YEAR 1

TEXTILES - PUPPETS

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

	Communities ELG Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts, and maps.						
MAKING	**The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.** **Specific:** **Creating with Materials ELG** Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used.	Use own ideas to make something Make a product which moves Choose appropriate resources and tools	Choose tools and materials and explain why they have chosen them Join materials and components in different ways Measure materials to use in a model or structure	Follow a step-by-step plan, choosing the right equipment and materials Select the most appropriate tools and techniques for a given task Make a product which uses both electrical and mechanical components Work accurately to measure, make cuts and make holes	Know which tools to use for a particular task and show knowledge of handling the tool Know which material is likely to give the best outcome Measure accurately	Use a range of tools and equipment competently Make a prototype before making a final version Make a product that relies on pulleys or gears	Know which tool to use for a specific practical task Know how to use any tool correctly and safely Know what each tool is used for Explain why a specific tool is best for specific action

EVALUATING	**The three Prime ELGS of Communication and Language, PSED and Physical Development provide the foundations of which all other learning is built upon.** **Specific:** **Creating with Materials ELG** Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used.	Describe how something works Explain what works well and not so well in the model they have made	Explain what went well with their work	Explain how to improve a finished model Know why a model has or has not been successful	Evaluate and suggest improvements for designs Evaluate products for both their purpose and appearance Explain how the design has been improved Use IT where appropriate to add to the quality of the product	Suggest alternative plans; outlining the positive features and draw backs Evaluate appearance and function against original criteria	Know how to test and evaluate designed products Explain how products should be stored and give reasons Evaluate product against clear criteria
TECHNICAL KNOWLEDGE		Make their own model stronger Make a model stronger and more stable Use wheels and axles, when appropriate to do so		Know how to strengthen a product by stiffening a given part or reinforce a part of the structure Use a simple IT program within the design Know how to be hygienic and safe when using food Bring a creative element to the food product being designed		Link scientific knowledge to design by using pulleys or gears 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 Know which IT product would enhance a specific product Use knowledge to improve a made product by strengthening, stiffening or reinforcing	

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

DESIGN AND MAKE A PUPPET

COMPOSITES

Generate ideas by drawing on own experiences

Design a puppet

Make a puppet, using tools safely, by joining materials.

Evaluate and test puppet

COMPONENTS

	1	2	3	4	5	End Point
	How can I explore an existing product? **How can fabrics be joined?**	**Can I create a design fora puppet using drawings and labels?** **Can I choose the right tools and materials for my puppet?**	**Can I select and use tools to join fabrics?** **Can I choose the correct materials to use to create a puppet?**	**Can I choose the correct materials to use to decorate a puppet?** **Can I evaluate my puppet?**	**Continue to lesson 5 if extra time is needed**	**Children will know about puppets and how they are used.** **Children will know how puppets are made and what materials are appropriate.** **Children will be able to use tools safely to join materials.**

						Children can choose and join different materials. **Children can evaluate their design against the design criteria.** **Children will say what went well and what they would improve.**
CONCEPTS **Link to concept map**		Design				Children will have used their understanding and knowledge of joining materials to design a puppet by joining a range of materials.
	Technique	Technique	Technique	Technique		Children will use drawings and labels to design a puppet. Children will choose and join materials appropriately and use tools correctly.
	Critical Thinking			Critical Thinking		Children will make and evaluate their puppet and the materials used.
SKILLS	Choose appropriate resources and tools Describe how something works Explain what works well and not so well in the model they have made	Use own ideas to design something Describe how their own idea works Explain to someone else how they want to make their product Use own ideas to make something Choose appropriate resources and tools	Use own ideas to design something Make a simple plan before making. Use own ideas to make something Choose appropriate resources and tools Explain what works well and not so well in the model they have made	Use own ideas to design something Explain to someone else how they want to make their product Make a simple plan before making. Use own ideas to make something Choose appropriate resources and tools Explain what works well and not so well in the		Children will know what a puppet is and how it is made and used. Children will know how to create a design and make changes as necessary. Children will know how to join materials and which materials are most appropriate to use. Children will be able to use knowledge of materials to add to their designs so it is aesthetically pleasing and functional.

				model they have made		
KNOWLEDGE **Z:\Hubs\Science and DT\DT\2023-2024\KAPOW\YEAR 1\TEXTILES - Puppets\Knowledge Organiser.pdf**	Children will learn 3 ways to join fabrics. Children will explore and evaluate these techniques	Begin to develop their ideas and communicate them in different ways	Learn and practise how to use tools safely to join materials.	Use examples to inform choices and make a design using appropriate techniques. With help, measure, mark out, cut, stick and shape a range of materials. Use tools safely. Begin to use simple finishing techniques to improve the appearance of their product. Evaluate their product as they are developed.		Children will generate ideas and create a paper design with labels, apply this to create a puppet and evaluate the process Children will be able to use scissors, rulers, glue and chosen materials effectively Children will be able to choose and join appropriate materials to create their design.
LESSON LINK	KAPOW – TEXTILES _ PUPPETS	KAPOW – TEXTILES _ PUPPETS	KAPOW – TEXTILES _ PUPPETS	KAPOW – TEXTILES _ PUPPETS		
PROGRESSIVE VOCABULARY	design equipment glue inspiration method safety pin technique	design equipment glue inspiration method safety pin technique	design criteria equipment fabric glue inspiration method safety pin	decorate design criteria equipment fabric glue inspiration method		Articulate and recognise subject specific vocabulary

	template	template	technique template	model safety pin technique template		
CURRICULUM EXPERIENCES	Exploring ways to join fabrics	Children will design a puppet Children will cut out using a template	Children will create a puppet	Children will decorate and test their puppets		
END POINT	Children will know that different fabrics can be joined in a variety of ways to make a product.	Children will create a and use a template	Children will have practised using tools safely. Children will have practised joining materials.	Children will have made a puppet that is aesthetically pleasing and practical to use.		