

Lowerhouse Junior School Design & Technology Overview Sheet



Year 3 - Textiles - create a cushion



Key Learning: Pupils who are secure will be able to:

Textiles (year 3)

- Understand the need for patterns and seam allowances.
- understand vocabulary for tools materials and their properties.
- Understand how to join fabrics using running stitch, over sewing, blanket stitch.
- Prototype a product using J cloths.
- Explore strengthening and stiffening of fabrics.
- Use appropriate decoration techniques.

Planning

- Plan a sequence of actions to make a product.
- Record the plan by drawing using annotated sketches.
- Use prototypes to develop and share ideas.
- Think ahead about the order of their work and decide upon tools and materials.
- Propose realistic suggestions as to how they can achieve their design ideas.
- Consider aesthetic qualities of materials chosen.

Making

- Prepare pattern pieces as templates for their design.
- Use tools with accuracy.
- Select from techniques for different parts of the process.
- Select from materials according to their functional properties.
- Plan the stages of the making process.
- Use appropriate finishing techniques.

Evaluation – of their finished product.

- Consider and explain how the finished product could be improved.
- Discuss how well the finished product meets the design criteria of the user.
- Identify the strengths and weaknesses of their design ideas in relation to purpose/user.

Learning Intentions

Lesson 1: LI: To research and understand how fabrics are made. (make links with local cotton mill industry)

Lesson 2: LI: To design my final product.

Lesson 3: LI To plan my final product.

Lesson 4: LI: To make my final product. (may take 2 lessons).

Lesson 5: LI: To evaluate my final product.

Overview:	Cross Curricular Links
	Links to history Stone Age

Lesson 1: Research and Resources understand how fabrics are Different coloured fabric, sewing needles, needle threader, different made. coloured thread, scissors, stuffing for cushions Lesson 2: Design and label your own cushion. Practise sewing skills on prototype. Lesson 3: Plan my final product. Lesson 4: Make your cushion. Lesson 5: Make your cushion. Lesson 6: Evaluate your final cushion. **Key Vocabulary** fabric, names of fabrics, fastening, compartment, button, structure, finishing technique, strength, weakness, stiffening, templates, seam