

# DESIGN AND TECHNOLOGY



**Year 6**

**Textiles**

**Design Brief:** To design, make and evaluate a bag for a family member

## End Point Knowledge and Skills – DESIGN

- Generate innovative ideas by carrying out research
- Develop, model and communicate ideas through talking, drawing and templates
- Design purposeful, functional and appealing products for the intended user that are fit for purpose based on a simple design specification.

## End Point Knowledge and Skills – MAKE

- Produce detailed lists of equipment and fabrics relevant to the tasks.
- Formulate step-by-step plans
- Select from and use a range of tools and equipment to make products that are accurately assembled and well finished.
- Work within the constraints of time and resources.

## End Point Knowledge and Skills – EVALUATE

- Investigate and analyse textile products linked to the final product.
- Compare the final product to the original design specification.
- Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose.
- Consider the views of others to improve work.

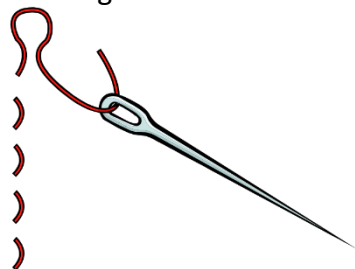
## Technical Knowledge and Understanding

- A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.
- Fabrics can be strengthened, stiffened and reinforced where appropriate.

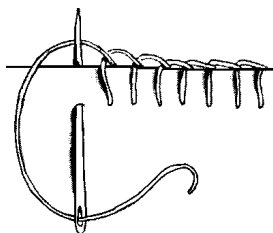
## Key Vocabulary

- **Pattern or template** – a shape drawn to exact shape and size, used to assist in cutting out.
- **Seam** – a line of stitching that joins pieces of fabrics together.
- **Seam Allowance** – extra fabric allowed for joining together - usually 1.5-2cm.
- **Appliqué** – means 'applied' - describes method of stitching/gluing patches onto fabric (originally to mend holes in worn clothes) to provide decoration.

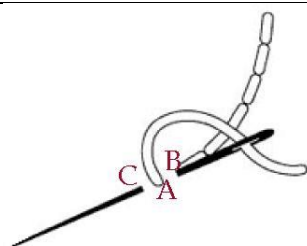
Running stitch



Blanket stitch



Back stitch



Over sewing stitch

