

# In DT we are learning about... **Textiles - Can you design, make and evaluate a bag for a parent to take shopping?**

## Key vocabulary



**Textiles**- flexible materials woven from fabrics e.g. clothing

**Stitch** - sew things together using a needle and thread

**Tie dye** - a method of colouring fabric by tying it in a tight bundle

embroidery - decorating fabrics with different stitches

**Aesthetic** - how something looks  
functionality - how something works

Contents - the inside of something

**Mock up** - quick 3D model  
ling using easy to work and cheaper materials and temporary joints.  
Useful for checking proportions and scale.

**Pattern or template** - a shape drawn to exact shape and size, used to assist in cutting out.

**Seam allowance** - extra fabric allowed for joining together - 15mm for domestic patterns.

**Specification** - describes what a product has to do.

**Tacking** - large running stitches to hold pieces of fabric together temporarily.

## Characteristics needed for this topic:

- Imagination
- Resilience
- Concentration



## **parent to take shopping?**

### Sticky knowledge



- Textiles designers and makers can use stitches (e.g. cross stitch, stem stitch, chain stitch satin stitch and other techniques (e.g. embroidery, tie dye) to add to the aesthetic appeal of their product.
- Tie dye is a method of colouring fabrics, by tying it in a tight bundle (with rubber bands/string) and dyeing it with different colours.
- They can also add a number of features to improve the product's functionality, for example by adding a range of fasteners (e.g. clasps, ties, buttons, zips, studs, toggles and velcro) to ensure that the contents are safe and secure but also allowing the user easy access when needed.
- Tacking are large running stitches to hold pieces of fabric together temporarily during the making process.

### Links to previous learning



#### Year 3 and 4

- Consider the audience and purpose of the product in their design
- Prove that their design meets a specific criteria.
- Design a product and make sure that it looks attractive.
- Draw annotated designs with labels that detail the material choices and suitability of the given materials.

#### Year 5

- Design, with a range of initial ideas, after collecting information from existing products
- Explain how a product will appeal to a specific audience and how it meets the purpose

### Key Designers

Sten Gustaf Thulin  
Lulu Guinness  
Cath Kidston  
Louis Vuitton

A range of fasteners can be used to open and close compartments:



Zip      Velcro      Clasp



Appliqué



Embroidery



Toggles      Ties

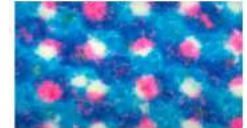


Buttons



Press studs

**Tie Dye**  
Children could decorate their fabric before they make up their product by tie dyeing.



### Aspirations



- Textile product design
- Fashion designer
- Quality Control
- Costume designer
- Machinist