

Progression of skills – Design and Technology (Textiles)

<https://classroom.thenational.academy/units/textiles-combining-different-fabric-shapes-d99f>

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Design	Begin to use the language of designing and making e.g., join, build, shape, stick, place, put, Look at different design templates. Think of ideas. Learn about planning and adapting initial ideas to make them better.	Using a template to create a design for a puppet	Designing a pouch	Designing and making a template from an existing cushion and applying individual criteria.	Designing a Roman purse.	Designing a stuffed toy considering the main component shapes required and creating an appropriate template. Considering the proportions of individual components.	Designing a waistcoat or other item of clothing in accordance to specification linked to a set of design criteria to fit a specific theme. Annotating design.
Making	To learn to construct with a purpose in mind. Select tool and techniques needed to shape, assemble and join materials. e.g. attempting to cut felt/ fabric with scissors	Cutting fabric neatly with scissors. Using joining methods to decorate a puppet. Sequencing steps for construction.	Selecting and cutting fabrics for sewing. Decorating a pouch using fabric glue or a running stitch. Thread a needle. Sew a running stitch (evenly) to join fabrics. Pin and neatly cut fabric using a template	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.	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	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.	Using a template when pinning panels onto fabric. Marking and cutting fabric accurately in accordance with a design. Sewing a strong running stitch, making small, neat stitches and following the edge. Tying strong knots. Decorating a waistcoat (or similar) attaching objects using

				Complete design ideas with stuffing and sewing the edges (Cushions)			thread and adding a secure fastening.
Evaluate	Begin to talk about changes made during the making process e.g. making a decision about a different method of joining Talk about what they think well and why, which part was tricky, which part was easy, which part did they like/dislike doing and why.	Reflecting on an existing product, explaining likes and dislikes.	Solve simple, age-appropriate problems (teacher posed)	Evaluating an end product and thinking of other ways in which to create similar items.	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.	Testing and evaluating an end product and giving further improvements.	Evaluating work continually as it is created.
Technical knowledge	Learning how to use a range of tools, e.g. scissors, hole punch, large sewing needle, threading beads, stapler, glue gun, pasting (with support/modelling where necessary). Learn how everyday objects work by dismantling things.	Learning different ways in which to join Fabrics together: pinning, stapling or gluing.	Joining items using fabric glue or stitching – identifying the benefits of these techniques. Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. Neatly pinning and cutting fabric using a template.	Threading needles with greater independence. 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.	Understanding that there are different types of fastenings and what they are. Articulate the benefits and disadvantages of different fastening types.	Learning how to sew blanket stitch to join fabric. Applying blanket stitch so the space between the stitches are even and regular. Threading needles independently.	Learning different decorative stitches. Application and outcome of the individual technique. Sewing accurately with even regularity of stitches.

				Understanding that fabrics can be layered for affect.			
Vocabulary	Design Plan Scissors Product Fold Decorate Snip Glue Stick First, second, Next Creation Make Material	Design Equipment Glue Inspiration Template Technique Safety pin Method	Fabric Knot Needle Needle threader Running stitch Sew Thread	Applique Cross-stitch Design Equipment Fabric Patch Running stitch Thread	Fabric Fastening Fix	Design Model Fabric Cross-Stitch Template Stuffed toy Running stitch Applique	Annotate Decorate Design criteria Fabric Target consumer Waistcoat Waterproof