Prior Knowledge

Year 1 Children's Prior Knowledge

EYFS
• To join two pieces of fabric by lacing • To cut fabric with scissors • Know that thought needs to be given to purpose of the produce when designing

Year 2 Children's Prior Knowledge

EYFS
• To join two pieces of fabric by lacing • To cut fabric with scissors • Know that thought needs to be given to the purpose of the produce when designing

	Learning Objective	Activity	Key Knowledge (By the end of the lesson)		Vocabulary (Tier 3)
			Substantive	**Disciplinary**	
Lesson 1	DT L.O. 5 To be able to explore and evaluate a range of existing products. To investigate a range of puppets	In this project you are going to make a **animal puppet** for a **sibling/friend** for **Christmas Present** To begin with we will look at some puppets in action. Look at the puppets by Jim Henson. Explore a range of different types of puppets. For example Glove puppet, rod	• Know that a glove puppet is made by joining 2 pieces of fabric together	• Be able to identify ways that fabrics have been joined together.	puppet puppeteer glove puppet, finger puppet, shadow puppet, rod puppet, marionette, sock puppet, stick puppet fabric joining techniques sewing

| | | puppet, finger puppet, shadow puppet marionette etc

How do they work? Explore and compare the materials used, joining techniques and finishing techniques used. Focus on glove puppet.

How many parts is it made from?
What is it joined with?
How is it finished?
Why do you think these joining techniques have been chosen?
How is it fastened?
Who might use it and why?

Focus on how the pieces have been joined together in particular. Which joining techniques would be more successful/less successful - glueing, sewing etc

Annotate images of drawings of existing products stating the user and purpose. Identify and label the type of fabric, fastening and techniques used where appropriate. | | | |
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| Lesson 2 | DT L.O. 3 To be able to select from and use a range of tools and equipment to perform practical tasks *[for example, cutting, shaping, joining and finishing]*.

To investigate a range of joining techniques | Today we are going to practise using different techniques to join fabric together.

We are also going to practise some finishing techniques.

Teacher to demonstrate how to lace, glue, staple, and use running stitch to join the 2 edges of fabric together.

Children to use these techniques to fasten strips of fabric together. Discuss the advantages and disadvantages of each technique. | ● Know that fabric can be joined by lacing, sewing, glueing or stapling. | ● Thread a needle (with support - Yr 1)
● Complete a running stitch
● Use simple tools safely (needle) | sew
needle
thread
running stitch |

		Teacher to demonstrate finishing techniques eg sewing a button, 3-D fabric paint, glueing fabric shapes / sequins etc Children to then practise these finishing techniques on a square of fabric			
Lesson 3	L.O. 2 To be able to generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. To design a hand puppet	Remind children of the project title To make a **animal hand puppet** for a **sibling/friend** for **Christmas Present** Today we are going to design our puppet. Class discussion about the design criteria What do we need to do to ensure our puppet is successful? For example, it needs to be colourful, appealing to young children, be big enough to fit a child's hand in, be joined together in a way that allows it to move freely. Children to select from a lion, elephant, owl, frog, shark or snake for their puppet Show the children the felt and talk about how they are going to use a template as the pattern for the shape of their puppet. Emphasise the importance of using a template to get 2 pieces of fabric the same size & shape to join together. Show an example of mismatched fabric to illustrate this Children design their puppet - draw round a template. Children to colour and annotate their designs to document the materials (colour of felt and thread), the joining techniques they will use, the finishing techniques they will use.	• Know that a template is used to ensure accuracy / consistency when when cutting out materials	• Use a template to create two identical pieces of fabric.	design design criteria product purpose felt template pattern mark out

		Peer assess / talk partners to discuss if the design planned will meet the design criteria (Will it appeal to young children? Are suitable joining and finishing techniques planned?)			
Lesson 4	DT L.O. 3 To be able to select from and use a range of tools and equipment to perform practical tasks *[for example, cutting, shaping, joining and finishing]*. To use a template to cut out a hand puppet. To use running stitch to join 2 pieces of fabric together.	Talk through the stages in making (draw round template, cut out, join fabrics, finish puppet) Children to draw round the template and cut out of 2 pieces of fabric) Children to join the 2 pieces of fabric together, using a running stitch, safely using a needle and thread.	● Know that a template is used to ensure accuracy / consistency when when cutting out materials	● Join two pieces of fabric together using a running stitch ● Use simple tools safely (scissor / needle)	felt template pattern mark out
Lesson 5	DT L.O. 4 To be able to select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics. To use finishing techniques to enhance a puppet	Following their design, children to use finishing techniques to complete their puppet.	● Know that finishing techniques are used to improve the appearance of a product.	● Use simple finishing techniques to improve the appearance of their product, such as adding simple decorations	decorate
Lesson 6	DT L.O. 6 To be able to evaluate their ideas and	Use the evaluation web to evaluate if the product meets the design criteria.	● Know that a product must meet the design criteria to be successful.	● Evaluate a finished product against design criteria.	evaluate user

	products against design criteria. To evaluate a puppet against the design criteria.	Children to say/write how they could improve their product. Take photographs as the children try out puppets..			