Weft and Warp



Technical Knowledge	Skills	Vocabulary	
 Know what the action of weaving is Know the difference between weft and warp Know what a loom is Know that large looms create fabrics 	Design • state what products they are designing and making • say whether their products are for themselves or other users • describe what their products are for • use simple design criteria to help develop their ideas • generate ideas by drawing on their own experiences • use knowledge of existing products to help come up with ideas • develop and communicate ideas by talking and drawing Make • plan by suggesting what to do next • select from a range of tools and equipment, explaining their choices • select from a range of materials according to their characteristics • assemble, join and combine materials Evaluate • explain if they like or do not like their finished product and why • suggest how they can improve their products	weft warp thread ribbon fabric loom tapestry bobbin mill	
Materials and Equipment	Weaving Facts	Real life applications	
Fabrics		Link to Styal Mill visit and the Gregg Family	

- Wool
- Ribbon
- Thread
- Material

Equipment

- Scissors
- Loom
- Ruler
- Pencil
- Sellotape



- Weaving in the joining or interlacing of threads to form a cloth
- Warp is on the loom and must be tight
- Weft goes across the loom, in and out of the warp
- A bobbin can be used to pass the weft through
- Mills are buildings where weaving can take place to make large pieces of cloth
- Tapestries are pictures created by weaving



Link to Styai iviili visit and the Gregg Family



Performing Puppets



Technical Knowledge	Skills	Vocabulary		
 To know that a puppet is a figure moved by a person To know that puppets are opaque Know and use a template Know what a needle is and how to use it safely Know what running stitch is and use it to join 2 pieces of fabric 	 Design state what products they are designing and making say whether their products are for themselves or other users describe what their products are for use simple design criteria to help develop their ideas generate ideas by drawing on their own experiences use knowledge of existing products to help come up with ideas develop and communicate ideas by talking and drawing Make plan by suggesting what to do next select from a range of tools and equipment, explaining their choices select from a range of materials according to their characteristics assemble, join and combine materials using running stitch Evaluate explain if they like or do not like their finished product and why suggest how they can improve their products 	thread cotton felt needle flexible opaque decorate beads sequins		
Materials and Equipment	Puppet Facts	Real life applications		
Materials • Felt • Thread • Buttons • Sequins • beads Equipment • Scissors • Ruler • Needle • Pins • Staples • Glue gun	 A puppet is a figure that is moved by a person, usually for a performance of some kind. The figure can be of a person, an animal, an object, or even a made-up creature. People throughout the world use puppets to entertain each other, to celebrate holidays, and to teach lessons. People who handle puppets are called puppeteers. The World Of Puppets Marionette Shadow Finger Hand <td>Name Jim Henson Born 1936 Job Puppeteer Achievements The Muppets and Sesame Street</td>	Name Jim Henson Born 1936 Job Puppeteer Achievements The Muppets and Sesame Street		

Who is your bookmark for?



Technical Knowledge	Skills	Vocabulary	
 To create and use own template Know what a needle is and how to use it safely Know what running stitch is and use it to join 2 pieces of fabric To know and be able to use a wider range of stitches including diagonal, cross stitch and back stitch To know that samplers were make as pattern for needle workers to follow designs 	 Design describe the purpose of their products indicate the design features of their products that will appeal to intended users explain how particular parts of their products work gather information about the needs and wants of particular individuals and groups develop their own design criteria and use these to inform their ideas model their ideas using prototypes and pattern pieces use annotated sketches Make select tools and equipment suitable for the task and explain choice explain their choice of materials and components according to functional properties and aesthetic qualities order the main stages of making assemble, join and combine materials and components with some accuracy Evaluate how well products have been designed and made how well products achieve their purposes how well products meet user needs and wants 	thread Running cotton Cross felt back stitch needle stitch binca decorate beads sequins	
Materials and Equipment	Famous Designer	Real life applications	

Materials

- Binca
- Thread
- Buttons
- Sequins
- beads

Equipment

- Scissors
- Ruler
- Needle



Name William Morris

Born 1834

Job Textile designer

Achievements Famous for wallpaper and fabric

designs

Samplers were known to be used by stitchers in Europe as early as the beginning of the 16th century, although none that early have been found. ... The oldest surviving European samplers were made in the 16th and 17th centuries. As there were few pre-printed patterns available for needleworkers, a stitched model was needed.



Recycle and Reuse!



Technical Knowledge	Skills	Vocabulary	
 To create and use own template Know what a needle is and how to use it safely Know what running stitch is and use it to join 2 pieces of fabric To know and be able to use a wider range of stitches including diagonal, cross stitch and back stitch To know what applique is and to use it to decorate fabric To know that recycling and reusing can create new items 	 Design describe the purpose of their products indicate the design features of their products that will appeal to intended users explain how particular parts of their products work gather information about the needs and wants of particular individuals and groups develop their own design criteria and use these to inform their ideas model their ideas using prototypes and pattern pieces use annotated sketches Make select tools and equipment suitable for the task and explain choice explain their choice of materials and components according to functional properties and aesthetic qualities order the main stages of making assemble, join and combine materials and components with some accuracy Evaluate how well products have been designed and made how well products achieve their purposes how well products meet user needs and wants 	thread buttons cotton hem felt recycle needle reuse stitch upcycle applique decorate beads sequins	
Materials and Equipment	Famous Designer	Real life applications	

Materials and Equipment

Materials

- Cotton
- Thread
- Buttons
- Sequins
- beads

Equipment

- Scissors
- Ruler
- Needle







Name Stella McCartney

1971 Born

Job Fashion designer

Recycles and reuses in her designs **Achievements**

Never uses animal products – leather or

Designed the 2012 UK Olympic Team's kit for both Olympic and Paralympic

teams

Real life applications

Upcycling – the creative reusing of materials



Comfy Contemporary Cushions



Teal 5	, , ,		
Technical Knowledge	Skills	Vocabulary	
 To create and use own template Know and use pins and needles safely To use a sewing machine Know what running stitch is and use it to join 2 pieces of fabric To create a hem To use chain stitch To know what applique is and to use it to decorate fabric To know and use fabric paints and printing techniques 	 Design carry out research, using surveys, interviews, questionnaires and webbased resources identify the needs, wants, preferences and values of audience develop a simple design specification to guide thinking generate innovative ideas, drawing on research make design decisions, taking account of constraints such as time / cost Make to apply technique of printing on fabric formulate step-by-step plans as a guide to making accurately measure and cut materials accurately assemble and combine materials accurately apply a range of finishing techniques use techniques that involve a number of steps demonstrate resourcefulness when tackling practical problems Evaluate critically evaluate the quality of the design, manufacture and fitness for purpose of their products as they design and make evaluate their ideas and products against their original design specification 	thread buttons cotton hem felt Fabric paint needle pins stitch Pincushion applique Right angles decorate beads sequins	
Materials and Equipment	Famous Designer	Real life applications	
Materials Calico Thread Fabric paint	Name Charles Rennie Mackintosh Born 1868 Job Designer, architect and artist		

Equipment

- Scissors
- Ruler
- Needle
- Pins
- Sewing machine



Achievements Strong unique style with right angles

and strong lines

Designs were in the present and future

not recreating the past

Worked in interior design, fabrics and

metal work



• Pins

A Stitch in Time Saves Nine!



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Technical Knowledge	Technical Knowledge Skills		Vocab	Vocabulary	
 To create and use own template Know and use pins and needles safely To combine fabrics To know what applique is and to use it to decorate fabric To use and apply various stitches 	based resourcesidentify the needdevelop a simplegenerate innovat	ch, using surveys, interviews, questionnaires and webs, wants, preferences and values of audience design specification to guide thinking ive ideas, drawing on research isions, taking account of constraints such as time / cost	thread cotton felt	buttons hem binca	
	Make	y-step plans as a guide to making	needle	pins	
	 accurately measure 	ire and cut materials ble and combine materials	stitch	pincushion	
		a range of finishing techniques nat involve a number of steps	applique		
#REPAIRKIT		ourcefulness when tackling practical problems	decorate		
	critically evaluate	e the quality of the design, manufacture and fitness for products as they design and make	beads	San	
		eas and products against their original design specification	sequins		
Materials and Equipment		Famous Designer	Real life applications		
Materials Calico Thread Fabric paint Equipment Scissors (various) Ruler	Name Born Job Achievements	Zika Ascher 1868 Designer, architect and artist From Czechoslovakia Sot up his own toytilo business with his	 What jobs are available for term Fashion designers Furniture designer Interior designer Interior design of vehicles Colour technologist 	extile designers?	
Needle		Set up his own textile business with his wife			

Famous for creating fabrics and scarves

using famous contemporary artists