

# D&T Knowledge Organiser – Year 4 Textiles - Designing and making a bag

## What I should already know

- ✚ How to test and identify the suitability of textile materials ensuring they are fit for purpose.
- ✚ How to join materials and strengthening their product.
- ✚ How to attach fastenings to the product using hand sewing techniques.

## Things I need to know

- ✚ How to make quality textile products to meet the requirements of a design specification.
- ✚ How to select materials for a purpose according to their functional properties and aesthetic qualities.
- ✚ How templates and prototypes are used in product design.
- ✚ Understand how textile products are launched and advertised. Evaluate product identify future improvements and the impact.

## This will help me in the future:

## Key Knowledge:

What is a Bag?	
Component parts of a bag	Handle, main body, opening, fastenings, pockets.
Types of fabrics used and suitability of purpose	Stiff material, waterproof, flexible, wear, strength, comfort
Attachments	Seams, links and joins
Fastening	Pull strings, buttons, zips, and press studs.

### Creating a Bag

Stitching Techniques	
Creating a Pattern	
Creating a Prototype	



## Key Vocabulary

- Fabric**-cloth or other material produced by weaving or knitting fibres names of fabrics
- Fastening** - In textile design, fastenings are the objects used to hold a garment together. While they can be permanent, they are generally built to fasten and unfasten the textile numerous times
- Embellishments** -Textile embellishment refers to the process of adding color, pattern, texture or design to fabric through the use of outside mediums such as thread, ribbon, sequins, yarns, buttons, buttonholes and more.
- Market research** -the action or activity of gathering information about consumers' needs and preferences.
- Target Audience**- A Target audience is a group of consumers which can be identified as purchasers of a company's product or service.
- Seam allowance**- Seam allowance (sometimes called inlays) is the area between the fabric edge and the stitching line on two (or more) pieces of material being sewn together
- Prototype**- Textile prototyping is the process of bringing a concept or idea for any sewing or fabric-based need to life so that an end product can be brought to market.
- Pattern**- First, patterns, or garment patterns,

<p>✚ <b>Year 5 - Textiles-</b> Designing and Making a tablet/iPad case</p>			<p>can be a template from which parts of a garment are traced onto fabric before cutting and assembling</p>
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