Textiles: Purse/Money Container

Curriculum Coverage:

Design
- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups
- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make
- Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately
- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate
- Investigate and analyse a range of existing products
- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand how key events and individuals in design and technology have helped shape the world

Key Facts:

- Textiles are materials made from fibres, such as cotton, wool, felt, or polyester, which can be used to make purses.

Key Skills:

- Explore a variety of products, identifying the key features and target audiences which they suit.
- Design a product based on a pre-set criteria and target audience, using research to influence decisions and ensure product is fit for purpose.
- Create simple prototypes based on designs to test key features and evaluate if any adaptations are needed.
- Perform sewing skills such as simple stitching, threading, applique and measuring and cutting fabric.
- Test designs and make improvements based on the success of their original model.
- Independently evaluate the effectiveness of their model based on a pre-set criteria.

Key Vocabulary

Criteria	A standard or rule for creating and evaluating a product.
Prototype	The first example of a product to help develop final product.
Target audience	The intended person or thing who uses the product.
Purpose	The intended result or aim.

We should already know:

- To select appropriate materials and fabrics for a specific purpose.
- Discuss choices made and identify possible changes to a design.
- Simple textile processes such as sticking, weaving and manipulation of materials.

Possible experiences:

- Product gallery.
- Take part in a crafting workshop.
- Visit from a seamstress or tailor.