

YEAR 4

TEXTILES – FASTENINGS

LESSON 1 ONLY

	EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
DESIGNING	<p>The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.</p> <p>Specific:</p> <p>Creating with Materials ELG</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function.</p> <p>Share their creations, explaining the process they have used.</p> <p>People Culture and Communities ELG</p> <p>Describe their immediate environment using knowledge from</p>	<p>Use own ideas to design something</p> <p>Describe how their own idea works</p> <p>Design a product which moves</p> <p>Explain to someone else how they want to make their product</p> <p>Make a simple plan before making.</p>	<p>Think of an idea and plan what to do next</p> <p>Explain why they have chosen specific criteria</p>	<p>Prove that a design meets a set criteria</p> <p>Design a product and make sure that it looks attractive</p> <p>Choose a material for both its suitability and its appearance</p>	<p>Use ideas from other people when designing</p> <p>Produce a plan and explain it</p> <p>Persevere and adapt when original ideas do not work</p> <p>Communicate ideas in a range of ways, including by sketches and drawings which are annotated</p>	<p>Come up with a range of ideas after collecting information from different sources</p> <p>Produce a detailed step-by-step plan</p> <p>Explain how a product will appeal to a specific audience</p> <p>Design a product that requires pulleys or gears</p>	<p>Use market research to inform plans and ideas</p> <p>Follow and refine original plans</p> <p>Justify planning in a convincing way</p> <p>Show that culture and society is considered in plans and designs</p>

	observation, discussion, stories, non-fiction texts, and maps.						
MAKING	<p>The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.</p> <p>Specific:</p> <p>Creating with Materials ELG</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function.</p> <p>Share their creations, explaining the process they have used.</p>	<p>Use own ideas to make something</p> <p>Make a product which moves</p> <p>Choose appropriate resources and tools</p>	<p>Choose tools and materials and explain why they have chosen them</p> <p>Join materials and components in different ways</p> <p>Measure materials to use in a model or structure</p>	<p>Follow a step-by-step plan, choosing the right equipment and materials</p> <p>Select the most appropriate tools and techniques for a given task</p> <p>Make a product which uses both electrical and mechanical components</p> <p>Work accurately to measure, make cuts and make holes</p>	<p>Know which tools to use for a particular task and show knowledge of handling the tool</p> <p>Know which material is likely to give the best outcome</p> <p>Measure accurately</p>	<p>Use a range of tools and equipment competently</p> <p>Make a prototype before making a final version</p> <p>Make a product that relies on pulleys or gears</p>	<p>Know which tool to use for a specific practical task</p> <p>Know how to use any tool correctly and safely</p> <p>Know what each tool is used for</p> <p>Explain why a specific tool is best for specific action</p>
EVALUATING	<p>The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.</p> <p>Specific:</p>	<p>Describe how something works</p> <p>Explain what works well and not so well in the model they have made</p>	<p>Explain what went well with their work</p>	<p>Explain how to improve a finished model</p> <p>Know why a model has or has not been successful</p>	<p>Evaluate and suggest improvements for designs</p> <p>Evaluate products for both their purpose and appearance</p>	<p>Suggest alternative plans; outlining the positive features and draw backs</p> <p>Evaluate appearance and function against original criteria</p>	<p>Know how to test and evaluate designed products</p> <p>Explain how products should be stored and give reasons</p> <p>Evaluate product against clear criteria</p>

	<p>Creating with Materials ELG</p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function.</p> <p>Share their creations, explaining the process they have used.</p>				<p>Explain how the design has been improved</p> <p>Use IT where appropriate to add to the quality of the product</p>		
<p>TECHNICAL KNOWLEDGE</p>		<p>Make their own model stronger Make a model stronger and more stable</p> <p>Use wheels and axles, when appropriate to do so</p>	<p>Know how to strengthen a product by stiffening a given part or reinforce a part of the structure</p> <p>Use a simple IT program within the design Know how to be hygienic and safe when using food</p> <p>Bring a creative element to the food product being designed</p>	<p>Link scientific knowledge to design by using pulleys or gears</p> <p>Use more complex IT program to help enhance the quality of the product produced Use electrical systems correctly and accurately to enhance a given product</p> <p>Know which IT product would enhance a specific product Use knowledge to improve a made product by strengthening, stiffening or reinforcing</p>			

<p>FOOD TECHNOLOGY</p>		<p>Cut food safely Weigh ingredients to use in a recipe</p> <p>Describe the ingredients used when making a dish or cake</p>	<p>Describe how food ingredients come together</p> <p>Weigh out ingredients and follow a given recipe to create a dish</p> <p>Talk about which food is healthy and which food is not Know when food is ready for harvesting Describe how food ingredients come together</p> <p>Weigh out ingredients and follow a given recipe to create a dish</p> <p>Talk about which food is healthy and which food is not Know when food is ready for harvesting</p>	<p>Be both hygienic and safe in the kitchen</p> <p>Know how to prepare a meal by collecting the ingredients in the first place</p> <p>Know which season various foods are available for harvesting Explain how food ingredients should be stored and give reasons</p> <p>Work within a budget to create a meal</p> <p>Understand the difference between a savoury dish and sweet dish.</p>
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TEXTILES – FASTENINGS

COMPOSITES

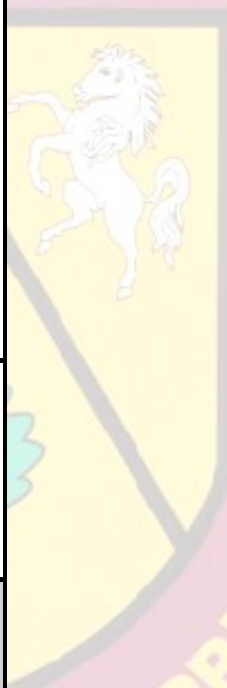
EVALUATE PRE-EXISTUNG FASTENINGS

COMPONENTS

	<p>1</p>	<p>End Point</p>
	<p>What are the different types of fastenings?</p> <p>What are the benefits and disadvantages of different fastenings?</p>	<p>Children will be able to name different fastenings.</p> <p>Children will explore and discuss the benefits and disadvantages of different fastenings.</p>

CONCEPTS Link to concept map	Critical Thinking	Children will have used their understanding and knowledge of fastenings to evaluate their uses
SKILLS	<p>Communicate ideas in a range of ways, including by sketches and drawings which are annotated</p> <p>Evaluate and suggest improvements for designs</p> <p>Evaluate products for both their purpose and appearance</p>	Children will have used their understanding and knowledge of fastenings to evaluate their uses
KNOWLEDGE Z:\Hubs\Science and DT\DT\2023-2024\KAPOW\YEAR 4\TEXTILES - Fastenings - LESSON 1 ONLY\Knowledge Oraganiser.pdf	Know the names and uses of different fastenings	Children will have used their understanding and knowledge of fastenings to evaluate their uses
LESSON LINK	KAPOW - TEXTILES – FASTENINGS	
PROGRESSIVE VOCABULARY	<p>fabric</p> <p>fastening</p> <p>fix</p>	Articulate and recognise subject specific vocabulary
CURRICULUM EXPERIENCES		
END POINT	Children will have used their understanding	

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AND PRIMARY

	and knowledge of fastenings to evaluate their uses	
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BIRCHINGTON



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