D&T: Food Technology

Year group:	5&6	Term:	SUMMER 2	Theme:	3D Textiles – Utility Hanger

Prior learning

This learning consolidates learning from KS1 Weaving (manipulating fabric).
It also builds on prior learning from LKS2 Weaving, Applique & Embroidery (stitching and joining fabrics).

In addition, it consolidates learning about the and uses previous learning about exercise and health in science.

Cross-curricular and visits/visitors

Geography – The Amazon Basin

Key Vocabulary

seam	**running stitch**	**over sew**
seam allowance	**fabric**	**prototype**
blanket stitch	**tack**	**stiffening**

Knowledge

- Use the correct vocabulary appropriate to the project.
- Create 3-D products using patterns pieces and seam allowance.
- Understand pattern layout.
- Decorate textiles appropriately (often before joining components).
- Pin and tack fabric pieces together.
- Join fabrics using over sewing, back stitch, blanket stitch or machine stitching (closer supervision).
- Combine fabrics to create more useful properties.
- Make quality products.

Disciplinary Knowledge

DESIGN
- List tools needed before starting the activity.
- Plan the sequence of work e.g. using a storyboard.
- Record ideas using annotated diagrams.
- Combine modelling and drawing to refine ideas.
- Devise step by step plans which can be read / followed by someone else.
- Decide which design idea to develop.

MAKE
- Use researched information to inform decisions.
- Produce detailed lists of ingredients
- Use appropriate finishing techniques for the project.

EVALUATE
- Research and evaluate existing products
- Identify the strengths and weaknesses of their design ideas.
- Consider and explain how the finished product could be improved related to design criteria.
- Discuss how well the finished product meets the design criteria of the user. Test on the user!

Revised Vocabulary

thread	**joining securely**	**wastage**
needle	**matching**	**right side**
pattern	**prototype**	**wrong side**