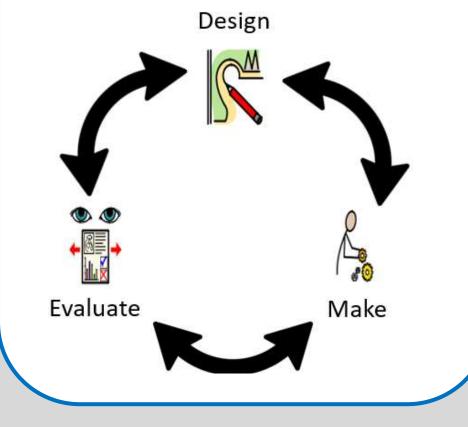
Preston Primary School Knowledge Organiser Communication Critical-Thinking Collaboration Creativity				
opic: DT Textiles	Term: Spring 2		Year: U	nit 2 years 1 & 2 Duration: 5 weeks
	vledge we will take away from this Learning uiry (what will be learning):	Our Key V	/ocabulary:	Meaning
	I know what is meant by textiles. I can describe them.	Design criteria evaluate	2	The specific and concise requirements that a product must meet in order to be successful. This is used to evaluate the final product.
	I know what different types of puppets look like and how some are made.	design	+ Staluate	to form an opinion of the amount, value, or quality of something after thinking about it carefully the art or process of deciding how something will look,
	I can cut and join different textiles.	Textiles	Design	work, etc. by drawing plans, making computer models, etc. any cloth or goods produced by weaving, knitting, or
	I can design a hand puppet, choosing suitable fabric.	Fabrics/		felting. There are two main categories of textiles, natural and manmade.cloth or other material produced by weaving
	I can use a template and cut out the parts.	Material Template	Ja	 together <u>cotton</u>, <u>nylon</u>, <u>wool</u>, <u>silk</u>, or other <u>threads</u>. Fabrics are used for making things such as clothes, <u>curtains</u>, and <u>sheets</u>. a shaped piece of rigid material used as a pattern for
	I can use a needle and thread to sew [running and whip stitch] and follow procedures for safety.	Make	R	processes such as cutting out, shaping, or drilling. To put parts together or combine to create something new
Evaluate	I can evaluate my puppet on its appearance and against the design criteria.	Sew		join, fasten, or repair (something) by making <u>stitches</u> with a needle and thread or a sewing machine.
Exercise (C		Safety pir	19	a pin with a point that is bent back to the head and is held in a guard when closed.

The Design, Make and Evaluate Model of Design and Technology:

We will use the Design, Make and Evaluate continuous cycle during every Design and Technology lesson. The cycle shows how we will be constantly evaluating during the design and make stages to improve our products or dishes along our invention journey. As well as evaluating our final product or dish at the end of our long enquiry to conclude what went well, what we would improve next time, and what challenges we have faced along the way.



What I already know:

In Unit 1 I learned to...

Feel a variety of textiles and discuss the different textures and colours.Cut and stick fabrics together.Make a product using a variety of textiles and glue.Be able to talk about what you have made and how you could make it better.Use a variety of tools safely.

Last year, in structures, I learned to...

Explore a variety of materials and describe their properties [soft, hard, strong, flimsy etc.] and their similarities and differences. Begin to measure and join materials. Use joining, rolling, or folding to make structure stronger.

Images:





