



Coleshill Church Of England Primary School

Progression of Skills in Design & Technology – Textiles

Our curriculum is about bringing engagement, fun and enthusiasm to learning. We aspire to provide outstanding educational experiences which will inspire children to develop into lifelong independent learners. Our high expectations develop character and pride in our identity as Coleshill Church of England Primary school, preparing every child for their future.

National Curriculum


KS1	KS2
<p>Design</p> <ul style="list-style-type: none"> • design purposeful, functional, appealing products for themselves and other users based on design criteria • generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology <p>Make</p> <ul style="list-style-type: none"> • select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics <p>Evaluate</p> <ul style="list-style-type: none"> • explore and evaluate a range of existing products • evaluate their ideas and products against design criteria <p>Technical Knowledge</p> <ul style="list-style-type: none"> • build structures, exploring how they can be made stronger, stiffer and more stable • explore and use mechanisms [for example, levers, sliders, wheels and axles], in their products. 	<p>Design</p> <ul style="list-style-type: none"> • use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups • generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design <p>Make</p> <ul style="list-style-type: none"> • select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately • select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities <p>Evaluate</p> <ul style="list-style-type: none"> • investigate and analyse a range of existing products • evaluate their ideas and products against their own design criteria and consider the views of others to improve their work • understand how key events and individuals in design and technology have helped shape the world

	<p>Technical Knowledge</p> <ul style="list-style-type: none"> • apply their understanding of how to strengthen, stiffen and reinforce more complex structures • understand and use mechanical systems in their products [for example, gears, pulleys, cams, levers and linkages] • understand and use electrical systems in their products [for example, series circuits incorporating switches, bulbs, buzzers and motors] • apply their understanding of computing to program, monitor and control their products.
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Progression of Skills

Year	Overview	Design	Make	Evaluate / Tech Knowledge
Year 2	Pouches: Children design and make their own wallet or purse, learning to use running stitch to join two pieces of fabric together	Using a template to create a design for a pouch Designing a pouch	Cutting fabric neatly with scissors Using joining methods to decorate a pouch Sequencing steps for construction Selecting and cutting fabrics for sewing Decorating a pouch using fabric glue or running stitch	Reflecting on a finished product, explaining likes and dislikes Troubleshooting scenarios posed by teacher Evaluating the quality of the stitching on others' work Discussing as a class, the success of their stitching against the success criteria Identifying aspects of their peers' work that they particularly like and why Joining items using fabric glue or stitching Identifying benefits of these techniques Threading a needle Sewing running stitch, with evenly spaced, neat, even stitches to join fabric Neatly pinning and cutting fabric using a template Learning different ways in which to join fabrics together: pinning, stapling, gluing
Year 3	Cushions: Pupils learn to sew cross stitch and appliqué and then apply this	Designing and making a template from an existing cushion and applying	Following design criteria to create a cushion Selecting and cutting fabrics with ease using	Evaluating an end product and thinking of other ways in which to create similar items 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

	to the design and creation of a cushion	individual design criteria Writing design criteria for a product, articulating decisions made	fabric scissors Sewing cross stitch to join fabric Decorating fabric using appliqué Completing design ideas with stuffing and sewing the edges 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 sewing small neat stitches Incorporating fastening to a design	considered successful Suggesting modifications for improvement
Year 6	Waistcoats: After drawing a design in accordance with their own criteria, pupils learn how to measure, cut and assemble fabric to create a waistcoat	Designing a waistcoat considering the main component shapes required and creating an appropriate template Considering proportions of individual components	Creating a waistcoat from a 2D design Measuring, marking and cutting fabric accurately and independently Creating strong and secure blanket stitches when joining fabric Using appliqué to attach pieces of fabric decoration	Evaluating work continually as it is created Using template pinning panels onto fabric Marking and cutting fabric accurately, in accordance with a design Sewing a strong running stitch, making small, neat stitches and following the edge Tying strong knots Decorating a waistcoat – attaching objects using thread and adding a secure fastening Learning different decorative stitches Application and outcome of the individual technique Sewing accurately with even regularity of stitches Learning to sew blanket stitch to join fabric

		Designing a waistcoat in accordance to specification linked to set of design criteria to fit a specific theme Annotating designs	Testing and evaluating an end product and giving point for further improvements	Applying blanket stitch so the space between the stitches are even and regular Threading needles independently
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