Design and Technology   Year 2   Summer 1

Template and joining techniques: animal puppet based on core texts

Prior Learning:

In EYFS there is not a focused unit on textiles however, children experience different textiles in small world and role play. We also have different elements of haberdashery at the 'make and do table'.

Y1 Art – landscape textile unit

Final Outcome: To make an animal puppet to be used to help to tell a story linked to our core texts in Year 2.

Key Vocabulary	Objectives *taken from Progression Document*	Key Knowledge
fabric **template** **pattern** **sew** **stitch** **needle** **thread** **decorate** **function**	**Design** • Use pictures and words confidently to convey what they want to design/make • Use kits/reclaimed materials to develop ideas • Model ideas with kits and reclaimed materials • Select appropriate technique explaining: First… Next… After that…Then… Last…Finally… • Explore ideas by rearranging materials, explaining why they have made their choices • Select pictures independently to help develop ideas • Use drawings to record ideas with confidence as they are developed.	Puppets have been used for a long time to help to tell stories e.g., Punch and Judy at the seaside. There are different types of puppets. Puppets can be controlled using a hand or strings. Children will know that a template is used as a guide to make something. Children will know that fabrics can be joined using a running stitch.

	• Add detailed notes to drawings to help explanations. • Describe their models and drawings of ideas and intentions. **Make** • Discuss their work as it progresses. • Select materials from a wider range that will meet the design criteria. • Select and name the tools needed to work the materials (e.g. thread, needle, templates, scissors, and spreader). • Explain what they are making. • Explain which materials they are using and why. • Name the tools they are using. • Describe what they need to do next and why. **Textiles: Template and joining techniques** • Cut out shapes which have been created by drawing round the template onto the fabric. • Join fabrics by using e.g. running stitch, glue, staples, over sewing, tape. • Decorate fabrics with attached items e.g. buttons, beads, sequins, braids, ribbons. • Colour fabrics using a range of techniques **Evaluate** • Explore existing products. Investigate how they have been made and why. • Decide how existing products do/do not achieve their purpose and why. • Talk about their design as they develop and identify good and bad points, explaining how they could improve it. • Note changes made during the making process as annotation to plans/drawings.	Sewing is the craft of stitching things using a needle and thread.

| | • Say what they like and do not like about items they have made and say why.

• Discuss how closely their finished product meets their design criteria and how well it meets the needs of the user. | |