

## Bomere and the XI Towns Federation Knowledge Organiser—DT

Topic: Textiles	Class/Year Groups: Pimhill EYFS Y1	Term: Autumn
<p>What you already know?</p> <ul style="list-style-type: none"> <li>• Explored and used different fabrics.</li> <li>• Cut and joined fabrics with simple techniques.</li> <li>• Thought about the user and purpose of products</li> </ul>	<p>What you will learn:</p> <p><b>Designing</b> • Design a functional and appealing product for a chosen user and purpose based on simple design criteria. • Generate, develop, model and communicate their ideas as appropriate through talking, drawing, templates, mock-ups and information and communication technology.</p> <p><b>Making</b> • Select from and use a range of tools and equipment to perform practical tasks such as marking out, cutting, joining and finishing. • Select from and use textiles according to their characteristics.</p> <p><b>Evaluating</b> • Explore and evaluate a range of existing textile products relevant to the project being undertaken. • Evaluate their ideas throughout and their final products against original design criteria.</p> <p><b>Technical knowledge and understanding</b> • Understand how simple 3-D textile products are made, using a template to create two identical shapes. • Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. • Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons. • Know and use technical vocabulary relevant to the project.</p>	<p>Vocabulary</p> <p>names of existing products, joining and finishing techniques, tools, fabrics and components template, pattern pieces, mark out, join, decorate, finish features, suitable, quality mock-up, design brief, design criteria, make, evaluate, user, purpose, function</p>



### National Curriculum Objectives:

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 and communication technology

select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

explore and evaluate a range of existing products ☐ evaluate their ideas and products against design criteria

