

<b><u>Year Group: Three</u></b>	<b><u>Subject: Design and Technology</u></b> <b><u>Textiles - 2D to 3D product</u></b>	<b><u>Topic:</u></b> <b><u>Design, make and evaluate a bookmark for myself</u></b>
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What will I learn?	Key vocabulary:	
<ul style="list-style-type: none"> <li>• How to <b>design</b> and <b>make</b> and <b>evaluate</b> a bookmark for myself, decorated with a variety of stitches.</li> <li>• I will take part in group discussions to think about what shape will my bookmark be? What fabric should I use? Which joining techniques would be the best for the fabric and pattern? How can I make my bookmark attractive?</li> <li>• I will plan in what order I will make it in.</li> <li>• I will learn how to reflection and refine my bookmark – What went well? What could I improve?</li> <li>• I will learn different stitch techniques such as back stitch, running stitch, backwards running stitch, over stitch and blanket stitch.</li> </ul>	prototype	Running stitch
	Blanket stitch	Back stitch
	Over stitch	pattern
	template	aesthetics
	Seam allowance	thread
	needle	Cross stitch
How will I learn?		
<ul style="list-style-type: none"> <li>• I will be able to copy a pattern if I find it tricky to create my own.</li> <li>• I will practise different stitches on fabric to make a prototype.</li> <li>• I will look at and investigate existing stitched book marks to see how they are made.</li> </ul>		