



Year 6 DT Knowledge Organiser Textiles - Combining different fabric shapes



- Subject Specific Skills**
- Keep cost constraints in mind when selecting materials in design
 - Use knowledge of art when designing
 - Be aware of commercial aspects and incorporate these into designs
 - Measure and cut out in precise detail, and make sure that finished products are carefully finished
 - Make separate elements of a model before combining into the finished article
 - Understand how an article might be mass produced
 - Produce a simple instruction manual or handbook for their product

- Prior Learning**
- Experience of basic stitching, joining textiles and finishing techniques.
 - Experience of making and using simple pattern pieces.

Key Vocabulary

seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces

name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper

design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up, prototype

Technical Knowledge:

- 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.

PROJECT TITLE

Design, make and evaluate a bag for themselves, for carrying school equipment.

Design:

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

Appliqué

Make:

- Produce detailed lists of equipment and fabrics relevant to their 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 resources and cost.

Evaluate:

- Investigate and analyse textile products linked to their final product.
- Compare the final product to the original design.
- 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 their work.

Embroidery