

Year 4 DT Fastenings

Key Skills

1. To follow a baking recipe
2. To make and test a prototype
3. To design a biscuit to a given budget
4. To make a biscuit that meets a given design brief

Vocab/Key Words

Assemble - To put parts together.

Book sleeve - A protective cover for a book to keep it from getting damaged.

Fabric - A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.

Fastening - Something that holds two pieces of material together securely or shuts something, such as buttons, zips and press-studs.

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

Stencil - A shape that you can draw around.

Key Knowledge

There are a number of **fastenings** that you can use to bring two pieces of **fabric** together.

Zipper



Velcro



Press stud



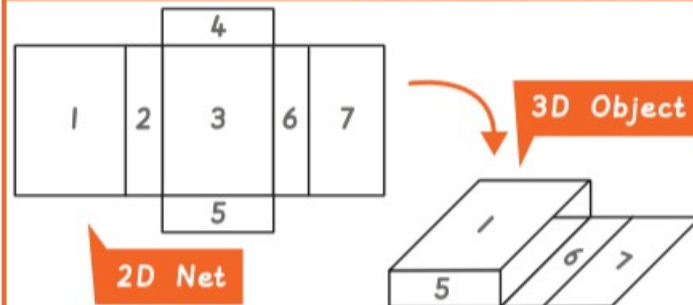
Buckle



Button



Toggle



A **2D net** made from card can be created to check the size for the book sleeve, before using **fabric**.
When folded into a **3D shape**, we can test if it needs to be made bigger or smaller.
This **2D net** has seven faces.

Previous Learning

- Cushions (Year 3)
- ♦ Pouches (Year 2)
- ♦ Puppets (Year 1)

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

- Building upon their sewing skills from previous years, this topic sees the children designing and creating a book sleeve; exploring a variety of fastenings and selecting the most appropriate one for their design. Pupils have greater creative freedom at every stage of the project
- 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.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-4/textiles-fastenings/>