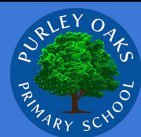




# Key Question: Can these old socks talk?

Explore adding different features e.g. ears, tongue, nose etc.



## Vocabulary

### Puppet



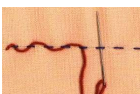
A puppet is a figure that is moved by a person, usually for a performance of some kind.

### Cotton thread



A thin material used to sew.

### Stitch



A single turn or loop made by the needle and thread.

### Needle



A thin metal object in which thread or cotton is used to sew.

### Thread the needle



When the cotton is put through the eye of the needle ready to sew

### Eye



Part of the needle where there is an opening for the cotton.



### Running stitch



In this topic, **we are learning to:**

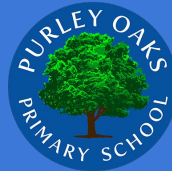
- **Explore** to look at a wide range of puppets and materials.
- **Generate** identify a target group
- **Decide** generate, develop, model and communicate ideas through discussion and annotated sketches
- **Create** using tools and equipment. Using sewing and gluing to attach to a piece of fabric.
- **Evaluate** our final products deciding upon successes and area for improvement.

### Skills required:

- Sewing
- Cutting
- Gluing
- Drawing diagrams

# Key Question: Can these old socks talk?

*Explore adding different features e.g. ears, tongue, nose etc.*



## Assessment Focus:

### **Explore:**

- generate ideas by drawing on our own and other people's experiences.
- identify a purpose for what we intend to design and make.
- look at a range of existing products explain what we like and dislike about products and why.

### **Generate:**

- understand how to identify a target group for what we intend to design and make based on design criteria.

### **Decide:**

- begin to develop our design ideas through discussion, observation, drawing and modelling.
- develop our ideas through talk and drawings and label parts.

### **Create:**

make templates and mock ups of our ideas in card and paper or using ICT

- with help measure, cut and score with some accuracy
- begin to select tools and materials; use correct vocabulary to name and describe them.
- learn to use hand tools safely and appropriately.
- start to assemble, join and combine materials in order to make a product. - demonstrate how to cut, shape and join fabric to make a simple product.
- use basic sewing techniques.
- start to choose and use appropriate finishing techniques based on own ideas.

### **Evaluate:**

- evaluate our work against the design criteria.
- start to evaluate our products as they are developed, identifying strengths and possible changes they might make.
- with confidence talk about our ideas, saying what we like and dislike about them.