



Design and technology Composites and components Cycle A/I

| Unit: | Composite: (unit objective/objectives) | Components |
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| Textiles - puppets KSI Cycle A | Design, create and decorate a puppet. | <ul style="list-style-type: none">• Know how to use a template to create a design for a puppet.• Know how to cut fabric neatly with scissors.• Know how to use joining methods to decorate a puppet.• Know how to sequence steps for construction.• Know how to reflect on a finished product and explain likes and dislikes. • Know that joining technique means connecting two pieces of material together.• Know that there are various temporary methods of joining fabric by using staples glue or pins.• Know that different techniques for joining materials can be used for different purposes.• Know that a template (or fabric pattern) is used to cut out the same shape multiple times.• Know that drawing a design is useful to see how an idea will look. |



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| Textiles - pouches KSI Cycle B | Use a running stitch to join two pieces of fabric together and add decorations to a pouch. | <ul style="list-style-type: none">• Know how to design a pouch.• Know how to select and cut fabrics for sewing.• Know how to decorate a pouch using fabric glue or running stitch.• Know how to thread a needle.• Know how to sew using running stitch, with evenly spaced, neat, even stitches to join fabric.• Know how to neatly pin and cut fabric using a template.• Know how to troubleshoot scenarios posed by the teacher.• Know how to evaluate the quality of the stitching on others' work.• Know how to discuss as a class, the success of their stitching against the success criteria.• Know how to identify aspects of their peers' work that they particularly like and why.• Know that sewing is a method of joining fabric.• Know that different stitches can be used when sewing.• Know the importance of tying a knot after sewing the final stitch.• Know that a thimble can be used to protect fingers when sewing. |



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| Textiles: Cushions LKS2 Cycle A | Design and make a cushion. | <ul style="list-style-type: none">• Know how to design and make a template from an existing cushion and applying individual design criteria.• Know how to follow design criteria to create a cushion.• Know how to select and cut fabrics with ease using fabric scissors.• Know how to thread needles with greater independence• Know how to tie knots with greater independence.• Know how to sew using cross stitch to join fabric.• Know how to decorate fabric using appliqué.• Know how to complete design ideas with stuffing and sewing the edges.• Know how to evaluate an end product and think of other ways in which to create similar items.• Know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric.• Know that when 2 edges of fabric have been joined together it is called a seam.• Know that it is important to leave space on the fabric for the seam.• Know that some products are turned inside out after sewing so the stitching is hidden. |



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| Textiles - fastenings LKS2 Cycle B | <ul style="list-style-type: none">• Write design criteria and design a sleeve that satisfies the criteria.• Make a template for their book sleeve.• Assemble their case using any stitch they are comfortable with. | <ul style="list-style-type: none">• Know how to write a design criteria for a product, articulating decisions made.• Know how to design a personalised book sleeve.• Know how to make and test a paper template with accuracy and in keeping with the design criteria.• Know how to measure, mark and cut fabric using a paper template.• Know how to select a stitch style to join fabric.• Know how to sew neatly using small regular stitches.• Know how to incorporate a fastening to a design.• Know how to test and evaluate an end product against the original design criteria.• Know that a fastening is something that holds two pieces of material together.• Know that different fastening types are useful for different purposes.• Know that creating a mock-up (prototype) of their design is useful for checking ideas and proportions. |



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| Unit: | Composite: (unit objective/objectives) | Components |
|---|--|---|
| Textiles: Stuffed toys UKS2 Cycle A | Design, create and evaluate a stuffed toy. | <ul style="list-style-type: none">• Know how to design a stuffed toy considering the main component shapes required and creating an appropriate template.• Know how to consider the proportions of individual components.• Know how to create a 3D stuffed toy from a 2D design.• Know how to measure, mark and cut fabric accurately and independently• Know how to create strong and secure blanket stitches when joining fabric.• Know how to thread needles independently• Know how to use appliqué to attach pieces of fabric decoration.• Know how to sew blanket stitch to join fabric.• Know how to apply blanket stitch so the spaces between the stitches are even and regular.• Know test and evaluate an end product and give points for further improvement• Know that blanket stitch is useful to reinforce the edges of a fabric material or join 2 pieces of fabric.• Know that blanket stitch is useful to reinforce the edges of a fabric material or join pieces of fabric.• Know that it is easier to finish simpler designs to a high standard.• Know that soft toys are often made by creating appendages separately and then attaching them to the main body.• Know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely. |



Design and technology Composites and components Cycle A/I

| Unit: | Composite: (unit objective/objectives) | Components |
|---|--|--|
| Textiles - Making waistcoats UKS2 Cycle B | <ul style="list-style-type: none">• Use a template to mark and cut out a design.• Use a running stitch to join fabric to make a functional waistcoat.• Attach a secure fastening, as well as decorative objects. | <ul style="list-style-type: none">• Know how to design a waistcoat in accordance with a specification and design criteria to fit a specific theme.• Know how to annotate designs.• Know how to use a template when pinning panels onto fabric.• Know how to mark and cut fabric accurately, in accordance with a design.• Know how to sew a strong running stitch, making small, neat stitches and following the edge.• Know how to tie strong knots.• Know how to decorate a waistcoat - attaching objects using thread and adding a secure fastening.• Know how to use a range of different decorative stitches.• Know how to sew accurately with even regularity of stitches.• Know how to evaluate work continually as it is created.• Know that it is important to design clothing with the client/target customer in mind.• Know that using a template (or clothing pattern) helps to accurately mark out a design on fabric.• Know the importance of consistently sized stitches. |