

**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.*

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Year Group** | | **Textiles**  **Year 2** | **Textiles**  **Year 4** | **Textiles**  **Year 6** |
|  | | Puppets | Fastenings | Waistcoats |
| Skills | Design | Using a template to create a design for a puppet. | 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 | Cutting fabric neatly with scissors.  Using joining methods to decorate a puppet.  Sequencing the steps taken during construction. | 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 | Reflecting on a finished product, explaining likes  and dislikes. | 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 ‘joining technique’ means connecting  two pieces of material together.  To know that there are various temporary methods  of joining fabric by using staples. glue or pins.  To understand that different techniques for joining materials can be used for different purposes.  To understand that a template (or fabric pattern) is used to cut out the same shape multiple times.  To know that drawing a design idea is useful to see  how an idea will look. | 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 |