

Medium Term Plan: Supporting Implementation of LTP/Progression Grid

Subject: DT - **Textiles - joining techniques (Puppets)** Year: 2

NC/PoS:

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing and templates.
- select from and use a range of tools and equipment to perform practical tasks
- select from and use a wide range of materials and components, including textiles, according to their characteristics
- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria

Prior Learning (what pupils already know and can do)

- Know how to use glue and tape to join materials such as card, paper and cardboard together.
- Have a scientific understanding of materials and their properties.

End points (what pupils MUST know and remember)

- Know how to design a product which requires them to use templates and joining techniques and can explain the user and purpose. For example: a puppet for themselves.
- Know how to draw an annotated sketch of their puppet and can label it with materials and key parts (joining techniques, gap for hand to go, appealing qualities).
- Know how to create templates that were used to create the final product
- know how to select from PVA glue, glue sticks, staples, pins, stitching techniques and scissors to cut and join materials (fabric)
- Know a variety of real-life items that use a variety of joining techniques such as books, clothes etc and can explain why the joining technique is effective.
- Know if their puppet is suitable for the intended user and purpose. They can discuss if it is appealing and functional. They can offer a way to improve their card with some guidance where required.

Key Vocabulary

joining technique, template, applique, fray, running stitch, paper pattern, evaluate

Session 1:

Evaluating existing products

- provide a range of items that use a range of different joining techniques (books that are glued, clothes that are stitched, paper that is stapled etc)
- Discuss the different joining techniques and why each one is suitable to each product. Why wouldn't glue/staples be suitable for the clothes?
- Test using different joining techniques on different materials (glue/staple clothes together, stitch paper together etc)
- Look at templates for different objects, can they match the templates with the items?
- Explore different fabrics and decide which would be best to make a hand puppet out of (felt holds its shape well, is easy to cut, comes in lots of colours, doesn't fray, cotton is easy to cut but can be 'floppy', comes in lots of colours, can fray, denim holds quite well but doesn't come in many colours, can be difficult to cut through, silk is difficult to cut into accurate shapes and frays easily)
- Introduce Jim Henson, the inventor of the muppets. Discuss his impact on modern life.

Vocab: joining techniques, template, fray

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Session 2:

Practising skills

- Practise running stitch
- Practise decorative techniques – sewing on a button, fabric paints, gluing sequins etc.
- Practise making templates or paper patterns for different shapes items.
- Practise cutting skills and cutting a variety of fabrics.

Vocab: running stitch, applique, paper pattern

Session 3:

Designing

- Design a hand puppet for a specific user or purpose and plan joining techniques, decorative ideas and templates through discussion and annotated sketches.
- e.g. A hand puppet for myself to play with.

Vocab: joining technique, paper pattern

Session 4:

Making

- Join pieces of fabric together using their chosen technique to create a hand puppet.
- Ensure it is appealing to the eye by using the decoration techniques practised.
- Ensure it is functional – does the opening open wide enough? Does your hand fit? Do the hands move? Does the head move?
- Ensure it appeals to the user and purpose
- Evaluate work as and when it is relevant and make adjustments when and where necessary.

Vocab: joining techniques, applique, evaluate

Session 5:

Evaluating

- Evaluate the hand puppet against the design criteria
- Is it appealing to look at?
- Is it functional?
- Does it suit/fit the user?
- Does it work for the intended purpose?

Assessment questions: How many parts is it made from? What is it joined with? Why did you choose these joining techniques? What finishing techniques did you use and why? How does it meet the design criteria? What changes did you make? How would you make it better next time?

Vocab: evaluate

Future learning this content supports:

LKS2 Textiles - 2D shapes to a 3D product

UKS2 Textiles – Combining different shapes