

Year 6 - DT Knowledge Organiser - Brazil - (Food nutrition/ textiles)



We will learn how to:

- research requirements for design
- think about user's wants/needs
- make product attractive and strong.
- make a prototype.
- use a range of joining techniques. (including machine)
- use a seam allowance.
- think about how a product might be sold.
- think carefully about what would improve a product.
- confidently pin and tack with increasing accuracy.
- evaluate products against design criteria.
- prepare and cook a variety of savoury dishes safely and hygienically and use a heat source.

Design

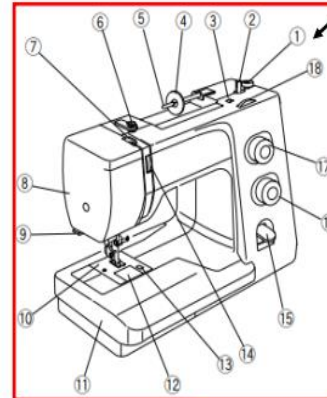
Make

Evaluate

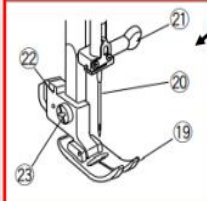
Key Vocabulary

Aesthetics	Colours, patterns texture of a product.
Design	To use existing products to plan, draw and label our own diagrams for what we are going to make.
Design Criteria	A set of targets that an end product must meet to be successful.
Evaluate	To say what was successful and what we could improve in our products.
Functionality	How does a product work - is it fit for purpose?
Pin and tack	To pin pieces together and to sew temporary stitches that will be removed later
Prototype	a small model of the finished version out of cheaper materials to check measurements and structural integrity
Seam allowance	The area between the fabric edge and the stitching line on two pieces of material being sewn together

KNOW YOUR MACHINE—Name of parts:



- 1 Bobbin winder stopper
- 2 Bobbin winder spindle
- 3 Hole for additional spool pin
- 4 Spool holder
- 5 Spool pin
- 6 Bobbin winder thread guide
- 7 Thread take-up lever
- 8 Face plate
- 9 Thread cutter
- 10 Needle plate
- 11 Extension table (Accessory storage)
- 12 Hook cover plate
- 13 Hook cover plate release button
- 14 Thread tension dial
- 15 Reverse stitch lever
- 16 Stitch length dial
- 17 Pattern selector dial
- 18 Stitch width dial

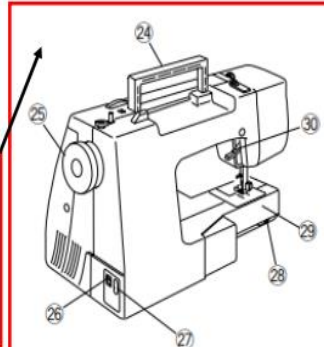


- 19 Presser foot
- 20 Needle
- 21 Needle clamp screw
- 22 Foot holder
- 23 Setscrew

To read the full manual, visit:

<https://www.janome.com/siteassets/support/manuals/economy-models/inst-book-7218-english.pdf>

- 24 Carrying handle
- 25 Handwheel
- 26 Power switch
- 27 Machine socket
- 28 Drop feed lever
- 29 Free-arm
- 30 Foot lifter



running stitch

baste stitch

back stitch

invisible/ladder stitch

catch stitch

whip stitch

blanket stitch

