



Year:	3 and 4	Unit:	Textiles
Overview: This unit builds on pupils' knowledge of sewing and decorating fabric in KS1, this topic offers extra challenge by introducing two new skills to add to their repertoire: cross stitch and appliqué. After learning these techniques, they apply their knowledge to the design, decoration and assembly of their very own cushions Design Brief: Children will design, make and evaluate a cushion using cross stitch and applique.			

Key Vocabulary		Key skills		
		<i>Design</i>	<i>Make</i>	<i>Evaluate</i>
Accurate	Neat, correct shape, size and pattern with no mistakes.	Y3 • Designing and making a template from an existing cushion and applying individual design criteria Y4 • Writing design criteria for a product, articulating decisions made	Y3 • Following design criteria to create a cushion • Selecting and cutting fabrics with ease using fabric scissors • Sewing cross stitch to join fabric • Decorating fabric using appliqué • Completing design ideas with stuffing and sewing the edges Y4 • 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 sewing small, neat stitches • Incorporating fastening to a design	Y3 • Evaluating an end product and thinking of other ways in which to create similar items Y4 • 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
Applique	Applique is a type of textiles work where small pieces of cloth are sewn or stuck in a pattern onto a larger piece.			
Cross – stitch	A two-stitch style of sewing which forms a cross pattern.			
Detail	The small features of an object.			
Patch	A piece of material sewn over the top of a larger piece, sometimes just for decoration and sometimes to cover a hole in the underneath material.			
Running stitch	A simple style of sewing in a straight line with no overlapping.			
Seam	Where two edges of cloth are joined or sewn together			
Stencil	A shape that you can draw around			
Stuffing	Soft material used to fill an object.			
Target audience	A person or a particular group of people at whom a product is aimed.			

Progression of knowledge and skills in textiles

What should I already know? (KS1)

- Running stitch and over stitch
- Design a functional, appealing product for a chosen user and purpose.
 - Generate, develop, and communicate ideas.
 - Use a range of textiles, tools and equipment to perform practical tasks.
- Explore and evaluate existing textile products and their own ideas and products.
 - Understand how 3-D textile products are made, using joining, templates



What will I learn in this unit? (LKS2)

- How to cross stitch and applique
- Generate design criteria for an appealing, functional product for specific users.
- Produce annotated sketches, prototypes, final product sketches and pattern pieces.
- Select fabrics and fastenings according to their functional characteristics.
- Investigate a range of 3-D textile products.
- Test their product against the original criteria and with the intended user.