



St Paul's Primary School, Newcastle. Glorifying Almighty God, and serving our community.

TO MASTER PRACTICAL SKILLS		TO DESIGN, MAKE, EVALUATE AND IMPROVE	TO TAKE INSPIRATION FROM DESIGN THROUGHOUT HISTORY
Class: 5/6 AUTUMN			Title: Materials
Topic summary: Research the use of containers used by the Anglo Saxons and in modern day life. Investigate materials used and alternative modern day materials. Design a money container which has multi uses and with user in mind. Create pattern using CAD and make product through stages of prototype – evaluating and improving design, experiment with 3D prototypes. Using leatherette roughly cut around pattern with sharp scissors and then precision cut using Stanley blade and metal rule. Measure and create holes in leather with punch and then whip stitch pieces together. Ensure money container has a high quality finish, evaluate design and suggest improvements. That the Anglo Saxons had a purse to carry their coins, usually attached to a wide leather belt. •. That the purpose of a purse/wallet is to hold money. ‘Sutton Hoo’ Purse – the purse contained 37 gold coins dated around AD613.			
DT Objectives			Unit of work end points
<ul style="list-style-type: none">Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper).Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).Make products through stages of prototypes, making continual refinements.Ensure products have a high- quality finish, using art skills where appropriate.Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.Create innovative designs that improve upon existing products.Evaluate the design of products so as to suggest improvement to the user experience.			<ul style="list-style-type: none">Apply knowledge of research of Anglo Saxon money containers and modern day design to create design specification.Explain the benefits of creating 3D prototypes.Explain your decisions of design by evaluating the end product.
Key vocabulary			Questions?
Prototype	An earlier model or sample of end design		Which design have you chosen? Why? Have you used more than one pattern piece? Can you create a 3D mock up? How could you ensure a more precise cut? How are you going to join the two pieces of material together? What could I do to make it easier to cut out the design?
CAD	Computer Aided Drawing		
Leatherette	Alternative to genuine leather		
Whip stitch	Place two pieces of fabric together and join by stitching through and over the top of fabric pieces		