

Strand: Design technology

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing]
- explore and evaluate a range of existing products and evaluate their ideas and products against design criteria

Key knowledge

- Clothing is made from different materials
- Fibres that come from plants and fibres that come from animals
- Different processes used to making clothing

Traditional clothing



No-sew scarves



fleece knot scarf



Key vocabulary

fabric	Cloth or other material produced by weaving or knitting fibres
fleece	A soft, warm fabric
handmade	Made by hand, not by machine
knitting	Thread together in a series of connected loops
material	The matter from which things can be made
No-sew	No sewing is required
process	A series of actions or steps taken to achieve something
stitch	A loop of thread (used in knitting and sewing)
sew	Attach things together by making stitches with a needle and thread
Traditional clothing	Things people wear that link them to a place or group of people

By the end of the unit, your child should be able to:

- Explain the processes needed to make clothes
- Identify some 'traditional clothes' worn in some countries
- Design and create a no-sew scarf
- Evaluate their no-sew scarf