

Lockyer's Middle School Textiles Progression

Revised to include more practical and hands-on skills. **Bold = essential learning.** Unbold = bonus

	<u>Year 5</u>	<u>Year 6</u>	<u>Year 7</u>	<u>Year 8</u>
Research and Design	Take a user's view into account when designing - F.U.M.E.S. Explain how a product will appeal to an audience. Make design decisions considering time and resources.	Analyse design brief and research. Develop a chosen design relating to the design brief using FUMES.	Develop simple specifications to inform the design of functional, appealing products that respond to the needs of users, using A.C.C.E.S.S.F.M. Analyse existing products to inform design ideas and the making Use internet research to develop design criteria and to inform designs. Generate ideas that take full account of research and communicate using clear annotations. To research the safety requirements of BSI in relation to toy safety. Annotate designs relating to safety research.	Complete independent research on a designer (e.g. Morag Myercough) linked to the design brief and use to inform own design ideas. Develop detailed specifications to inform the design of functional, appealing products that respond to the needs of users, using A.C.C.E.S.S.F.M. Identify and understand user needs in the context of different cultures e.g using A.C.C.E.S.S.F.M. Generate and develop a range of creative ideas, linked to the design brief and specification using a variety of design approaches e.g. detailed sketches representing material and textures, use of different views, paper modelling/prototype making
Make	Use a sewing machine to sew a straight line. Add surface decoration e.g. applique and embroidery.	Demonstrate a range of decorative hand stitching techniques e.g. running stitch, backstitch, cross stitch, applique Use applique	Choose from a wider, more complex range of embroidery stitches e.g. chain, french knots, blanket or cross stitches. Identify how and what pattern pieces are used, considering	Select and use tools, decorative techniques and embellishments and machinery with precision e.g. hand tacking, quilting, applique, fabric decoration, use of iron Use a sewing machine with accuracy for

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	Use basic hand embroidery stitches e.g. running and back stitch. Thread a needle. Tie a knot. Use a finishing knot to knot off	Use a sewing machine to sew around corners. Add a fastening. Work with 'right-sides together.' Cut out fabric accurately.	accuracy and tolerances. Use a sewing machine some with precision. (1cm tolerance) Consider functionality and aesthetics in choosing materials, taking properties of materials into consideration Set up a sewing machine. Use machine embroidery.	the seam allowance. (1cm tolerance) Test and evaluate extensive sampling of surface decoration techniques before the generation of a final design solution. Use pre-existing skills and techniques from previous years with more accuracy.
Evaluate	Evaluate the quality of a design to produce the chosen idea. Evaluate finished product against the design criteria.	Explain what to improve and the effect different resources chosen may have had on the final product. Use peer assessment to help inform design decisions.	Test against the design brief and specification and suggest modifications and changes.	Test against the design brief and specification to inform the redesign of a product. Use third party feedback to inform design modifications and redesign of the product.
Practical Project	Plastic pollution in ocean. Zero waste drawstring bag	Personalised pencil case	Soft toy	Headphone case
Maths link	Unit of measurements	Unit of measurements	Unit of measurements	Unit of measurements

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