

My steps through learning:

What I will know and understand

How I will show that I know it

DT Puppets

Steps through Learning 1

Lesson 5

To follow a design to make a puppet
 I can describe the steps I will need to take to create my puppet.
 I can follow my design to create my puppet.
 I can work safely and sensibly when working with a variety of materials and tools.



Lesson 3

To develop and practise sewing skills.
 I can use running stitch and/or over stitch to join two pieces of fabric together.
 I can use a needle and thread to attach buttons and other features to material.
 I can how to work safely with a variety of sharp tools, such as needles and scissors.



Lesson 1

To investigate a range of puppets and their features.
 I can describe what puppets are and how they are used.
 I can recognise and describe a variety of different types of puppets.
 I can identify the features of a variety of puppets.



What should I already know

Tools are used to perform practical tasks and should be used appropriately and safely.

To use materials and tools they have access to.

To talk through and record ideas.

To create based on their ideas and / or for a purpose.

Lesson 6

To evaluate a finished product

I can evaluate my own finished product and say what I think and feel about it.

I can comment on the work of others and offer my opinion.

I can identify ways in which I could improve my work in the future.



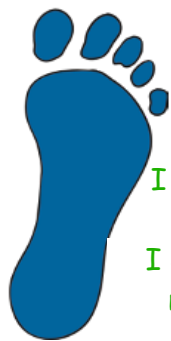
Lesson 4

To be able to design a glove puppet.

I can design a glove puppet for a particular purpose.

I can describe what materials and tools I will need to make my puppet.

I can describe the steps I will need to take to make my puppet.



Lesson 2

To work with fabric to create a finger puppet.

I can use a template to cut out appropriate sizes of fabric.

I can develop ideas by putting components together.

I can discuss my finished work, evaluate what went well and what could be improved.



National Curriculum:

- design purposeful, functional, appealing products for themselves and other users based on design criteria
- generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.
- select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing
- select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics
- explore and evaluate a range of existing products
- evaluate their ideas and products against design criteria