
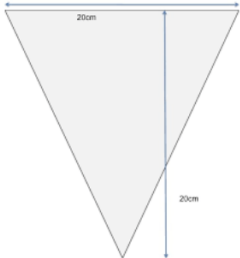


Caroline Haslett Primary School - DT		
Topic: Textiles	Year 5 - Summer term	Mobile phone case

Knowledge	Vocabulary
<ul style="list-style-type: none"> A product can be designed for a specific purpose with a target audience in mind. It is designed, then made. All designs have an origin based on their designated purpose. Innovative ideas create products with new features. A 'user' is a person who samples and uses a designed product. <p>running stitch backstitch</p>  <ul style="list-style-type: none"> A template is a pattern made from card, which is traced onto fabric. 	<ul style="list-style-type: none"> Innovative-a new idea/product. Original-something created personally by a particular designer. Aesthetics- how the product looks. Target market-who the product is aimed at. Functionality-how well the product works.
	Skills
	<ul style="list-style-type: none"> Prioritise the most important points from the design criteria. Use a combination of different stitches. Create accurate paper templates for both the phone case and decoration, allowing a seam allowance. Demonstrate precision and measuring when cutting. Evaluate against design criteria.
Design, make, evaluate	
<ol style="list-style-type: none"> Research different types of mobile phone cases. Look at designs from popular manufacturers, such as: iPhone, Samsung, Proporta (include famous designers). Consider: materials used, designer features, aesthetics, who is the intended user and how do you know? Are there any innovative features? Develop design criteria to inform the design of a functional, appealing mobile phone case that is fit for purpose. It must include an innovative feature [e.g. debit card wallet/keyring hook]. Show as an annotated sketch. Make a template and prototype of the phone case. Practise running stitch, backstitch, overstretch and blanket stitch. Produce a step-by-step plan. Make and decorate. Evaluate the product against their own design criteria. 	

Skills	
Design	<p>Use the internet for research and design ideas.</p> <p>Take a user's view into account when designing.</p> <p>Begin to consider the needs/wants of individuals/groups when designing, and ensure the product is fit for purpose.</p> <p>Create their own design criteria.</p> <p>Have a range of ideas.</p> <p>Produce a logical, realistic plan and explain it to others.</p> <p>Use annotated sketches.</p> <p>Make design decisions considering time and resources.</p> <p>Clearly explain how parts of the product will work.</p> <p>Model and refine design ideas by making prototypes and using pattern pieces.</p>
Make	<p>Use selected tools/equipment with a good level of precision.</p> <p>Produce suitable lists of tools, equipment/materials needed.</p> <p>Select appropriate materials, fit for purpose; explain choices, considering functionality.</p> <p>Create and follow a detailed step-by-step plan.</p> <p>Explain how the product will appeal to an audience.</p> <p>Mainly accurately measure, mark out, cut and combine materials.</p> <p>Mainly accurately apply a range of finishing techniques.</p> <p>Use techniques that involve a small number of steps.</p> <p>Begin to be resourceful with practical problems.</p>
Evaluate	<p>Evaluate quality of design while designing and making.</p> <p>Evaluate ideas and finished product against specification, considering purpose and appearance.</p> <p>Test and evaluate the final product.</p> <p>Evaluate and discuss existing products, considering: how well they've been made, materials, whether they work, how they have been made, fit for purpose.</p> <p>Talk about some key designers/manufacturers of products.</p>
Textiles	<p>Understand that a template is a pattern made from a card, which is traced onto the fabric.</p> <p>Use a template and make a prototype.</p> <p>Join materials using a running stitch, backstitch, overstitch and blanket stitch.</p> <p>Evaluate the product against their own design criteria.</p>