

Textiles

Progression of skills

		Year 1	Year 2
		<u>Puppets</u>	<u>Pouches</u>
Skills	Design	<ul style="list-style-type: none"> Using a template to create a design for a puppet. 	<ul style="list-style-type: none"> Designing a pouch.
	Make	<ul style="list-style-type: none"> Cutting fabric neatly with scissors. Using joining methods to decorate a puppet. Sequencing the steps taken during construction. 	<ul style="list-style-type: none"> Selecting and cutting fabrics for sewing. Decorating a pouch using fabric glue or running stitch. Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric. Neatly pinning and cutting fabric using a template.
	Evaluate	<ul style="list-style-type: none"> Reflecting on a finished product, explaining likes and dislikes. 	<ul style="list-style-type: none"> Troubleshooting scenarios posed by the teacher. Evaluating the quality of the stitching on others' work. Discussing as a class the success of their stitching against the success criteria. Identifying aspects of their peers' work that they particularly like and explaining why.
Knowledge		<ul style="list-style-type: none"> To know that 'joining technique' means connecting two pieces of material together. To know that there are various temporary methods of joining fabric by using staples, glue or pins. To understand that different techniques for joining materials can be used for different purposes. To understand that a template (or fabric pattern) is used to cut out the same shape multiple times. To know that drawing a design idea is useful to see how an idea will look. 	<ul style="list-style-type: none"> To know that sewing is a method of joining fabric. To know that different stitches can be used when sewing. To understand the importance of tying a knot after sewing the final stitch. To know that a thimble can be used to protect my fingers when sewing.

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		Year 3	Year 4
		Cross-stitch and appliqué Cushions or Egyptian collars	Fastenings
Skills	Design	<ul style="list-style-type: none"> • Designing and making a template from an existing cushion and applying individual design criteria. 	<ul style="list-style-type: none"> • Writing design criteria for a product, articulating decisions made. • Designing a personalised book sleeve.
	Make	<ul style="list-style-type: none"> • Following design criteria to create a cushion or Egyptian collar. • Selecting and cutting fabrics with ease using fabric scissors. • Threading needles with greater independence. • Tying knots with greater independence. • Sewing cross stitch to join fabric. • Decorating fabric using appliqué. • Completing design ideas with stuffing and sewing the edges (Cushions) or embellishing the collars based on design ideas (Egyptian collars). 	<ul style="list-style-type: none"> • Making and testing a paper template with accuracy and in keeping with the design criteria. • Measuring, marking and cutting fabric using a paper template. • Selecting a stitch style to join fabric. • Working neatly by sewing small, straight stitches. • Incorporating a fastening to a design.
	Evaluate	<ul style="list-style-type: none"> • Evaluating an end product and thinking of other ways in which to create similar items. 	<ul style="list-style-type: none"> • Testing and evaluating an end product against the original design criteria. • Deciding how many of the criteria should be met for the product to be considered successful. • Suggesting modifications for improvement. • Articulating the advantages and disadvantages of different fastening types.
Knowledge		<ul style="list-style-type: none"> • To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces. • To know that when two edges of fabric have been joined together it is called a seam. • To know that it is important to leave space on the fabric for the seam. • To understand that some products are turned inside out after sewing so the stitching is hidden. 	<ul style="list-style-type: none"> • To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro. • To know that different fastening types are useful for different purposes. • To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.

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		Year 5	Year 6
		<u>Stuffed toys</u>	<u>Waistcoats</u>
Skills	Design	<ul style="list-style-type: none"> • Designing a stuffed toy, considering the main component shapes required and creating an appropriate template. • Considering the proportions of individual components. 	<ul style="list-style-type: none"> • Designing a waistcoat in accordance to a specification linked to set of design criteria. • Annotating designs.
	Make	<ul style="list-style-type: none"> • Creating a 3D stuffed toy from a 2D design. • Measuring, marking and cutting fabric accurately and independently. • Creating strong and secure blanket stitches when joining fabric. • Threading needles independently. • Using appliqué to attach pieces of fabric decoration. • Sewing blanket stitch to join fabric. • Applying blanket stitch so the spaces between the stitches are even and regular. 	<ul style="list-style-type: none"> • Using a template when pinning panels onto fabric. • Marking and cutting fabric accurately, in accordance with a design. • Sewing a strong running stitch, making small, neat stitches and following the edge. • Tying strong knots. • Decorating a waistcoat -attaching objects using thread and adding a secure fastening. • Learning different decorative stitches. • Sewing accurately with even regularity of stitches.
	Evaluate	<ul style="list-style-type: none"> • Testing and evaluating an end product and giving point for further improvements. 	<ul style="list-style-type: none"> • Evaluating work continually as it is created.
Knowledge		<ul style="list-style-type: none"> • To know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric. • To understand that it is easier to finish simpler designs to a high standard. • To know that soft toys are often made by creating appendages separately and then attaching them to the main body. • To know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely. 	<ul style="list-style-type: none"> • To understand that it is important to design clothing with the client/ target customer in mind. • To know that using a template (or clothing pattern) helps to accurately mark out a design on fabric. • To understand the importance of consistently sized stitches.