Year 5 Term 6

What I should know.		Vocabulary
Experience of basic stitching, joining textiles and finishing techniques. Experience of making and using simple pattern pieces.	Knowledge Design Make A 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics. Fabrics can be strengthened, stiffened and reinforced where appropriate. Evaluate	seam, seam allowance, wadding, reinforce, right side, wrong side, hem, template, pattern pieces name of textiles and fastenings used, pins, needles, thread, pinking shears, fastenings, iron transfer paper design criteria, annotate, design decisions, functionality, innovation, authentic, user, purpose, evaluate, mock-up, prototype

DT Skills

Designing

Generate innovative ideas by carrying out research including surveys, interviews and questionnaires. Develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes and, where appropriate, computer-aided design. Design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.

Making

Produce detailed lists of equipment and fabrics relevant to their tasks.

Formulate step-by-step plans and, if appropriate, allocate tasks within a team.

Select from and use a range of tools and equipment to make products that are accurately assembled and well finished. Work within the constraints of time, resources and

Evaluating

Investigate and analyse textile products linked to their final product. Compare the final product to the original design specification. Test products with intended user and critically evaluate the quality of the design, manufacture, functionality and fitness for purpose. Consider the views of others to improve their work



Working Toward Expected	Expected Standard	Exceeding Expected Standard
Processes Use knowledge of existing products to design a functional and appealing product for a particular purpose and audience	Processes Use his/her research into existing products and his/her market research to inform the design of his/her own innovative product	Processes Use research he/she has done into famous designers and inventors to inform the design of his/her own innovative products
Processes Create designs using exploded diagrams	Processes Create prototypes to show his/her ideas	Processes Generate, develop, model and communicate his/her ideas through discussion, annotated sketches, cros sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
Processes Use techniques which require more accuracy to cut, shape, join and finish his/her work e.g. Cutting internal shapes, slots in frameworks	Processes Make careful and precise measurements so that joins, holes and openings are in exactly the right place	Processes Apply his/her knowledge of materials and techniques to refine and rework his/her product to improve its functional properties and aesthetic qualities
Processes Use his/her knowledge of techniques and the functional and aesthetic qualities of a wide range of materials to plan how to use them	Processes Produce step by step plans to guide his/her making, demonstrating that he/she can apply his/her knowledge of different materials, tools and techniques	Processes Use technical knowledge accurate skills to problem solve during the making process
Processes Consider how existing products and his/her own finished products might be improved and how well they meet the needs of the intended user	Processes Make detailed evaluations about existing products and his/her own considering the views of others to improve his/her work	Processes Use his/her knowledge of famous designs to further explain the effectiveness of existing products and products he/she have made
Processes Apply techniques he/she has learnt to strengthen structures and explore his/her own ideas	Processes Build more complex 3D structures and apply his/her knowledge of strengthening techniques to make them stronger or more stable	Processes Use a wide range of methods to strengthen, stiffen and reinforce complex structures and can use them accurately and appropriately
Processes Understand and use electrical systems in products	Processes Understand how to use more complex mechanical and electrical systems	Processes Apply his/her understanding of computing to program, monitor and control his/her product