



# Knowledge Organiser: YEAR 1 Design Technology

## Textiles: Hand puppets

### What I should already know:

Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Share their creations, explaining the process they have used.

Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use a range of small tools, including scissors, paintbrushes and cutlery.



### Joining techniques

#### Running stitch

You can use a running stitch to join two pieces of fabric, add detail and texture to your design.



#### Fabric glue

Fabric glue can be used to attach fabric details to your design which help to add texture.



#### Sewing on buttons

Sewing buttons on can add detail and texture to your design. Simple layered cross stitches through the holes in the button will secure the button in place.



### Technical knowledge and skills

Understand that a 3-D textiles product can be assembled from two identical fabric shapes.



Understand how to join fabrics using different techniques e.g. running stitch or glue.



Explore finishing techniques e.g. using fabric pens, stitching, sequins, buttons or wool.



Know and use technical vocabulary.

## KEY

## VOCABULARY

**Running stitch-** a small even stitch run in and out in cloth.

**Joining techniques-** ways to join fabric together

**Fabric-** cloth or other material produced by weaving or knitting.

**Needle-** a thin piece of polished metal with a point at one end and a hole for thread at the other, used in sewing

**Thread-** used for joining fabric together or adding decoration.

**Template-** A pattern, made from card or paper, which is cut around to shape a piece of fabric.

**Finishing techniques-** Ways of decorating fabric such as adding ribbons, buttons, sequins, glitter, fabric paint or wool

## I will be learning to:

### Design

Know what products I am designing and making.  
Use simple design criteria to help develop my ideas.  
Use knowledge of existing products to help come up with ideas.  
Develop and communicate ideas by talking and drawing.

### Make

Select from a range of tools and equipment, explaining my choices.  
Select from a range of materials and components according to their characteristics.  
Join and combine materials and components.  
Use finishing techniques, including those from art and design.

### Evaluate

Make simple judgements about my products and ideas against design criteria.