



Design and Technology Topic: Design and create a finger puppet.

Year: 1 Term: Autumn 1

Key Knowledge/Content:

- I know that different types of fabric have different properties.
- I know that materials can be joined in different ways for example using glue, staples or by sewing.
- I know that different joins are used for different effects and reasons.
- I know that decorations can be sewn or glued to fabric.
- I know that fabric can be decorated in different ways such as using buttons, beads, sequins, braids, and ribbons.

Links to:

Prior learning:

To explore a range of materials to make a junk model and be exposed to a range of materials and how they can be joined.

Future learning:

To design, make and evaluate a chair.

Key vocabulary with definition:

Prior vocabulary:

- Sketch – A rough or unfinished drawing or painting, often made to assist in making a more finished picture.
- Material - The matter from which a thing is or can be made.
- Soft – Something that is easy to mould, cut, compress, or fold; not hard or firm to the touch.
- Hard - Solid, firm, and rigid; not easily broken, bent, or pierced.

New vocabulary:

- Product – An item offered for sale.
- Decorate – To add detail to a product.
- Join – To combine materials together.
- Design- To draw something and think about the materials and resources.
- Evaluate – To discuss likes, dislikes, and improvements

By the end of this unit

All children can: choose a material, name materials and understand how to join materials.

Most children can: demonstrate what a running stitch is and explain how fabric can be decorated.

Some children can: demonstrate and explain what they like and dislike about their product.

Background understanding for teachers and parents:

The children are going to design a finger puppet. The children will practise the simple running stitch and learn the technique. The children will then apply the skills they have practised to make their product. The children will then compare to others and evaluate their final product.

Curriculum Driver (one):

Communication

Evidence outcome:

To communicate the ideas of their design discuss what they like and dislike about their product.