



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

Year: 5 Term: Autumn 2

Key Knowledge/Content:

- To know there are a range to different materials that can be used to make a model and that they are all slightly different.
- To make suggestions to fix their junk model.

Links to:

Prior learning:

The children designed, made, and created a purse. They researched different fastenings and once created, they tested their product.

Future learning:

The children are going to design, make, and evaluate a musical instrument.

Key vocabulary with definition:

Prior 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.

New vocabulary:

- Model - A three-dimensional representation of an object, system, or design that can be used to test its feasibility, functionality, and performance.
- Plan – Something where we write down ideas.
- Temporary - lasting for only a limited period of time.
- Permanent - Lasting or intended to last or remain unchanged indefinitely.

By the end of this unit

All children can: recognise which materials are strong and weak, **make** detailed plans and material choices. And **demonstrate** how to check their plans and see if their model matches.

Most children can: **demonstrate** how to join materials in a variety of ways (temporary and permanent).

Some children can: **explain** how to make simple suggestions to fix their junk model.

Background understanding for teachers and parents:

The children are going to design, make and evaluate a Tudor style garment. The children researched a range of garments, explored a range of materials, and will evaluate and compare their products.

Curriculum Driver (one):

Communication

Evidence outcome:

The children will communicate their choice of design, explain their technique, and test their product.