



**Design and Technology Topic:** To design, make and evaluate a purse.

**Year: 5 Term:** Autumn 1

## Key Knowledge/Content:

- To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro.
- To know that different fastening types are useful for different purposes.
- To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.

## Links to:

### Prior learning:

To design, make, and evaluate a bag. The children practised their sewing techniques and applied them when creating their bag.

### Future learning:

The children are going to design, make and evaluate a Tudor style garment.

## Key vocabulary with definition:

### Prior vocabulary:

- Fastening – To finish a product by adding a specific detail.
- Marking- Taking measurements from a small number of set points, accuracy can be improved and maintained.
- Modifications- Making a change to a product.
- Embellish - Make (something) more attractive by the addition of decorative details or features.

### New vocabulary:

- Prototype - A prototype is a test, or original, model of a product or a technology from which improvements, upgrades or fundamental changes can be made.
- Embroidery - Embroidery is the art of decorating fabric or other materials with designs stitched in strands of thread or yarn using a needle
- Interfacing – A piece of fabric sewn beneath the facing of a garment, usually the inside.
- Weave - Weaving is the interlacing of two sets of threads or yarns, usually at right angles.

## By the end of this unit

**All children can:** recognise and demonstrate the different types of stitches such as the running stitch. All children design a product for a specific user. They can **choose** materials and tools and explain their functions.

**Most children can:** add embroidery and a fastener to their product and **explain** how they can test their product.

**Some children can:** explain why their product is purposeful and **explain** how their product fits the design criteria and why it benefits the customers.

## Background understanding for teachers and parents:

The children are going to design, make, and evaluate a purse. The children will use technology to help them design a product. The children will apply a choice of their stitch and add a fastening.

## Curriculum Driver (one):

Communication

### Evidence outcome:

The children will communicate their choice of design, explain their technique when sewing and discuss a range of methods on how to test their products.