

# Textiles: Dream Catchers



## Early Learning Goals:

### 3-4:

- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Talk about the differences between materials and changes they notice.

### Reception:

- Return to and build on their previous learning, refining ideas and developing their ability to represent them.

## Key Facts:

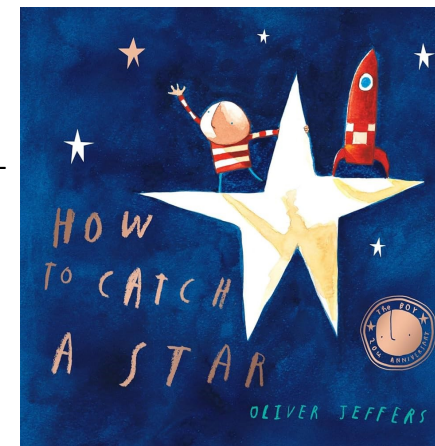
- Dream catchers come from Native American culture and are usually hung above a bed.
- They catch bad dreams and let the good ones through.
- Made from a wooden hoop, with string/thread woven into a web, and decorated with feathers and beads.

## Key Skills:

- To learn about the safe handling of tools when making cuts and shaping materials.
- Identify key features of a dream catcher (patterns, shapes, colours) and why they are important (culture).
- Develop fine motor skills through activities like threading, sticking, weaving and manipulating materials (yarn, string, beads etc.)
- Select appropriate materials and fabrics to create their dream catchers.
- Discuss the choices made through the design process and identify what could change.

## Possible experiences:

- Parent workshop or display.



## Key Vocabulary

Thread	A thin string which can join fabric.
Pattern	Something that happens or appears in a repeated way.
Shapes	The outline or boundary of an object. 2-dimensional.
Stick	To join using something sticky.
Weave	To cross thread, strong or other materials to join together.

## Linked Texts:

- What Will You Dream of Tonight by Frances Stickley
- My Dreamcatcher by Shannon Johnson