



Design Technology Knowledge Organiser: Year 2

Summer: Templates and joining

What we already know:

- Build a structure and explore how they can be made more stable.
- Use tools with more precision.
- Improve a product by making it stronger, stiffer and more stable.

Key Vocabulary:

- Appliqué - to attach a decorative fabric item onto another piece of fabric by gluing and/or sewing.
- Design – to generate, develop and communicate ideas for a product.
- Embroider - to decorate fabric with stitches.
- Evaluate – to judge how a product meets chosen criteria.
- Fray - to unravel or become worn at the edge.
- Glove puppet - a glove puppet fits over the hand, and the fingers operate its head and arms.
- Mock-up – a model which allows children to try out ideas using cheaper materials and temporary joints.
- Seam - a row of stitches joining two pieces of fabric.
- Sew - to join pieces of fabric with stitches.
- Template – a shape drawn to assist in cutting out shapes

What we are going to learn next time:

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- Develop their ideas through talking, drawing, templates, mock-ups and information and communication technology.
- Use textiles to explore and evaluate products relevant to the project.
- Understand how 3-D textile products are made, using a template to create two identical shapes.
- Join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling. .
- Use finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.

If you need to move around with scissors, hold around the closed blades, facing down.

Walk safely and calmly around the classroom.

Keep your work area and floor area clear - keep your belongings well clear.

Make sure that you are wearing the correct equipment for tasks.



Follow the teacher's cutting instructions carefully.

Report all spillages & clean up properly after yourself.