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