



# Year 6 - Autumn - Design & Technology Knowledge Organiser

## What I already know...

- Stitching, joining and finishing techniques in textiles.
- Using decorative stitches
- How to use and design a textile pattern
- How to use simple computer aided design applications

## What I will learn...

- How to design purposeful, functional, appealing products for the intended user that are fit for purpose based on a simple design specification.
- How to develop, model and communicate ideas through talking, drawing, templates, mock-ups and prototypes including using computer-aided design
- How to formulate step-by-step plans
- How to select from and use a range of tools and equipment, including CAD, to make products that are accurately assembled and well finished. Work within the constraints of time, resources and cost.

## Key Vocabulary

Criteria	Principles or standards by which
Scale	The size of a design on the fabric
Seam	A line where two pieces of fabric are sewn together in a garment or other item.
Reinforce	To make stronger with the addition of a fabric backing or more stitches.
Hem	The edge of a piece of cloth or clothing which has been turned under and sewn.
Prototype	A first or preliminary version of something from which other versions are developed.



## Making a difference at The Merton

As we learn how civilians supported the war effort on the home front during World War II, we will bring the concept of 'make do and mend' to life by having children produce their own products from used and damaged clothing.

Whilst looking back to the 1940s we will also consider the challenges of today and the environmental considerations of fast fashion and the benefits of mending and buying used clothing.

## Making a difference at home

**Dig through your wardrobe or hit the charity shops!**

What old item of clothing could you revive? Perhaps you could turn an unwanted item into a retro-vintage fashion icon.

