



Holly Park Learning Organiser

Year 5- DT

Textiles—Tote Bags



Prior Knowledge:

Year 2 T-shirts and Year 4 purses

- To use applique and sewing stitches (cross stitch and running stitch) to create finishes
- To join fabrics using overstretch and running stitch.
- To use blanket stitch to neaten edges.
- To explore fastenings.

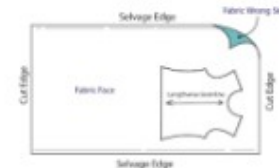
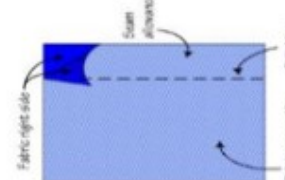
National Curriculum:

Making products work - know that materials have functional and aesthetic qualities; how to reinforce and strengthen a framework; use the correct technical vocabulary.

Key Vocabulary

Template	A shaped piece of rigid material used as a pattern for processes such as cutting out.
Wastage	The action or process of losing something by using it carelessly or extravagantly.
Compartment	A separate section or part of a structure or container.
Seam	A line where two pieces of fabric are sewn together.
Fray	To unravel or become worn at the edge.
Stitch	A loop of thread or yarn resulting from a single pass or movement of the needle in sewing.
Applique	A finishing technique where pieces or patches of fabric are sewn or glued onto a larger piece to form a picture or pattern.
Seam allowance	The distance between the fabric edge and the stitching line when sewing two pieces of fabric together.

Core Knowledge



Running stitch -creating a dotted line effect.

Back stitch - thread double backed and no visible spaces in between stitches.

Over-sew stitch –to neaten the edges of the fabric.

Blanket stitch –to reinforce the edges of material.

Using templates –pattern pieces need to be placed well to avoid wastage when cutting out the templates.

Seam allowance-care needs to be taken when sewing to leave seam allowance to avoid fraying.

Core Skills:

To understand seam allowance.

To join fabrics using running stitch, overstretch and backstitch.

To explore fastenings and recreate some. E.g sew on buttons and make loops.

To use appropriate finishing techniques, such as, applique (glued or simple stitches)

To explore existing products.

Cross Curricular Links

Art –craft skills

Design & Technology Skills:

Designing

use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups

generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Making

select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately

select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluating

investigate and analyse a range of existing products

evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
understand how key events and individuals in design and technology have helped shape the world

Key Questions:

How is the bag fastened?

Who do you think this bag is designed for?

What purpose does this bag have?

What will your design look like?

What stitches will you use?

What materials and equipment will you need?

Are you happy with your finished product? Why?

What would you improve?

What advice would you give others?

Did you change anything during the making process? Why?



End Points and Areas for Assessment:

Designing:

Understanding contexts, users and purposes - carry out research; develop a simple design specification; describe the user, purpose and design features of their products and explain how they will work.

Generating, developing, modelling and communicating ideas - generate innovative ideas drawing on research; use a range of drawing skills, discussion, prototypes, pattern pieces and computer-aided design where appropriate.

Making:

Planning - formulate lists of resources and step-by-step plans; select suitable tools, equipment, materials and components and explain their choices.

Practical skills and techniques - follow procedures for safety and hygiene; use a wider range of materials and components; measure, mark out, cut, shape, assemble, join, combine and finish with accuracy.

Evaluating:

Own ideas and products - identify strengths and areas to develop in their ideas and products against their design specification; consider the views of others to make improvements.

Existing products - investigate how well products have been designed and made, whether they are fit for purpose and meet user needs; why materials have been chosen, the methods of construction used, how well they work, and how innovative and sustainable they are.

Key events and individuals - know about inventors, designers, engineers, chefs and manufacturers who have developed ground-breaking products.

Textiles:

Making products work - know that materials have functional and aesthetic qualities; how to reinforce and strengthen a framework; use the correct technical vocabulary.