



Design and Technology Topic: Design and make their own pull cord bag.

Year: 5 Term: Summer 2

Key Knowledge/Content:

- To know that products follow a design criteria.
- To be able to selecting and cut fabrics with ease.
- To be able to thread needles with greater independence.
- To know to once you have finished sewing you have to tie knots.

Links to:

Prior learning:

The children designed, made and evaluated a product. The children included a mechanical system to ensure their product has a purpose.

Future learning:

The children are going to research, design, make and evaluate a habitat.

Key vocabulary with definition:

Prior vocabulary:

- Investor - A person who invented a particular process or device or who invents things as an occupation.
- Animator - A person who makes animated films.
- Market research - The action or activity of gathering information about consumers' needs and preferences.
- Graphic design - A person who combines text and pictures in advertisements, magazines, or books.

New vocabulary:

- Applique- Decorative needlework to create a design or picture on fabric.
- Blanket stitch – A line of stitching that hooks over the edge of material.
- Cross stitch – A stitch that forms the shape of a cross.
- Fastening – Ways of joining fabric, for example buttons, poppers, hook and eye.

By the end of this unit

All children can: recognise a cross stitch and be able to **follow** a design criteria.

Most children can: demonstrate how to tie knots confidently and be able to **decorate** fabric using appliqué

Some children can: demonstrate the cross stitch method and **explain** the importance of following a specific criteria.

Background understanding for teachers and parents:

The children are going to design, make and evaluate a bag. The bag will be sewn and the children will practise their sewing and knotting techniques.

Curriculum Driver (one):

Communication

Evidence outcome:

The children are going to be discussing their ideas and their techniques with their peers.