

DT

Pencil Cases

Year 3

What I should already know

- How to use a running stitch and/or an over stitch to join two pieces of fabric together. (See Y1 DT Puppets)
- Identify appropriate materials to use based on their properties. (See Y2 Science Materials)



Technical Knowledge and skills

- Evaluate a range of existing pencil cases.
- Experiment with different stitching and fastening techniques. (backstitch, whipstitch, running stitch, button fastening, popper fastening, toggle fastening)
- Design a pencil case that would be suitable for a particular purpose..
- Describe how they will make their finished product of a high quality.
- Select and use appropriate tools correctly and efficiently.
- Suggest ways they could improve their product.

Sticky Knowledge

Identify the key features of pencil cases.

Recognise that Verona Pearl Amoth was the inventor of the pencil case.

Identify which stitching and fastening techniques are more appropriate for different parts of your pencil case.

Describe the different materials you can use to ensure your pencil case is strong and suitable for purpose.

Describe an appropriate process for creating your pencil case.

How to use data collected from surveys to make informed decisions about your pencil case.

Vocabulary

Stitch	A loop of thread or yarn made by a using needle.
Embroidery	Decorate by sewing pattern using thread.
Sew	Join by making stitches with a needle and a thread.
Thread	A long, thin strand of cotton, nylon, or other fibres used in sewing or weaving .
Felt	A kind of cloth made my rolling and pressing wool.
Fastening	A device that closes or secures something.
Secure	Fix or attach something firmly so that it cannot be moved or lost.
Embellishment	A decorative detail or feature added to something to make it more attractive.
Seam	A line where two pieces of fabric are sewn together in a garment or other article.