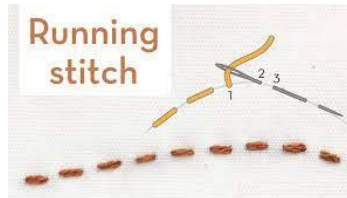


## Key Vocabulary

Key Word	Definition
Pattern	Something that happens, or appears, in a regular and repeated way.
Tack	To sew quick, temporary stitches that will later be removed.
Stuffing	A soft material (such as cotton or polyester) used to fill upholstered furniture, cushions, bedding, etc.
Design decisions	Define the direction and outcome of design projects.
Functionality	Something's usefulness, or how well it does the job it's meant to do.
Innovation	To introduce something new, or to make changes in something established, especially by introducing new methods, ideas or products.
Authentic	Not false or imitation - real or actual.

## Year 5 Textiles Spring Term Stuffed Toy (Make)



## Learning Sequence

1

Explore and evaluate a range of stuffed toys.

2

Practise and compare running stitch, over stitch and blanket stitch (with increasing accuracy and independence).

3

Design a toy.

4

Make the toy.

5

Stuff and finish the toy.

6

Finish and evaluate the product.