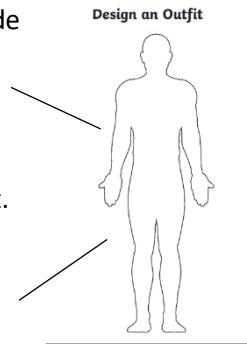




Year One Knowledge Organiser: Spring Term - Design and Technology

Design Brief - Use your designing skills to make a new outfit for the Smartest Giant in Town.

Design:	Make	Evaluate						
<p>National Curriculum Objectives</p> <ul style="list-style-type: none"> • Generate, develop, model and communicate his/her ideas through talking, drawing, templates, mock-ups and, where appropriate, information • Create simple designs for a product • Use pictures and words to describe what he/she wants to do <p>Week One: Design</p> <p>Where do we get our clothes from? Do they have a label or a logo? Who designed them? </p> <p>Research - Famous fashion designers</p> <p>Mary Quant - This British designer was famous in the 1960s for making the mini skirt fashionable. She made short tunic dresses with tights in bright colours.</p>  <p>Giorgio Armani - This Italian designer became famous for making smart suits for women and softer suits for men.</p>  <p>Evaluate: Who is your favourite designer? Which is your favourite design? Why?</p> <p>Week Two: Target market/User</p> <p>Who are we designing an outfit for? Why do they need a new outfit? What materials would he need his clothes to be made out of? What will he want his outfit to look like?</p> <p>I can draw and label my design</p> <p>Draw your design for the Giant's outfit. Label the drawing with words to describe the materials you will use. Colour in your design to show the colours you will use.</p> 	<p>National Curriculum Objectives</p> <ul style="list-style-type: none"> • Select from and use a range of tools and equipment to perform practical tasks e.g. cutting, shaping, joining and finishing • Build structures, exploring how they can be made stronger, stiffer and more stable <p>Week Three and Four : Make</p> <p>I can select the materials I need to make an outfit.</p> <table border="1"> <tbody> <tr> <td>Colours</td> <td>Bright Dark</td> </tr> <tr> <td>Textures</td> <td>Soft Fluffy Rough Spiky Sequined</td> </tr> <tr> <td>Patterns</td> <td>Spotty Stripy Zig-Zag Sparkly</td> </tr> </tbody> </table> <p>I can select the tools and equipment I need.</p>  <p>I can make my outfit stronger and last longer.</p> <p>How can I make the outfit last longer for the Smartest Giant? Can I add a thicker layer? Can I add more glue?</p>	Colours	Bright Dark	Textures	Soft Fluffy Rough Spiky Sequined	Patterns	Spotty Stripy Zig-Zag Sparkly	<p>National Curriculum Objectives</p> <ul style="list-style-type: none"> • Evaluate and assess existing products and those that he/she has made using a design criterion <p>Week Five: Evaluate</p> <p>Have I made an outfit suitable for the Smartest Giant? Is it practical? Will the material feel nice when he wears it? What do I like about my outfit? What could I have done better?</p> <p>Week Six: Glossary - Can we remember the definitions?</p> <p>garment - an item of clothing practical - of or concerned with the actual doing or use of something rather than with theory and ideas. purpose - the reason for which something is done or created or for which something exists. stronger - able to withstand force, pressure, or wear. stiffer - not easily bent or changed in shape; rigid. stable - not likely to give way or overturn; firmly fixed suit - a set of outer clothes made of the same fabric and designed to be worn together- a jacket and trousers. target market - a particular group of consumers at which a product or service is aimed tunic - a loose, sleeveless garment reaching the knees user - a person who uses or operates something</p> <p>Cross-Curricular links and Mastery</p> <p>Science - Can I test the strength of different materials to see which ones are longer lasting and more durable?</p> <p>English - Can I design a new outfit for another character from a different book?</p> <p>History - Can I find out about how fashion and clothes have changed over time?</p> <p>Geography - Do clothes look different in other countries?</p>
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