

Progression of skills and knowledge 'Textiles'		EYFS- Bookmarks	Year 1- Puppets	Year 2- Pouches	Year 3- Egyptian collar	Year 4- Fastenings	Year 5- Stuffed toys	Year 6- Cushions
Skills	Design	<ul style="list-style-type: none"> <li>-Discussing what a good design needs.</li> <li>-Designing a simple pattern with paper.</li> <li>-Designing a bookmark.</li> <li>-Choosing from available materials.</li> </ul> <p><b>Make</b></p> <p><b>Evaluate</b></p>	<ul style="list-style-type: none"> <li>-Using a template to create a design for a puppet.</li> </ul>	<ul style="list-style-type: none"> <li>-Designing a pattern for a pouch.</li> <li>- Choosing from available materials.</li> </ul>	<ul style="list-style-type: none"> <li>-Designing and making a template from an existing product and applying individual design criteria.</li> </ul> <p><b>Make</b></p>	<ul style="list-style-type: none"> <li>-Writing design criteria for a product, articulating decisions made.</li> <li>-Designing a personalised book sleeve.</li> </ul>	<ul style="list-style-type: none"> <li>-Designing a stuffed toy, considering the main component shapes required and creating an appropriate template.</li> <li>-Considering the proportions of individual components.</li> </ul>	<ul style="list-style-type: none"> <li>-Develop ideas for own products using knowledge gained from FPTs and existing product evaluation.</li> <li>- Think about the purpose and audience</li> <li>- Identify and list materials needed</li> <li>-Draw/plan labelled diagrams of product design</li> <li>- Consider the order of tasks (instructions)</li> </ul>

	<p>Make</p>	<ul style="list-style-type: none"> <li>-Developing fine motor/cutting skills with scissors.</li> <li>-Exploring fine motor/threading and weaving (under, over technique) with a variety of materials.</li> <li>-Using a prepared needle and wool to practise threading.</li> </ul>	<ul style="list-style-type: none"> <li>-Cutting fabric neatly with scissors.</li> <li>-Using joining methods to decorate a puppet.</li> <li>-Sequencing steps for construction.</li> </ul>	<ul style="list-style-type: none"> <li>-Selecting and cutting fabrics for sewing.</li> <li>-Decorating a pouch using fabric glue or running stitch.</li> <li>-Threading a needle.</li> <li>-Sewing running stitch, with evenly spaced, neat, even stitches to join fabric.</li> <li>-Neatly pinning and cutting fabric using a template.</li> </ul>	<ul style="list-style-type: none"> <li>-Following design criteria to create an Egyptian collar.</li> <li>-Selecting and cutting fabrics with ease using fabric scissors.</li> <li>-Threading needles with greater independence.</li> <li>-Tying knots with greater independence.</li> <li>-Sewing cross stitch to join fabric.</li> <li>-Decorating fabric using appliqué.</li> <li>-Completing design ideas by embellishing the collars based on design ideas (Egyptian collars).</li> </ul>	<ul style="list-style-type: none"> <li>-Making and testing a paper template with accuracy and in keeping with the design criteria.</li> <li>-Measuring, marking and cutting fabric using a paper template.</li> <li>-Selecting a stitch style to join fabric.</li> <li>-Working neatly by sewing small, straight stitches.</li> <li>-Incorporating a fastening to a design.</li> </ul>	<ul style="list-style-type: none"> <li>-Creating a 3D stuffed toy from a 2D design.</li> <li>-Measuring, marking and cutting fabric accurately and independently.</li> <li>-Creating strong and secure blanket stitches when joining fabric.</li> <li>-Threading needles independently.</li> <li>-Using appliqué to attach pieces of fabric decoration.</li> <li>-Sewing blanket stitch to join fabric.</li> <li>-Applying blanket stitch so the spaces between the stitches are even and regular.</li> </ul>	<ul style="list-style-type: none"> <li>-Use own plans to create final product</li> <li>-Refine product designs as the final product is created.</li> <li>-Choose and use appropriate materials and tools</li> </ul>
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	Evaluate	<ul style="list-style-type: none"> <li>- Reflecting on a finished product and comparing to their design.</li> </ul>	<ul style="list-style-type: none"> <li>- Reflecting on a finished product, explaining likes and dislikes.</li> </ul>	<ul style="list-style-type: none"> <li>- Troubleshooting scenarios posed by teacher.</li> <li>- Evaluating the quality of the stitching on others' work.</li> <li>- Discussing as a class, the success of their stitching against the success criteria.</li> <li>- Identifying aspects of their peers' work that they particularly like and why.</li> </ul>	<ul style="list-style-type: none"> <li>- Evaluating an end product and thinking of other ways in which to create similar items.</li> </ul>	<ul style="list-style-type: none"> <li>- Testing and evaluating an end product against the original design criteria.</li> <li>- Deciding how many of the criteria should be met for the product to be considered successful.</li> <li>- Suggesting modifications for improvement.</li> <li>- Articulating the advantages and disadvantages of different fastening types.</li> </ul>	<ul style="list-style-type: none"> <li>- Testing and evaluating an end product and giving point for further improvements.</li> </ul>	<ul style="list-style-type: none"> <li>- Refer back to plans to look at own and peers products</li> <li>- Consider whether the product meets the design brief/purpose and audience</li> <li>- Say what went well and what could be improved</li> </ul>
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<p>Knowledge</p>	<p>Technical</p>	<ul style="list-style-type: none"> <li>- To know that a design is a way of planning our idea before we start.</li> <li>- To know that threading is putting one material through an object.</li> </ul>	<ul style="list-style-type: none"> <li>- To know that 'joining technique' means connecting two pieces of material together.</li> <li>- To know that there are various temporary methods of joining fabric by using staples, glue or pins.</li> <li>- To understand that different techniques for joining materials can be used for different purposes.</li> <li>- To understand that a template (or fabric pattern) is used to cut out the same shape multiple times.</li> </ul>	<ul style="list-style-type: none"> <li>- To know that sewing is a method of joining fabric.</li> <li>- To know that different stitches can be used when sewing.</li> <li>- To understand the importance of tying a knot after sewing the final stitch.</li> <li>- To know that a thimble can be used to protect my fingers when sewing.</li> </ul>	<ul style="list-style-type: none"> <li>- To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces.</li> <li>- To know that when two edges of fabric have been joined together it is called a seam.</li> <li>- To know that it is important to leave space on the fabric for the seam.</li> <li>- To understand that some products are turned inside out after sewing so the stitching is hidden.</li> </ul>	<ul style="list-style-type: none"> <li>- To know that a fastening is something which holds two pieces of material together for example a zipper, toggle, button, press stud and velcro.</li> <li>- To know that different fastening types are useful for different purposes.</li> <li>- To know that creating a mock up (prototype) of their design is useful for checking ideas and proportions.</li> </ul>	<ul style="list-style-type: none"> <li>- To know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric.</li> <li>- To understand that it is easier to finish simpler designs to a high standard.</li> <li>- To know that soft toys are often made by creating appendages separately and then attaching them to the main body.</li> <li>- To know that small, neat stitches which are pulled taut</li> </ul>	<ul style="list-style-type: none"> <li>- To know that applique is a way of mending or decorating a textile by applying smaller pieces of fabric to larger pieces.</li> <li>- To know that when two edges of fabric have been joined together it is called a seam.</li> <li>- To know that it is important to leave space on the fabric for the seam.</li> <li>- To understand that some products are turned inside out after sewing so the stitching is hidden.</li> </ul>
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- To know that drawing a design idea is useful to see how an idea will look.

are important to ensure that the soft toy is strong and holds the stuffing securely.