



Year:	5 and 6	Unit:	Textiles
Overview: In this textiles unit of work children learn a range of techniques for working with textiles through designing and making designer bags. They look at bags for a variety of users and purposes and learn that designers must address a range of needs when designing bags, including appearance, safety, comfort, practicality and size. They will learn about making accurate patterns/templates and detailed working drawings and how to pin, sew and stitch materials including using a sewing machine. The emphasis is on making a quality product and on developing their making and finishing skills.			
Design Brief: Children will design a bag for life using cross stitch, running stitch, blanket stitch and applique.			

Key Vocabulary		Key skills		
Accurate	Neat, correct shape, size and pattern with no mistakes.	Design	Make	Evaluate
Annotate	To add notes to your plan or design.	Year 5 • Designing a bag, considering the main component shapes required and creating an appropriate template • Considering proportions of individual components Year 6 • Designing a bag in accordance to specification linked to set of design criteria to fit a specific theme • Annotating designs	Year 5 • Creating a bag from a 2D design • Measuring, marking and cutting fabric accurately and independently • Creating strong and secure blanket stitches when joining fabric • Using applique to attach pieces of fabric decoration Year 6 • Using template 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 bag - attaching objects using thread and adding a secure fastening	Year 5 • Testing and evaluating an end product and giving point for further improvements Year 6 • Evaluating work continually as it is created
Appendage	Something attached to a larger or more important thing.			
Blanket stitch	A sewing technique that joins two pieces of fabric together.			
Design criteria	To help designers focus their ideas and test the success of them.			
Evaluation	When you look at the good and bad points about something, then think about how you could improve them.			
Sew	To join or fasten by stitches made using a needle and thread.			
Quality	The standard of something as measured against other things of a similar kind. Is it fit for purpose?			

Progression of knowledge and skills in textiles

What should I already know? (LKS2)

- 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.

There are different **techniques** to use in a design such as **cross-stitch**, **running-stitch**, **blanket-stitch** and **appliqué**.



The **blanket-stitch** is used to reinforce the edge of a **fabric** material or to securely join two pieces of **fabric** together.

What will I learn in this unit? (UKS2)

- Generate and communicate innovative ideas through research.
- Produce detailed lists of equipment and fabrics and formulate step-by-step plans for making.
- Investigate and analyse textile products linked to their final product and compare the final product to the original design specification.
- Know that a 3-D textile product can be made from a combination of pattern pieces, fabric shapes and different fabrics and that fabrics can be strengthened, stiffened and reinforced.