Evaluate	Technical Knowledge
<ul style="list-style-type: none"> - Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups. - Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, 	<ul style="list-style-type: none"> - Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately - Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities. 	<ul style="list-style-type: none"> - Investigate and analyse a range of existing products. - Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work. - Understand how key events and individuals in design and technology have helped shape the world. 	<ul style="list-style-type: none"> - Apply their understanding of how to strengthen, stiffen and reinforce more complex structures. - Understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] - Understand and use electrical systems in their products [for example, series circuits incorporating switches,

<p>pattern pieces and computer-aided design.</p>			<p>bulbs, buzzers and motors].</p> <ul style="list-style-type: none">- Apply their understanding of computing to program, monitor and control their products.
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