




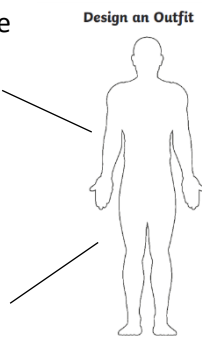






# Year One Knowledge Organiser: Spring Term - Design and Technology

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

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