

Key Question: Can these old socks talk?

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

Vocabulary

Puppet



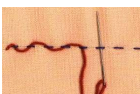
A puppet is a figure that is moved by a person, usually for a performance of some kind.

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:

- Sew
- Cut
- Join

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.