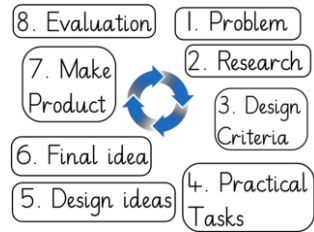


## Design process



# Y3 – Textiles

Joining textiles with appropriate sewing techniques

## Vocabulary

**Textiles:** any material that is made from fibres or yarns.

**Running stitch:** a basic stitch by passing the needle in and out of the fabric at a regular distance.

**Template:** a shaped piece of rigid material used as an outline to guide the final design.

## Key knowledge:

We can design and make a purposeful, functional and appealing product.

We can select from and use a range of equipment or materials.

We can join fabrics and materials using different sewing techniques.

We know how to make a template.

We can demonstrate how to measure, cut, shape and join fabric with some accuracy to make a simple product (National Curriculum objective)

## Outcomes

To design and make an apron.

Learn about the creative process – from design phase, through construction to end user.

### Design criteria:

It must protect the uniform

It should be personalised with your name

It will have pockets

It must not have too much decoration

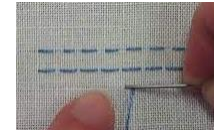
It should be easy to wear

## Links to other subjects

Maths: measurement – cm and mm/2D and 3D shapes.

## Skills

Running stitch, knotting, threading needles, cutting.



## Health and safety

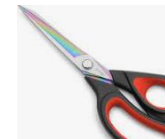
We can use sewing needles and pins safely.

We can use scissors to cut fabric safely.



## Equipment used:

Sewing needles, scissors, pins, ruler, tracing paper.



## Links to prior learning and next steps:

Y2 Textiles – To design and make a glove puppet.

Y5 Textiles – To design and make a star.