Tonacliffe Primary School Design and Technology Progression Document – Textiles

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| **EYFS** | Explored and used different fabrics.  Cut and joined fabrics with simple techniques.  Thought about the user and purpose of products. | | |
|  | **KS1** | **LKS2** | **UKS2** |
| **Designing** | Design a functional and appealing product for a  chosen user and purpose based on simple design  criteria.  Generate, develop, model and communicate their  ideas as appropriate through talking, drawing,  templates, mock-ups and information and  communication technology. | Generate realistic ideas through discussion and  design criteria for an appealing, functional product  fit for purpose and specific user/s.  Produce annotated sketches, prototypes, final  product sketches and pattern pieces. | Generate innovative ideas by carrying out  research including surveys, interviews and  questionnaires.  Develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes and, where appropriate, computer aided design.  Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification. |
| **Making** | Select from and use a range of tools and  equipment to perform practical tasks such as  marking out, cutting, joining and finishing.  Select from and use textiles according to their  characteristics. | Plan the main stages of making.  Select and use a range of appropriate tools with  some accuracy e.g. cutting, joining and finishing.  Select fabrics and fastenings according to their  functional characteristics e.g. strength, and  aesthetic qualities e.g. pattern. | Produce detailed lists of equipment and fabrics relevant to their tasks.  Formulate step-by-step plans and, if appropriate,  allocate tasks within a team.  Select from and use a range of tools and  equipment to make products that are accurately  assembled and well finished. Work within the  constraints of time, resources and cost. |
| **Evaluating** | Explore and evaluate a range of existing textile  products relevant to the project being undertaken.  Evaluate their ideas throughout and their final  products against original design criteria. | Investigate a range of 3-D textile products relevant to the project.  Test their product against the original design  criteria and with the intended user.  Take into account others’ views.  Understand how a key event/individual has  influenced the development of the chosen product and/or fabric. | Investigate and analyse textile products linked to their final product.  Compare the final product to the original design  specification.  Test products with intended user and critically  evaluate the quality of the design, manufacture,  functionality and fitness for purpose.  Consider the views of others to improve their work. |
| **Technical knowledge and understating** | Understand how simple 3-D textile products are  made, using a template to create two identical  shapes.  Understand how to join fabrics using different  techniques e.g. running stitch, glue, over stitch,  stapling.  Explore different finishing techniques e.g. using  painting, fabric crayons, stitching, sequins, buttons  and ribbons.  Know and use technical vocabulary relevant to the  project. | Know how to strengthen, stiffen and reinforce  existing fabrics.  Understand how to securely join two pieces of  fabric together.  Understand the need for patterns and seam  allowances.  Know and use technical vocabulary relevant to the project. | A 3-D textile product can be made from a  combination of accurately made pattern pieces, fabric shapes and different fabrics.  Fabrics can be strengthened, stiffened and  reinforced where appropriate. |
| **Key Vocab** | names of existing  products, joining and  finishing techniques,  tools, fabrics and  components  template, pattern pieces,  mark out, join, decorate,  finish  features, suitable, quality  mock-up, design brief,  design criteria, make,  evaluate, user, purpose,  function | fabric, names of fabrics,  fastening,  compartment, zip,  button, structure,  finishing technique,  strength, weakness,  stiffening, templates,  stitch, seam, seam  allowance  user, purpose,  design, model,  evaluate, prototype,  annotated sketch,  functional, innovative,  investigate, label,  drawing, aesthetics,  function, pattern pieces | seam, seam allowance,  wadding, reinforce, right  side, wrong side,  hem, template, pattern  pieces  name of textiles and  fastenings used, pins,  needles, thread,  pinking shears,  fastenings, iron transfer  paper  design criteria, annotate,  design decisions,  functionality, innovation,  authentic, user, purpose,  evaluate, mock-up,  prototype |