



Design & Technology	Textiles	Year 1	Summer Term
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Statutory Requirements

- 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 range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- 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
- build structures, exploring how they can be made stronger, stiffer and more stable
- explore and use mechanisms [for example, levers, sliders, wheels and axles] in their products

Experiences (e.g hand puppets)

To take inspiration from design throughout history

- Explore objects and designs to identify likes and dislikes of the designs.
 - Suggest improvements to existing designs.
 - Explore how products have been created.
- To design, make, evaluate and improve
- Design products that have a clear purpose and an intended user.
 - Make products, refining the design as work progresses.
 - Use software to design.

Textile Opportunities

- Shape textiles using templates.
- Join textiles using running stitch.
- Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).

Key Vocabulary & Knowledge (Hand Puppets)

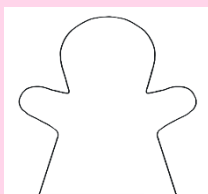
Research	Finding out ideas and/or information
Existing products	Products which have already been made.
Design	Thinking and creating ideas to solve a problem or meet a purpose
Textiles	Type of cloth or woven fabric
Functional	To serve a certain purpose
Aesthetics	Things to make products looks nice
Hand Puppet	A toy person or animal that has a soft, hollow body to place your hand in
Target Market	A group of people who will benefit/use the product.
Design specification	A list of criteria the final product should meet to be successful.
Evaluate	To check and make decisions throughout the design and making process are going to plan. To judge the quality of the final product

Some practical techniques

Design



Template



Cutting



Sewing



Decorating

