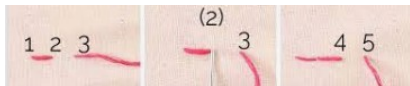


What should I already know?

- How to thread a needle and tie a knot.
- How to join fabrics using a neat running stitch.
- How to decorate fabrics with buttons, beads and sequins.
- Show to cut out shapes created by drawing around a template onto fabric.
- How to design a product for others and follow a design criteria
- How to generate my own ideas and plan what to do next.
- How to explain what I want to do and describe how I will do it.
- How to describe my design using pictures, words and diagrams.
- How to use finishing techniques to make my product look good.

What new skills and knowledge will I acquire?

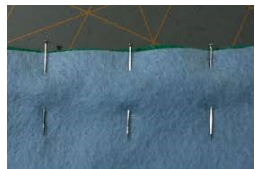
- Back stitch : a method of sewing in which each stitch overlaps or doubles back on the one before.



- Cross stitch : a stitch made from one diagonal line crossing another diagonal line.



- Using pins to temporarily hold fabrics together.



- Creating simple paper patterns.



Design and Technology Knowledge Organiser

Topic: Make do and Mend

Strand: Textiles



What will I be able to do by the end of the unit?

Design

- Begin to research for design ideas for a make do and mend product - such as a cushion, bag or game.
- Describe the purpose of my product and explain how it will work or be fit for purpose.
- Make, design decisions and have at least one idea about how to create the product.
- Create a plan showing what my product will look like (a labelled diagram), and the tools and equipment I will need.

Make

- Select appropriate materials to make my product.
- Work through my plan in order.
- Make a simple paper pattern, and use this to mark out and cut materials with some accuracy.
- Use pins to hold fabrics together before sewing.
- Join fabrics together using different stitches.
- Use appropriate decoration techniques such as applique or simple stitches.

Evaluate

- Evaluate existing products, considering how well they have been made, the materials used, whether they work and how they have been made
- Evaluate my finished product and explain how it could be improved.

Vocabulary

annotated sketch	A combination of notes and labelled drawings that provide an explanation about a process.
applique	A cutout decoration fastened to a larger piece of material.
assemble	To bring parts together.
evaluate	Deciding if something has been done in the best way and wondering what could be improved.
pattern	A guide or diagram that you follow to make clothes or other things using a needle and thread
prototype	The first one of the product that
seam	A line of stitches which joins two
seam allowance	The area between the fabric edges and the line of the stitches

Existing products

Bags that fasten with poppers, have a handle and applique for decoration.



Cushions made from several pieces of material sewn together before adding stuffing.



The noughts and crosses game has a bag compartment to put the button counters in.

