Year 3 and 4 Knowledge Organiser - 2D shape to 3D product - Make a Bag/Purse to keep something special inside.

What I should already know.

Pictures and diagrams

What will I know by the end of the Unit? - Key Skills

I should already have had experience of

- -Joining fabrics in simple ways by gluing and stitching.
- Using simple patterns and templates for marking out.
- Evaluating a range of textiles.

Designing – Identify the purpose of a product to be made.

- -Generate ideas and design criteria for an appealing, functional product.
- Produce annotated sketches and pattern pieces.

Making – Select and use a range of appropriate tools with some accuracy.

-Select fabrics and fastenings.

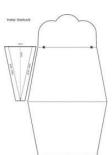
Key Vocabulary

- . **Applique** the method of sticking or gluing patches onto fabric to decorate it.
- -Pattern/template a shape which is placed on the fabric to assist cutting out the fabric

 Seam a line of stitching that joins pieces of fabric together.

 Seam allowance extra fabric allowed for joining together usually 1.5cm.





Evaluating – Investigate a range of 3D textile products.

- -Test their product against the original design criteria.
- -Take into account others' views.
- -Understand how a key individual or event has influenced the development of the chosen product and/or fabric.

Technical Knowledge – Know how to strengthen, stiffen and reinforce existing fabrics.

- -Understand how to securely join 2 pieces of fabric together.
- -Understand the need for patterns and seam allowances.

Simple Sewing Stitches running stitch basting stitch backstitch invisible stitch hemming stitch slip stitch overcast stitch/whipstitch catch stitch

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