



Year 2 Design and Technology: Textiles

How can we join materials to make a glove puppet?



Prior Learning

- I have used different fabrics and materials.
- I have cut and joined fabrics with simple techniques.
- I have talked about who products are designed for and why.

Sticky Knowledge

- I understand how glove puppets are made, talking about the examples I am shown.
- I can create a design thinking about the **user** and **purpose**.
- I can share my ideas through talking, drawing and making **prototypes**.
- I can use tools and equipment carefully to mark out, measure, cut and join fabric together.
- I understand different ways fabrics can be joined together.
- I can evaluate my work and talk about the things I have done well and the things I would like to improve.

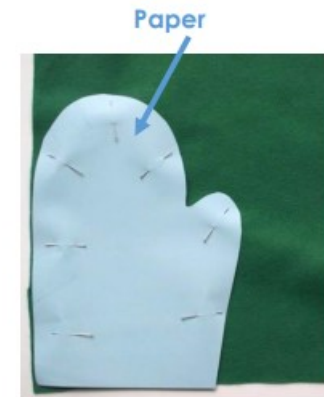
How can I use pattern pieces to create my design?



Use clear sticky tape to position pattern on fabric. Cut around the pattern.



Use soft chalk pastel or soft white crayon to draw around the pattern prior to cutting out.



Use pins to secure the pattern on the fabric. Cut around the pattern.

What different joining techniques can I use?



Gluing



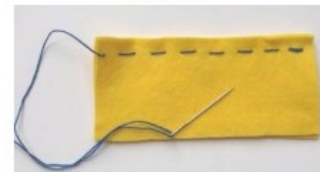
Stapling



Safety pin



Pinning



Sewing



Year 2 Design and Technology: Textiles

How can we join materials to create a glove puppet?

How can I decorate my finished design?

sequins



beads



googly eyes



buttons



What equipment will I need?

needle



thread



stapler



pins



masking tape



scissors



chalk

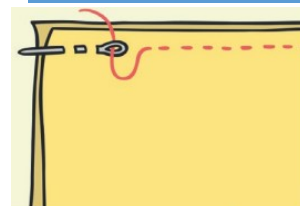


felt



Vocabulary

*Product	The item or object that is being made.
*User	The person or people who will use the product.
*Purpose	What the product is used for.
*Function	What the product should be able to do to work properly.
*Design	A plan or idea of what the product will be like and how it will function.
Glove puppet	A puppet that is worn on the hand to entertain others.
Prototype	A first attempt at making a product which can be improved or changed to make it better.
Fabric	Cloth or material used to make puppets.
Template	A shape that is used to draw around to get the correct shape and size of the puppet.
*Evaluate	I can talk about what is good about a product and ways it can be improved.



running stitch