Design and Technology

Year 4 – Textiles – Fastenings

Prior Learning

In Year 3, children will:

Design

- Designing and making a template from an existing cushion and applying individual criteria.

Make

- 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).

Evaluate

- Evaluating an end product and thinking of other ways in which to create similar items.

Technical Knowledge

- Threading needles with greater independence.

Year 4

In Year 4, children will:

Design

- Designing a Roman purse.

Make

- 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.

Evaluate

- 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.

Technical Knowledge

- Understanding that there are different types of fastenings and what they are.

Future Learning

In Year 5, children will:

Design

- Designing a stuffed toy considering the main component shapes required and creating an appropriate template.
- Considering the proportions of individual components.

Make

- Creating a 3D stuffed toy from a 2D design.
- Measuring, marking and cutting fabric neatly and independently.
- Creating string and secure blanket stitches when joining fabric.
- Using applique to attach pieces of fabric decoration.

Evaluate

- Testing and evaluating an end product and giving further improvements.

Technical Knowledge

- Learning how to sew blanket stitch to join fabric.

- Tying knots with greater independence. - 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.	- Articulate the benefits and disadvantages of different fastening types. **Vocab** Fabric, Fastening, Fix	- Applying blanket stitch so the space between the stitches are even and regular. - Threading needles independently.

Pupils who are secure will be able to:
- Identify the features, benefits and disadvantages of a range of fastening types. - Write design criteria and design a sleeve that satisfies the criteria. - Make a template for their book sleeve. - Assemble their case using any stitch they are comfortable with.

National Curriculum Subject Content			
Design	Make	Evaluate	Technical Knowledge
- 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, pattern pieces and computer-aided design.	- 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.	- 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.	- 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, bulbs, buzzers and motors].

			- Apply their understanding of computing to program, monitor and control their products.