



Area: Textiles		Year: 6	Subject: Design and Technology	
What should I already know? → how to do a range of stitches, including blanket → seam allowance is the area between the fabric edge and the stitching line → decoration techniques, such as embroidery		How will I use this learning in the future? In KS3, I will produce a wider range of garments. I will use mood boards to plan fashion ranges and accessories.		What vocabulary should I learn?
What should I be able to do by the end?				appliqué ornamental needlework in which pieces of fabric are sewn onto a larger piece to form a picture or pattern
Designing Plan the sequence of work and develop step by step plans which someone else could follow to make an intended product.		Join fabrics using a wide range of stitches and justify choices.		edging to hem a piece of cloth
Evaluating Consider how a product can be improved using existing products.				garment an item of clothing
Create a prototype to identify strengths and areas of development before making a product. A prototype is an early sample or model created to test a concept or process. A prototype can show which aspects of a design may be difficult (or impossible) to implement. You will need to have a clear understanding of sizes, materials, seams and fastenings.		Understand pattern layout. This refers to the placement of pattern on the fabric in an economical manner (that is without wasting unnecessary fabric). All the patterns should be arranged properly following grain of the fabric. Press the fabric without any wrinkles before laying the patterns.		grain the direction of the warp and weft threads used in weaving fabric
				pleat a double or multiple fold in a garment
Identify and use more complicated decoration techniques.				ruffles a strip of lace or other material gathered along one edge to make a frill
				smocking embroidery technique used to gather fabric so that it can stretch
				What should I know by the end?
				Jobs within the textiles industry.
				Tailor- a person whose occupation is making fitted clothes such as suits, trousers, and jackets to fit individual customers.
				Seamstress/Seamster- a person whose occupation is making and altering garments.
				Fashion Designer- a person who studies trends and sketch initial clothing or accessory designs. They select fabrics and trims and adjust the prototypes of their designs until the end product is then marketed to clothing retailers.
				Dressmaker- a person who makes custom clothing for women, such as dresses, blouses and evening gowns.
				Jobs with useful textile skills:
				Surgeon- a doctor who performs operations and needs to stitch skin together.