

Year 6 DT Waistcoats

Key Skills

1. To design a waistcoat.
2. To mark and cut fabric according to a design.
3. To assemble a waistcoat.
4. To decorate your waistcoat.



Vocab/Key Words

Adapt - To change or alter something to fit a given purpose, or to improve it.

Detail - The small features of an object.

Fastening - A closing and opening detail on clothing such as buttons, zips and press-studs.

Running stitch - A simple style of sewing in a straight line with no overlapping.

Seam - A line along the two edges of cloth that are joined or sewn together.

Thread - A thin string of cotton, wool or silk used when sewing.

Previous Learning

- ◆ Stuffed Toys (Year 5)
- ◆ Fastenings (Year 4)
- ◆ Cushions (Year 3)
- ◆ Pouches (Year 2)
- ◆ Puppets (Year 1)

What I will know/be able to do by the end

- Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, design, assemble and decorate a waistcoat for a chosen purpose.
- I can follow health and safety rules
- I can suggest appropriate design criteria points to fulfil the design brief

Websites/Signposting/Connection to a famous person

<https://www.instructables.com/Mechanical-Cam-Toys/>

<https://www.youtube.com/watch?>

Key Knowledge



It is very important that you are **accurate** in your measurements for the waistcoat, otherwise it will not fit the person it is designed for.



Think carefully about your **target audience** or **customer**.
 What do they like (colour, texture)?
 What material would be best?
 What type of **fastening** will you use?