

	<u>Year 5</u>	<u>Year 6</u>	<u>Year 7</u>	<u>Year 8</u>
<b>Design</b>	<ul style="list-style-type: none"> <li>• <b>Develop design criteria to inform the design of appealing products.</b> Including sustainability or a given theme. <b>Investigate the design challenge and use the internet for research.</b></li> <li>• <b>Take a user's view into account when designing - F.U.M.E.S. Use research to create design ideas.</b></li> <li>• <b>Explain how a product will appeal to an audience.</b></li> <li>• Make design decisions considering time and resources.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Use internet research to develop design criteria and draw on market research to inform designs. Research existing products and contemporary art using the internet.</b></li> <li>• <b>Take user's view into account when designing - F.U.M.E.S. Develop a chosen design relating to the design brief using FUMES.</b></li> <li>• <b>Analyse design brief and research.</b></li> <li>• Consider functionality and aesthetics in choosing materials.</li> <li>• <b>Design and annotate initial ideas using research.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Develop specifications that respond to needs in a variety of situations e.g. use A.C.C.E.S.S.F.M. <b>To develop a specification in response to the design brief.</b></li> <li>• <b>To research the safety requirements of BSI in relation to toy safety.</b></li> <li>• Ideas created are linked to research. <b>To annotate design relating to safety research.</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Identify and understand user needs in the context of different cultures e.g using A.C.C.E.S.S.F.M.</b> <b>To use independent research on a designer and theme relating to the design brief.</b></li> <li>• Identify and solve their own design problems. <b>To create a plan to make.</b></li> <li>• Generate and develop a range of creative ideas using a variety of design approaches e.g. detailed sketches representing material and textures, use of different views and angles, paper modelling/prototype making, inspection of existing work/materials. <b>To generate a range of ideas relating to the design brief and research.</b> <b>To develop design ideas relating to the design specification</b></li> </ul>
<b>Make</b>	<ul style="list-style-type: none"> <li>• <b>Follow a logical plan to make my design.</b></li> <li>• <b>Use a sewing machine with basic stitches.</b></li> <li>• <b>Add decoration e.g. applique and embroidery.</b> <b>Make templates to decorate your bag.</b></li> <li>• Cut out fabric accurately.</li> <li>• <b>Use basic hand embroidery stitches e.g. running and back stitch.</b></li> <li>• Thread a needle.</li> <li>• Tie a knot.</li> <li>• <b>Use an iron.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Produce suitable lists of tools, equipment and materials, considering constraints and create a step-by-step plan.</li> <li>• <b>Adapt detailed step-by-step plans, pattern pieces and make changes while making to improve quality and finish.</b></li> <li>• <b>Choose appropriate hand stitches e.g. chain, french knots, blanket or cross stitches.</b> <b>Demonstrate a range of decorative hand stitching techniques.</b></li> <li>• Use applique.</li> <li>• Use a sewing machine for more complex shapes.</li> <li>• Work with 'right-sides together.' <b>Demonstrate an awareness of 'right-sides together.'</b></li> <li>• <b>Add a fastening.</b></li> <li>• <b>Use a range of surface decorative techniques.</b></li> <li>• <b>Create a template.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Use a wider, more complex range of materials, taking properties into consideration.</li> <li>• Set up a sewing machine. <b>To thread a sewing machine correctly.</b></li> <li>• Use a sewing machine some with precision. (5mm tolerance)</li> <li>• Use machine embroidery.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>To correctly select and use tools, techniques and machinery with precision while progressing with making.</b></li> <li>• <b>To use a sewing machine with accuracy for the seam allowance. (2mm tolerance)</b></li> <li>• Test and evaluate extensive sampling of surface decoration techniques before the generation of a final design solution.</li> <li>• <b>To use a range of decorative techniques and embellishments.</b></li> <li>• Use pre-existing skills and techniques from previous years with more accuracy.</li> </ul>
<b>Evaluate</b>	<ul style="list-style-type: none"> <li>• <b>Evaluate the quality of a design to produce the chosen idea.</b></li> <li>• <b>Evaluate finished bag against the design criteria.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Use peer assessment to help inform design decisions.</li> <li>• Explain what to improve and the effect different resources chosen may have had on the final product. <b>Evaluate the success of the final product against the design brief.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Evaluate the quality of finish within the making process - quality control.</li> </ul>	<ul style="list-style-type: none"> <li>• Test and evaluate - use third party feedback and suggested design modifications. <b>To test and evaluate against the design brief.</b></li> </ul>

Textiles Progression

<b>Technical Knowledge</b>	<ul style="list-style-type: none"> <li>• Work with different textiles materials e.g cotton, felt.</li> <li>• <b>Work with different processes e.g cutting out, joining seams, hand tacking and machine sewing. To use the sewing machine to create a straight line of stitches.</b></li> <li>• <b>To understand what a hem is and its function.</b></li> <li>• <b>Use different surface treatments and finishes e.g applique, fabric pens, dyes, embroidery. Add decorative techniques to your bag.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Work with different materials e.g. cotton, linen, polar fleece and felt.</li> <li>• <b>Work with different processes e.g. cutting out and use of pattern symbols, joining of straight and curved seams using hand tacking and sewing machine and use different surface treatments and finishes e.g. hand embroidery and applique. Create and apply surface embellishments.</b></li> </ul>	<ul style="list-style-type: none"> <li>• <b>Identify how and why pattern pieces are used when creating a product.</b></li> </ul>	<ul style="list-style-type: none"> <li>• Identify quality control issues and employ problem solving skills e.g. measuring/maths skills to ensure products are accurate. <b>To use pattern pieces to ensure an accurate shape.</b></li> </ul>
<b>Key vocabulary</b>	Knot on, knot off, pattern template, embroidery thread, iron, sewing machine	Embellishments, fastenings, surface decoration		
<b>Practical Project</b>	Plastic pollution in ocean. Zero waste bag.	Pencil case/cushion inspired by contemporary art.	Soft toy	Best of British Jester Hat
<b>Maths link</b>	Unit of measurements	Unit of measurements	Unit of measurements	Unit of measurements

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