Year 5 and 6 Artisan Endeavour

Week	Objectives/Vocabulary	Lesson Activities	Learning Outcomes	Links to other subjects	Characteristics for Success
1	• To research teddies and identify types of stitch, design and aesthetics. Product, aesthetics, stitches, sewing, joining, attaching, design, padding, profile, 3-D and 2-D, backstitch, running stitch, whipstitch.	 Product Research Research a range of teddies and identify different joins and stitches. Identify what makes them a successful design – show a range, so that children can see the difference between what is essentially a 2-D design (two flat pieces with stuffing) and 3-D where the face is actually three-dimensional (in profile). 	 Identify form and function. Identify the difference in designs. Rehearse different types of stitches. 	DT — Designing and researching. Personal Development Art and Design — aesthetics/finish of a product to make it more appealing — e.g. eyes, nose	Resilience 1. Bouncing back 2. Staying positive Organisation 1. Preparing components. 2. Following instructions. 3. Using time well. how to do 4 BASIC HAND STITCHES running stitch backstitch whipstitch slipstitch slipstitch
2	• To rehearse basic stitches in sewing. Fabric, material, running stitch, backstitch, whipstitch, straight, design criteria/purpose.	Rehearsing Sewing Stitches • Give out two flat pieces of material and make a bookmark, using running stitch, backstitch, whipstitch. Rehearse the basic stitches, remembering what we have practised before in Flairs badges. Endeavour to keep a straight line. How easy/hard is it. Persist with hard challenges. • Show the how-to guide for their teddy at: https://www.wikihow.com/Make-a-Teddy-Bear	 Rehearse different types of stitches. Make for a purpose (bookmark). Sew in a straight line. 	DT – Joining two pieces of material using stitches.	Resilience 3. Bouncing back 4. Staying positive Organisation 4. Preparing components. 5. Following instructions. 6. Using time well. Confidence 1. Rising to a challenge 2. Having a go 3. Expecting to succeed
3 and 4	To use a template for a teddy design. Product, template, mock-up, design, limbs, identical, process, gusset, profile.	 Using Templates Explain the use of templates in design – to ensure measurements and product stays true to the original design and for mass production. Keep the felt flat and draw out the limbs of your teddy first. Draw around the template to make the design. Make the two pieces identical so that they can be sewn together using a running stitch. Leave an opening at one end to stuff the arms and legs. Repeat the process with larger templates for the legs. 	 Use a template and identify why it is important in design. To learn why it is important for the two pieces of each body part to be identical. 	DT – Designing for purpose. - Improving joining (sewing) skills and finishes Using templates in design.	Resilience 5. Bouncing back 6. Staying positive Organisation 7. Preparing components. 8. Following instructions. 9. Using time well.



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5	• To join each piece of the teddy using running and backstitch. Joining, sewing, stitching, attaching, manufacture, fabric, tinker, adjust, modify, process.	 Draw round the template of the head (profile). Draw round the gusset for the head. Make the body piece, drawing around the template. Place all pieces in a bag to keep them together. Sewing and Joining. Join each piece together, ensuring that the stitching is close together and does not leave big gaps (where the stuffing will escape). Work systematically through, sewing the arms and legs first, then the head, then the body. 	 To join pieces of fabric together. To follow a design and manufacture process. To adjust, tinker and try-out in the process of manufacture. 	- Following a process for designing a product. DT – Making; strengthening, mockups, design and make process; making modifications.	Confidence 4. Rising to a challenge 5. Having a go 6. Expecting to succeed Resilience 1. Bouncing back 2. Staying positive Persistence 1. Keep working hard (repetitive) 2. Enjoy working tough 3. Has high standards
6	• To leave openings for stuffing. Assembling, stuffing, openings, finish, aesthetics, affix.	 Stuffing Stuff each body part with padding and sew the openings off. Once each body part is stuffed, attach each one to the body. Ensure that they are affixed firmly, so that they don't detach. Once each piece is assembled, cut all the threads to tidy up the finish. Deal with mistakes and problems along the way. 	 To follow a design process. To sew two pieces of material together. To ensure a neat finish. To modify a design and solve problems. 	DT – Modifying and tinkering Art and Design – ensuring a neat finish for aesthetics.	Persistence 1. Keep working hard (repetitive) 2. Enjoy working tough 3. Has high standards Resilience 1. Bouncing back 2. Staying positive Confidence 1. Rise to a challenge 2. Having a go 3. Expect to succeed
7	• To give the teddy features (eyes, nose, mouth). Template, identical, embroidery floss, buttons, affix, safety, hazards, flaws.	Features: Eyes, Ears, Nose, Mouth Cut round a template for the ears, sewing two flat pieces together with no padding. Then add a nose, by using embroidery floss. Add buttons for eyes, or consider not using buttons, if your teddy is for a young child. Embroider eyes instead.	 To add details to improve the design. To consider safety in design and why it is important. 	DT – To consider safety in design and manufactureTo use a variety of joining materials e.g. thread, embroidery floss	Getting Along 1. Works well with others. 2. Forming good relationships. Confidence 4. Rise to a challenge 5. Having a go 6. Expect to succeed Persistence 1. Follow through with ideas. 2. Show patience and work tough (young children).



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					Organisation 1. Using time well. 2. Staying focused
8	To evaluate our designs Evaluate, design criteria, rank, improvements.	 Evaluating Designs Evaluate our designs by showing them to our younger children. Ask younger children to rank them in terms of most pleasing to the eye, most cuddly etc Identify what went well and what could be improved. Read a story with a younger child, with the teddy listening to the story. 	 Identify what worked well. Identify improvements that could be made. Evaluate design, make and end product. 	DT -	Getting Along 3. Works well with others. 4. Forming good relationships. Confidence 7. Rise to a challenge 8. Having a go 9. Expect to succeed Persistence 3. Follow through with ideas. 4. Show patience and work tough (young children). Organisation 3. Using time well. 4. Staying focused