

## FOCUS ON TEXTILES

		EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<b>Sewing</b>	<b>Curriculum Statements</b>	<p><b>0-3</b> Explore different materials, using all their senses to investigate them. Manipulate and play with different materials</p> <p><b>3-4</b> Join different materials and explore different textures</p> <p><b>FS2</b> Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p><b>ELG</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used</p> <p>All also works towards PD ELG of using a range of small tools, including scissors, paintbrushes and cutlery.</p>	<p>Match and sort fabrics and threads for colour, texture, length, size and shape</p> <p>Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting</p> <p>Cut and shape fabric using scissors/snips</p> <p><u>Colour-</u> Apply colour with printing, dipping, fabric crayons</p> <p>Create and use dyes e.g. onion skins, tea, coffee</p> <p><u>Texture-</u> Create fabrics by weaving materials e.g. grass through twigs, carrier bags through a bike wheel</p>	<p>Apply shapes with glue or by stitching</p> <p>Apply decoration using beads, buttons, feathers etc...</p> <p>Create cords and plaits for decoration</p> <p><u>Colour-</u> Apply colour with printing, dipping, fabric crayons</p> <p>Create and use dyes e.g. onion skins, tea, coffee</p> <p><u>Texture-</u> Create fabrics by weaving materials e.g. grass through twigs, carrier bags through a bike wheel</p>	<p>Use a variety of techniques, e.g. Printing, dyeing, weaving and stitching to create different textual effects</p> <p>Match the tool to the material</p> <p>Develop skills in stitching, cutting and joining</p> <p>Experiment with paste resist</p>	<p>Use fabric to create 3-d structures</p> <p>Use different grades of threads</p>	<p>Use fabric to create 3-d structures</p> <p>Use different grades of threads and needles</p>	
	<b>Summary</b>	Children learn how to thread various objects onto a variety of thickness of string. Children complete activities using lacing cards and may progress onto completing sewing on plastic canvas.	Children learn how to sew and join fabrics using a running stitch. Children learn how to cut out shapes which have been created by drawing around a template onto the fabric. Children begin to sew using running stitch.	Children are able to join fabrics using a range of stitches (running, back and whip) with increasing independence. They learn how to add further decoration to their work using buttons, beads, sequins, applique	Children are able to create a secure structure and create products and patterns using a range of threads and materials	Children can create products using pattern pieces. Children can pin and tack fabric pieces together. They can join fabrics by over sewing, back stitch and blanket stitch. Children are able to make quality products with increasing accuracy and independence.		
	<b>LOs</b>	<p>To thread objects onto string accurately</p> <p>To move thread through lacing holes, experimenting with a different variety of patterns (pre stitching)</p>	<p>Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing</p> <p>Use a range of simple tools to cut, join and combine materials and components safely</p>	<p>Choose appropriate tools, equipment, techniques and materials from a wide range</p> <p>Safely measure, mark out, cut and shape materials and components using a range of tools</p>	<p>Safely measure, mark out, cut assemble and join with some accuracy</p> <p>Make suitable choices from a wider range of tools and unfamiliar materials and plan out the main stages of using them</p> <p>Use techniques which require more accuracy to cut, shape, join and finish his/her work e.g. Cutting internal shapes, slots in frameworks</p> <p>Use his/her knowledge of techniques and the functional and aesthetic qualities of a wide range of materials to plan how to use them</p>	<p>Make careful and precise measurements so that joins, holes and opening are in exactly the right place</p> <p>Produce step by step plans to guide his/her making, demonstrating that he/she can apply his/her knowledge of different materials, tools and techniques</p>		
	<b>Success</b>	<p>Children can thread objects onto a string and</p> <p>Children are able to successfully repeatedly pass a thread through a pre-made hole to form 'stitches'.</p>	<p>Thread a large needle</p> <p>Knot thicker thread</p> <p>Begin to use running stitch on binka</p>	<p>Thread a needle</p> <p>Knot thread</p> <p>Be able to use running stitch on binka</p> <p>Be able to use running stitch on fabric to join to pieces of identical shaped fabric together</p>	<p>Independently use running stitch to join two pieces of fabric together</p> <p>Be able to use running stitch, whip stitch and back stitch</p> <p>Choose one or more of these stitches to join two pieces of fabric</p> <p>Use stitching for aesthetic as well as practical use</p>	<p>Be able to construct a loom which is then used to complete a woven piece (possibly including tassels and soumak stitch)</p>	<p>To be able to pin and tack fabric pieces together.</p> <p>Join fabrics using stitches learned in Year 3 and 4 for both functional and aesthetic purposes.</p> <p>Begin to use blanket stitch for joining fabric</p>	
<b>Unit</b>	No specific unit – opportunities within provision.	Book marks	Puppets	Fruit Collage	Pencil Case	Weaving	Drawstring Bag	

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
<b>DESIGN</b>	To represent their ideas for using textiles through drawing and mark making.	<ul style="list-style-type: none"> <li>Design an item using own template.</li> <li>Consider how to achieve given design criteria.</li> </ul>		<ul style="list-style-type: none"> <li>Design an item in accordance to own criteria</li> <li>Consider the proportions of individual components in design</li> </ul>		<ul style="list-style-type: none"> <li>Design an item in accordance to a specification linked to a design criterion.</li> <li>Annotate designs with front, side and back views</li> </ul>	<ul style="list-style-type: none"> <li>Design an item in accordance to a specification linked to a design criterion.</li> <li>Annotate designs with front, side and back views</li> </ul>
<b>MAKE</b>	Explore different materials (recycled ribbons, nets, felt, vivelle, recycled clothes) freely, to develop their ideas about how to use them and what to make	<ul style="list-style-type: none"> <li>Sequence steps to make an item</li> <li>Select own materials</li> <li>Pin and cut materials using a template</li> <li>Use fabric glue with effect</li> <li>Use running stitch to join two materials</li> <li>Reflecting on a finished product, explaining likes and dislikes</li> <li>Troubleshoot scenarios posed by teacher</li> <li>Evaluating the quality of the stitching on others' work</li> <li>Discussing the success of their stitching against the design criteria</li> </ul>		<ul style="list-style-type: none"> <li>Measure, mark and cut fabric using a paper template</li> <li>Select and cut fabrics with ease using fabric scissors</li> <li>Thread needles with greater independence</li> <li>Tie knots with greater independence</li> <li>Sew running stitch to join fabric</li> <li>Begin to decorate fabric using appliqué</li> <li>Selecting a stitch style to join fabric, working neatly sewing small neat stitches</li> <li>Incorporating fastening to a design</li> <li>Evaluating an end product, thinking of other ways in which to create similar items and suggesting modifications for improvement</li> <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>Articulating the advantages and disadvantages of different fastening types</li> </ul>		<ul style="list-style-type: none"> <li>Create a 3D item from a 2D design</li> <li>Acucately measure and construct a frame for a loom</li> <li>To warp a loom making choices about thickness and colour of thread</li> <li>To complete weaving making careful choices and colour and thickness of thread</li> <li>To complete weaving consistently maintaining tension</li> <li>To securely tie off weaving when complete to ensure the weave does not come loose</li> <li>To learn how to complete soumak stitch</li> <li>To attach tassels to weaving</li> </ul>	<ul style="list-style-type: none"> <li>Create a 3D item from a 2D design</li> <li>Measure, mark and cut fabric accurately and independently in accordance with design</li> <li>Threading needles independently</li> <li>Using applique to attach pieces of fabric decoration</li> <li>Create strong and secure blanket stitches when joining fabric</li> <li>Applying blanket stitch so the space between the stitches are even and regular</li> <li>Use a strong running stitch, making small, neat stitches to following the edge (top stitching)</li> <li>Add a secure fastening to an item</li> <li>Learning different decorative stitches</li> <li>Sewing accurately with even regularity of stitches</li> </ul>
<b>EVALUATE</b>	Articulate what they know.	<ul style="list-style-type: none"> <li>Reflecting on a finished product, explaining likes and dislikes</li> <li>Troubleshoot scenarios posed by teacher</li> <li>Evaluating the quality of the stitching on others' work</li> <li>Discussing the success of their stitching against the design criteria</li> </ul>		<ul style="list-style-type: none"> <li>Evaluating an end product, thinking of other ways in which to create similar items and suggesting modifications for improvement</li> <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>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> <li>Evaluating work continually as it is created and suggesting how individual steps could be improved.</li> </ul>	<ul style="list-style-type: none"> <li>Testing and evaluating an end product and giving point for further improvements</li> <li>Evaluating work continually as it is created and suggesting how individual steps could be improved.</li> </ul>

<p style="text-align: center;"><b>TECHNICAL KNOWLEDGE</b></p>	<ul style="list-style-type: none"> <li>• To know how to begin to join materials</li> <li>• To know that joining can be permanent or temporary</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 know that different techniques for joining materials can be used for different purposes</li> <li>• To know that a template (or fabric pattern) is used to cut out the same shape multiple times</li> <li>• To know that drawing a design idea is useful to see how an idea will look</li> <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 know 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</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 know that some products are turned inside out after sewing so the stitching is hidden</li> <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>• That warp are the threads that run the length of the loom, crossed by the weft, to create the woven cloth</li> <li>• That weft are the horizontal threads interlaced between the warp</li> <li>• To know that a loom is a frame on which warp threads are fixed</li> <li>• Shuttle is a carrier passes through the warp</li> <li>• Weaving is where two seats of yarns interlace at right angles</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 know that it is easier to finish simpler designs to a high standard</li> <li>• To know that small, neat stitches which are pulled taut are important to ensure that the bag is strong and holds items securely</li> <li>• To know that it is important to design the bag with the client/target customer in mind</li> <li>• To know that using a template (or clothing pattern) helps to accurately mark out a design on fabric</li> <li>• To know the importance of consistently sized stitches</li> </ul>
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