



Design and technology Topic: Design and create a beanbag.

Year: 3 **Term:** Spring 2

Key Knowledge/Content:

- To understand the importance of identifying a purpose and establish criteria for a successful product.
- To understand how to measure, mark out, cut, score and assemble components with more accuracy.
- To start to evaluate their product against original design criteria e.g. how well it meets its intended purpose.
- To know that we need a thread, a needle and to tie a knot when sewing.

Links to:

Prior learning:

The children are able to design a product and name and explain characteristics of materials. The children were able to make products.

Future learning:

The children are going to design, make and evaluate a moving flipbook.

Key vocabulary with definition:

Prior vocabulary:

- Mosaic - a picture or pattern produced by arranging together small pieces which is usually stone, tile, etc.
- Analyse – To examine (something) methodically and in detail,
- Evaluate - To discuss likes, dislikes and improvements.
- Identify - establish or indicate who or what something is.

New vocabulary:

Running stitch- A simple needlework stitch consisting of a line of small even stitches which run back and forth through the cloth without overlapping.

Blanket stitch- A line of stitching that hooks over the edge of material.

Overlay stitch- Overlay crochet works by utilising the front or back of stitches, including include wrapping your yarn around stitches using a front post method or simply using front loops to create a raised effect.

By the end of this unit

All children can: design a product, explain who their audience and evaluate their product using key vocabulary.

Most children can: demonstrate the running, blanket and overlay stitch and explain the individual techniques.

Some children can: compare the techniques and explain the similarities and differences. The children will be able to use data to evaluate their product.

Background understanding for teachers and parents:

The children will begin by designing their product. After designing, the children will have the chance to practise their sewing. The children will then make their product by referring to their design. In the final lesson the children will test and evaluate their product.

Curriculum Driver (one):

Communicate

Evidence outcome:

The children are going to communicate their ideas when designing, communicating their sewing technique and comparing their product with others.