



Knowledge and Skills Mind Map (DT) - Year 3 Term Autumn

Prior Learning (Year 2 - Spring)

- Have joined fabric in simple ways by gluing and stitching.
- Have used simple patterns and templates for marking out.
- Have evaluated a range of textile products.

1. Can I explore and evaluate clothing products?

- **Vocab:** fabric, stitch, seam, fastening, structure, purpose, product
- Know that clothing is made from fabric pieces joined together to create a 3D shape.
- Know that different fabrics have different properties (e.g. soft, flexible, thick).
- Know that clothes are designed for a purpose (e.g. warmth, style) and a user.

Task:: Provide a range of clothing (images) e.g. tops, skirts, jackets and model how to examine them (identifying fabric type, seams, stitching and fastenings such as buttons). In books, children complete a written evaluation (naming the item, its purpose, fabric and features) and produce a labelled diagram identifying sleeve, hem, seam and fastening.

- **Evaluating (Investigating):** Investigate a range of 3-D textile products relevant to the project.
- **Technical Knowledge :** Know and use technical vocabulary relevant to the project.

2. Can I generate ideas and design a clothing product inspired by London Fashion Week?

- **Vocab:** design, user, purpose, criteria, fashion, annotate
- Know that fashion designers create clothing for a specific user and purpose.
- Know that design criteria help guide what a product must include (e.g. size, style, fastening).
- Know that we can develop ideas through annotated sketches.
- Know that clothing is made from 2D pattern pieces that form a 3D shape.

Task: Show examples from London Fashion Week (focusing on colour, pattern, bold design) and model how to create a simple design brief (user and purpose), then children design a clothing item (e.g. top, skirt, outfit), producing an annotated sketch and short written explanation describing their design choices (fabric, colour, features, fastening).

- **Designing:**
 - Generate realistic ideas through discussion and design criteria for an appealing, functional product fit for purpose and specific user/s.
 - Produce annotated sketches, prototypes, final product sketches and pattern pieces.

3. Can I practise stitching and joining fabric for clothing?

- **Vocab:** running stitch, seam, seam allowance, join, reinforce
- Know that a running stitch is used to join fabric pieces together.
- Know that a seam joins two pieces of fabric to form part of a garment.
- Know that a seam allowance is extra fabric needed for joining.
- Know that we can strengthen clothing by sewing carefully and securely.

Task: Model how to sew a running stitch and explain seam allowance using clothing examples, then children practise stitching two fabric pieces together and complete a short written reflection (labelling a seam and explaining how strong and neat their stitching is and how it could improve).

Making (Focused Tasks): Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.

Technical Knowledge and Understanding:

- Understand how to securely join two pieces of fabric together.
- Understand the need for patterns and seam allowances.

5. Can I evaluate my clothing product?

- **Vocab:** evaluate, criteria, user, purpose, fashion, improve
- Know that we evaluate clothing by checking it against design criteria.
- Know that we can test if a product is suitable for its purpose and user.
- Know that we can improve products by refining stitching, design and fabric choices.

Task: Children evaluate finished clothing product by writing a structured evaluation (Does it match the design? Is it suitable for the user? Are the seams strong? Does it look appealing?), then gather peer feedback and suggest specific improvements (e.g. neater stitching, stronger seams, clearer design features).

- **Evaluating:**
 - Test their product against the original design criteria and with the intended user.
 - Take into account others' views.

4. Can I make my 2D clothing design into a 3D textile product?

- **Vocab:** assemble, seam, pattern, fastening, structure, finish
- Know that pattern pieces are used to cut fabric shapes for clothing.
- Know that joining fabric creates a structure that gives the clothing shape.

- Know that we can choose fabrics based on appearance and function.
- Know that we must work safely when using tools and materials.

Task:

Model how to cut simple clothing shapes (e.g. front and back of a top), stitch around edges leaving space for turning or adding detail, and add features such as buttons or decorative appliqué, then children follow their design to create a simple clothing item (e.g. mini garment or flat felt fashion piece) and complete a short making log explaining steps and choices.

Making:

- Plan the main stages of making.
- Select and use a range of appropriate tools with some accuracy.
- Select fabrics and fastenings according to their functional and aesthetic qualities.

Technical Knowledge and Understanding: Know how to strengthen, stiffen and reinforce existing fabrics.

Textiles:
2D Shape to 3D Product
'Can I design, make and evaluate a fabric product?'

