Design & Technology Knowledge Organiser

Year Three — Textiles 2-D shape to 3-D product

ACTION

the initial design criteria and

design ideas

THOUGHT

Who is it for? What will it hold? Discuss ideas: create a list of likes e.g. phone, money, plastic and dislikes of the user Generate cards, pencils. design criteria Investigate a range of What shape will the holder templates/patterns and choose be? How will it fasten? the most appropriate one for purpose Create initial design ideas Discuss and explore different What fabric should I use? fabrics suitable for purpose Possibly test fabrics for Which joining techniques strength/waterproofness would be the best for the Discuss and test out different fabric and pattern? joining techniques on mock ups Evaluate these against the design criteria How can I make my holder aesthetically pleasing for the Test out a range of decorative techniques and decide on the one/s which are appropriate How long will it take to make? What tools will I need? What Create the holder following the order should I do it in? design Reflection and refining What isn't working very well? What Make suitable adjustment during could I improve on? the making process Develop the plan during the making Will my holder/purse/wallet . fulfill its function? Is it suitable Test out the product Make an for the user? evaluation with the user against

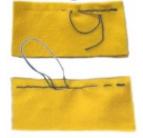
Links to prior learning

Have joined fabric in simple ways by gluing and stitching. Have used simple patterns and templates for marking out. Have evaluated a range of textile products

Key Vocab

<u>Fabric</u>, names of fabrics, fastening, compartment, zip, button, structure, finishing technique, strength, weakness, stiffening, templates, stitch, seam, seam allowance

joining techniques



Back stitch

Backwards running stitch



Over sew stitch



Blanket stitch



Running stitch

