



'Love your neighbour as yourself' (Luke 10:27)

St. Bridget's C of E Primary Design and Technology Progression of Skills and Knowledge Overview

Inspiring, nurturing and educating our children to serve God by reaching their full potential, serving our local community and by looking after our environment as global citizens of today and tomorrow.



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Year Group		Textiles Year 2	Textiles Year 4	Textiles Year 6
		Pouches	Fastenings	Waistcoats
Skills	Design	Designing a pouch.	Writing design criteria for a product, articulating decisions made. Designing a personalised book sleeve	Designing a waistcoat in accordance to a specification linked to set of design criteria. Annotating designs, to explain their decisions.
	Make	Selecting and cutting fabrics for sewing. Decorating a pouch using fabric glue or running stitch. Threading a needle. Sewing running stitch, with evenly spaced, neat, even stitches to join fabric Neatly pinning and cutting fabric using a template.	Making and testing a paper template with accuracy and in keeping with the design criteria. Measuring, marking and cutting fabric using a paper template. Selecting a stitch style to join fabric. Working neatly by sewing small, straight stitches. Incorporating a fastening to a design.	Using a template when cutting fabric to ensure they achieve the correct shape. Using pins effectively to secure a template to fabric without creases or bulges. Marking and cutting fabric accurately, in accordance with their design. Sewing a strong running stitch, making small, neat stitches and following the edge. Tying strong knots. Decorating a waistcoat, attaching features (such as appliqué) using thread. Finishing the waistcoat with a secure fastening (such as buttons). Learning different decorative stitches. Sewing accurately with evenly spaced, neat stitches.
	Evaluate	Troubleshooting scenarios posed by the teacher. Evaluating the quality of the stitching on others' work. Discussing as a class, the success of their stitching against the success criteria. Identifying aspects of their peers' work that they particularly like and why.	Testing and evaluating an end product against the original design criteria. Deciding how many of the criteria should be met for the product to be considered successful. Suggesting modifications for improvement. Articulating the advantages and disadvantages of different fastening types.	Reflecting on their work continually throughout the design, make and evaluate process.
Knowledge		To know that sewing is a method of joining fabric. To know that different stitches can be used when sewing. To understand the importance of tying a knot after sewing the final stitch. To know that a thimble can be used to protect my fingers when sewing.	To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro. To know that different fastening types are useful for different purposes. To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.	To understand that it is important to design clothing with the client/ target customer in mind. To know that using a template (or clothing pattern) helps to accurately mark out a design on fabric. To understand the importance of consistently sized stitches