

DT—Year 4—Soft Toys

Design Brief

To design and make a soft toy suitable for children.



Vocabulary

soft toys	over sewing
Steiff	back stitch
decoration	fastenings
techniques	pin
join	template
fabrics	prototype
running stitch	



Design Skills

- Investigate existing products, including drawing them to analyse and understand how they are made.
- Plan a sequence of actions to make a product.
- Develop more than one design.
- Generate designs with annotated sketches.
- Refine work and techniques as work progresses, continually evaluating the product design.
- Identify strengths and weaknesses of their design ideas.
- Talk about how closely their finished product meets their design criteria and meets the need of the user.
- Disassemble products to understand how they work.
- Improve on existing designs, giving reasons for choices.

Textiles Skills

Year 4

- Use appropriate decoration techniques (glued/ simple stitches).
- Join fabrics using running stitch, over sewing, back stitch.
- Explore fastenings and recreate some e.g. sew on buttons and make loops.
- Pin template to fabric.
- Prototype a product using J cloths.

Design Process

Research

Look at a product to see how it has been made.

Skills

Practise and learn new skills to make the final product.

Design

Design the product using knowledge from research and skills learned.

Prototype

Make the prototype and identify any changes needed for the final design.

Make

Make the final product using skills learned.

Evaluate

Evaluate the final product.