

## Knowledge Organiser

<b><u>Year Group: Six</u></b>	<b><u>Subject: Design and Technology</u></b>	<b><u>Topic: Textiles: Combing different fabric shapes</u></b>
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<b>What will I learn?</b>	<b>Key vocabulary:</b>
<p><b><u>To design, make and evaluate a collage, depicting and informing about pollution, drought and flood.</u></b></p> <ul style="list-style-type: none"><li>• Make high quality products applying knowledge, understanding and skills Children use a range of decorating techniques to ensure a well-finished final product that matches the intended user and purpose.</li><li>• Evaluate both as the children proceed with their work and the final product in use, comparing the final product to the original design specification. Critically evaluate the quality of the design, the manufacture, functionality, innovation shown and fitness for intended user and purpose, considering others' opinions. Communicate the evaluation in various forms e.g. writing for a particular purpose, giving a well-structured oral evaluation, speaking clearly and fluently.</li><li>• Develop skills of threading needles and joining textiles using a range of stitches. This activity must build upon children's earlier experiences of stitches e.g. improving appearance and consistency of stitches and introducing new stitches.</li><li>• Develop skills of sewing textiles by joining right side together and making seams. Children should investigate how to sew and shape curved edges by snipping seams, how to tack or attach wadding or stiffening and learn how to start and finish off a row of stitches.</li></ul>	<p>seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces</p> <p>name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper</p> <p>design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up, prototype</p>
<b>How will I learn?</b>	
<ul style="list-style-type: none"><li>• Experience of basic stitching, joining textiles and finishing techniques.</li><li>• Generate innovative ideas by carrying out research.</li><li>• Develop, model and communicate ideas through talking, drawing and templates.</li><li>• Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.</li><li>• Produce detailed lists of equipment and fabrics relevant to their tasks.</li><li>• Formulate step-by-step plans and, if appropriate, allocate tasks within a team.</li><li>• Select from and use a range of tools and equipment to make products that are accurately assembled and well finished.</li></ul>	