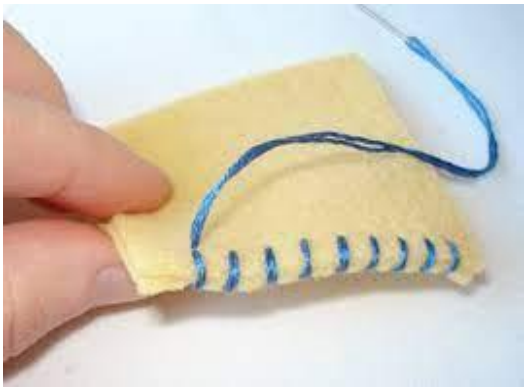
# D&T: Textiles - 2D shape to 3D product
# Year 4: Autumn 2

## Key Vocabulary

**Seam** - the join where two or more layers of fabric, leather, or other materials are held together with stitches.
**Seam allowance** - the area between the fabric edge and the stitching line on two (or more) pieces of material being sewn together.
**Prototype** - an original or first model of something from which other forms are copied or developed.
**Pattern template** - in sewing and fashion design, a pattern is the template from which the parts of a garment are traced onto fabric before being cut out and assembled.
**Aesthetics** - the way a product looks and how it expresses beauty in the eye of its user or owner.

## Key Questions

- Why has this fabric been chosen?
- Does its decoration have a purpose?
- Which joining technique makes the strongest seam and why?
- Which stitch is appropriate for the purpose?
- How can you stiffen your fabric?
- What effect do the decorative techniques have?



## Key Skills

- Plan the main stages of making.
- Select and use a range of appropriate tools with some accuracy e.g. cutting, joining and finishing.
- Select fabrics and fastenings according to their functional characteristics e.g. strength, and aesthetic qualities e.g. pattern.
- Investigate a range of 3-D textile products relevant to the project.
- Know how to strengthen, stiffen and reinforce existing fabrics.
- Understand how to securely join two pieces of fabric together.
- Understand the need for patterns and seam allowances.
- Know and use technical vocabulary relevant to the project.

## Concepts

**Designing -** A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made.

**Making -** The making of something is the act or process of producing or creating it.

## Website Links

Create your own soft toy:
https://www.youtube.com/watch?v=CTKqYcBS7AY
Create your own zombie bunny!:
https://ohcreativeday.com/sew-softie-day/