

## Design and Technology – Textiles

### Fastenings

**What I should already know:** I know that sewing is a method of joining fabric. I know that different stitches can be used when sewing. I understand the importance of tying a knot after sewing the final stitch. I know that appliqué is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces. I know that when two edges of fabric have been joined together, it is called a seam. I know that it is important to leave space on the fabric for the seam. I understand that some products are turned inside out after sewing so the stitching is hidden.

I have previously designed products using textiles including a puppet (Year 4s) and an Ancient Egyptian slipper (Year 5s). I can thread a needle with increasing independence. I can tie knots with greater independence. I can sew cross stitch to join fabric. I can sew running stitch with evenly spaced, neat, even stitches to join fabric. I can neatly pin and cut fabric using a template. I can follow design criteria. I can decorate fabric using appliqué. I can complete design ideas with stuffing and sewing the edges.

#### Enquiry Questions

- Can we identify and evaluate different types of fastenings?
- Can we design a product to meet design criteria?
- Can we make and test a paper template?
- Can we assemble a book jacket?

#### Key Vocabulary

**Aesthetic** – How an object or product looks.  
**Assemble** – To put parts together.  
**Book sleeve** – A protective cover for a book to keep it from getting damaged.  
**Design criteria** – To help designers focus their ideas and test the success of them.  
**Evaluation** – When you look at the good and bad points about something, then think about how you could improve it.  
**Fabric** – A natural or man-made woven or knitted material that is made from plant fibres, animal fur, or synthetic material.  
**Fastening** – Something that holds two pieces of material together securely or shuts something, such as buttons, zips and press studs.  
**Prototype** – A simple model that lets you test out your idea, how it will look and work.  
**Net** – A flat 2D shape, that can become a 3D shape once assembled.  
**Running stitch** – A simple style of sewing in a straight line with no overlapping.  
**Stencil** – A shape that you can draw around.  
**Target audience** – A person or particular group of people at whom a product is aimed.  
**Target customer** – A person or particular group of people who you expect to buy the product.  
**Template** – A stencil you use to help you draw the same shape more easily on to different materials.

#### Design and Technology Skills and Knowledge

Pupils will:

##### Skill – Design

- Write design criteria for a product, articulating decisions made.
- Design a personalised item.

##### Skill- Make

- Make and test a paper template with accuracy and in keeping with the design criteria.
- Measure, mark and cut fabric using a paper template.
- Select a stitch style to join fabric.
- Work neatly by sewing small, straight stitches.
- Incorporate a fastening to a design.

##### Skill – Evaluate

- Test and evaluate an end product against the original design criteria.
- Decide how many of the criteria should be met for the product to be considered successful.
- Suggest modifications for improvement.
- Articulate the advantages and disadvantages of different fastening types.

##### Knowledge- Textiles

- 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.
- Know that creating a mock up (prototype) of their design is useful for checking ideas and properties.

## Did you know?

Up to fifty books can be made from the pulp harvested from one tree!



Be very careful when threading the needle through the fabric, watch your fingers and ask an adult if you're unsure.

There are a number of **fastenings** that you can use to bring two pieces of **fabric** together.

Zipper



Velcro



Press stud



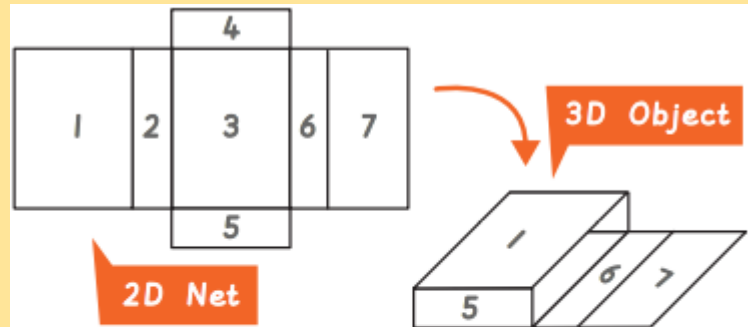
Buckle



Button



Toggle



2D Net

3D Object

A **2D net** made from card can be created to check the size for the book sleeve, before using **fabric**.  
When folded into a **3D shape**, we can test if it needs to be made bigger or smaller.  
This **2D net** has seven faces.