

# Year 6 Textiles fabric case

## Knowledge Organiser

By the end of this project you will:

- ✓ Learn how to be safe in the DT Textiles room.
- ✓ Discover a variety hand stitching techniques.
- ✓ Develop **design** skills creating a **specification** for your fabric case.
- ✓ Complete a **product analysis** of other products and an **evaluation** of your own.
- ✓ Develop knowledge of designing for an **end user**

Practical skills you will use:

- ✓ Create a unique fabric case.
- ✓ **Measure** accurately and create a **template**.
- ✓ Experiment with a wide range of **embroidery stitches**.
- ✓ Hand sew a button.
- ✓ Use fabric scissors safely and correctly.
- ✓ Use the sewing equipment safely.
- ✓ Create a high quality product.



## Key Vocabulary

Design	To make plans or drawings.
Sewing	Using a hand sewing needle to hold fabric together effectively.
Embroidery stitches	A series of stitches used for creating pattern on fabric.
Measuring	Measuring an item correctly, using a ruler or tape measure, so that the product is fit for purpose.
Product analysis	Looking at existing products against a set of criteria and deciding what works well and what can be improved.
End user	The person/people using the product.
Specification	A detailed list of criteria a product has to fulfill.
Evaluation	To write about what went well and what can be improved.
Template	A shaped piece of paper used as a pattern for cutting out or shaping.

