




Year 6 – Applique

<p>Concepts</p>	 <p>Finding out about what already exists and how things work</p> <p>Innovate</p>	 <p>Using a range of skills and tools to design and make</p> <p>Technique</p>	 <p>Evaluate success of own and others' design</p> <p>Evaluate</p>
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The D&T unit within this topic gives the children the opportunity to look at how insects and animals have been used in the past to embellish or adorn items of clothing or jewellery. Building on prior skills, the children will learn the skill of applique to create a small accessory, such as a brooch, inspired by Victorian insect jewellery.

National Curriculum

- I can use research I have done into famous designers and inventors to inform my designs
- I can generate, develop, model and communicate my ideas through discussions, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design
- I can apply my knowledge of materials and techniques to refine and rework my product to improve its functional properties and aesthetic qualities
- I can use my technical knowledge and accurate skills to problem solve during the making process
- I can use my knowledge of famous designs to further explain the effectiveness of existing products and products I have made

Learning Overview

- Explore the work of designers who use applique in their work
- Understand how applique is applied and the effect it has
- Understand the different techniques of using applique
- Explore the different techniques used in applique
- Design a product which incorporates the use of applique to embellish (children could revisit previous items they have learnt to make such as a pencil case, cushion cover or quilt).
- Use techniques to make designed product
- Explore and evaluate end product against design criteria