

Preston Primary School: Design and Technology Knowledge Organiser



Topic:	DT: Textiles	Term:	Autumn 1	Year:	Unit 4 – Year 5 & 6	Duration:	5 Weeks
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This is what we will be working on throughout our Long Enquiry. The success criteria tells us how we can be successful in our learning. →

What will we be learning this half term in design and technology?

This half term in Design and Technology, your child will be diving into the world of textiles with an exciting project: designing and making their very own slippers. Throughout this project, they will learn to think like a designer, maker, and evaluator, which are our three key concepts in DT.

The children will start by exploring the importance of sustainability and how they can be sustainable when making their slippers. They will practise important techniques such as running stitch, whip stitch, and other joining methods like adhesives and fastenings. These skills will be put to use as they bring their designs to life by creating their unique slippers. Once the slippers are complete, the children will evaluate their work.

In line with our school's aim 'Ready for Work', we will also be linking this project to potential careers in design, making, and evaluation. The children will learn about key individuals in these fields, helping them see the broader impact and possibilities of their learning. This project promises to be a fun and enriching experience, encouraging both creativity and practical skills in our young learners.

How can clothing items be made sustainably while remaining functional?

Week 1 and 2: Exploration

Our goals:

- I know how to think like a designer, maker and evaluator.
- I know some jobs linked to designing, making and evaluating.
- I know what my design criteria is.
- I know some key individuals in design and technology.
- I know what sustainability is.
- I can use different joining techniques to join two materials.

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Week 2: Design

Our goals:

- I can carry out market research on my product.
- I can choose appropriate tools to make my slippers.
- I can choose appropriate materials to make my slippers.
- I can design my slippers.
- I can write steps to make my slippers.

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Week 3 and 4: Make

Our goals:

- I can follow my design to make my products.
- I can cut out my slipper templates.
- I can join materials together to make my slippers.
- I can make my slippers look appealing.
- I can make my slippers functional.
- I can make sure my slippers fit my feet.

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Week 5: Evaluate

Our goals:

- I can evaluate my product against my design criteria.
- I can evaluate how I thought like a designer, maker and evaluator whilst making my product.
- I can evaluate what improvements I would make in the future.



Ready for Work

Vocabulary	Definition
Design	Design is developing, planning and communicating what you are going to make. You could draw a picture and list what equipment you need.
Make	Make is to work with tools, equipment and materials to create products.
Evaluate	Evaluate means to reflect on ideas and products against the design criteria. Evaluating can be saying what went well and what could be improved next time.
Design Criteria	Our design criteria tells us how we can make our products successfully. They are our goals to achieve.
Textiles	Textiles are materials that are used to make things like clothes, blankets, and towels. They are things we can touch and feel, usually made from strands or threads woven together.
Sew	Join, fasten, or repair (something) by making stitches with a needle and thread or a sewing machine.
Material	A material is what an object is made from. You can touch it. Materials can feel very different to each other.
Template	Templates give us just the outline and the shape. They do not have details like a face on them.
Join	Joining is putting together two pieces of materials, so they stay together. For example: sewing, gluing, taping.
Appearance	How something looks.

What I already know:

Our prior learning helps us with our new learning.

In Unit 2 I learned to...

- Discuss similarities and differences between different textile materials based on colour, texture, weight, and flexibility.
- Use of knowledge of existing products to inspire your own ideas.
- Explore joining techniques such as gluing and threading [running stitch], follow procedures for safety.
- Design and make a product selecting from a range of suitable and functional materials according to their characteristics.
- Explain why you have chosen certain materials.
- Evaluate your product and its functionality.

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.

