



DT – Assessment – UKS2 Year A



<u>Unit</u>	<u>Key Learning</u>	<u>Teacher Comments</u>	<u>Pupils working above – next steps</u>	<u>Pupils working just below – next steps</u>	<u>Pupils working below – next steps</u>	<u>% on track or above</u>
<u>Textiles</u>	<u>Substantive – Declarative Knowledge – Know what Textiles</u> Use the correct vocabulary appropriate to the project. Create 3D products using patterns pieces and seam allowance. Decorate textiles appropriately (often before joining components). Using different techniques to help complete products such as pinning and tacking. Join fabrics using a range of stitches and other techniques. Combine fabrics to create more useful properties. Understand the importance of fastenings. Use fastenings such as zips, buttons or Velcro. Understand pattern layout.					
	<u>Substantive – Procedural Knowledge (Know how) Investigate</u> Understand how key people have influenced design in a variety of contexts. Consider user and purpose					



	Design Sketch and model alternative ideas Decide which design idea to develop. Understand why designers use CAD. Plan the sequence of work. Make Cut accurately and safely e.g. to a marked line Select from and use a wide range of materials Make prototypes. Use researched information to inform decisions Use appropriate finishing techniques for the project. Evaluate Consider and explain how the finished product could be improved related to design criteria. Identify the strengths and weaknesses of their design ideas.					
	<u>Disciplinary Knowledge (Think like)</u> Textiles Join materials using appropriate methods. Create 3D textile products using pattern pieces. Understand how to use a range of fastenings in textile projects.					
	<u>Essential vocabulary</u> – back stitch, pattern piece, tack					



