



<p><b>Y1/2 Skills and Knowledge</b></p> <p><b>Design</b></p> <ul style="list-style-type: none"> <li>• Show design meets a range of requirements and is fit for purpose</li> <li>• Begin to create own design criteria</li> <li>• Produce a plan and explain it to others</li> <li>• Include an annotated sketch</li> <li>• Make and explain design decisions considering resources</li> <li>• Begin to use ICT to show design</li> </ul> <p><b>Make</b></p> <ul style="list-style-type: none"> <li>• Select suitable tools and equipment, explain choices in relation to required techniques and use accurately</li> <li>• Select appropriate materials, fit for purpose; explain choices</li> <li>• Work through plan in order</li> <li>• Measure, mark out, cut, and shape materials/ components with some accuracy</li> <li>• Assemble, join and combine materials and components with some accuracy and apply some finishing techniques</li> </ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"> <li>• Refer to design criteria while designing and making and use it to evaluate product</li> <li>• Begin to explain how I could improve original design</li> <li>• Evaluate existing products, considering how well they've been made, materials, whether they work, how they have been made, fit for purpose</li> <li>• Know about some inventors/designers/ engineers/chefs/ manufacturers of ground-breaking products</li> </ul> <p><b>Technical Knowledge</b></p> <p><b>Textiles</b></p> <ul style="list-style-type: none"> <li>• Learn different ways in which to join fabrics together for example, pinning, stapling, gluing.</li> </ul>	<p><b>Skills and Knowledge Year 3/4</b></p> <p><b>Design</b></p> <ul style="list-style-type: none"> <li>• Use research for design ideas</li> <li>• Show design meets a range of requirements and is fit for purpose</li> <li>• Begin to create own design criteria</li> <li>• Produce a plan and explain it to others</li> <li>• Include an annotated sketch</li> <li>• Make and explain design decisions considering resources</li> <li>• Make a prototype</li> <li>• Explain how product will work</li> <li>• Begin to use ICT to show design</li> </ul> <p><b>Make</b></p> <ul style="list-style-type: none"> <li>• Select suitable tools and equipment, explain choices in relation to required techniques and use accurately</li> <li>• Select appropriate materials, fit for purpose; explain choices</li> <li>• Work through plan in order</li> <li>• Measure, mark out, cut, and shape materials/ components with some accuracy</li> <li>• Assemble, join and combine materials and components with some accuracy and apply some finishing techniques</li> </ul> <p><b>Evaluate</b></p> <ul style="list-style-type: none"> <li>• Refer to design criteria while designing and making and use it to evaluate product</li> <li>• Begin to explain how I could improve original design</li> <li>• Evaluate existing products, considering how well they've been made, materials, whether they work, how they have been made, fit for purpose</li> <li>• Know about some inventors/designers/ engineers/chefs/ manufacturers of ground-breaking products</li> </ul> <ul style="list-style-type: none"> <li>• <b>Technical Knowledge</b></li> <li>• <b>Textiles</b></li> <li>• Understand that a simple fabric shape can be used to make a 3D textiles project</li> </ul>	
<p><b>Year 1/2 DT Vocabulary</b></p> <p>Evaluate Reflect Build Cut Stick Construct Material Product Tool Equipment Shape Measure Mark Plan</p>	<p><b>Y3/4 Design Technology Vocabulary</b></p> <p>technique Templates Stiffening Seam allowance Annotated sketch Prototype Back stitch Running stitch Tacking hessian Cross stitch Loom Pinking Shears</p>	<p><b>Y3/4 Topic Specific Vocabulary</b></p> <p>Anglo-Saxon purse pouch Sutton-Hoo purse runes</p>

**By the end of the topic children will be able to successfully answer the following questions: -**

**Textiles**

- Can I design an Anglo-Saxon pouch?
- Can I learn how to join fabric by sewing?
- Can I make an Anglo-Saxon pouch?
- Can I add a sewn rune for decoration using different stitches?
- Can I make a draw string top?
- Can I evaluate an Anglo-Saxon pouch?

**Assessment**

Fact file of design/designer or invention/inventor, in book.

Design, in book.

Observation of use of skills taught in finished product.

Observation assessment of finished product – is it fit for purpose?

Evaluation of finished product, in book.