Objectives and Sticky Knowledge
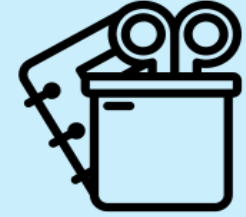
Previous Knowledge Recap:

*Uses a range of tools, including scissors, paint brushes and cutlery.

*Safely explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

*Share their creations, explaining the processes they have used.

Land Objectives and Sticky Knowledge:

Designing a puppet based on a character

-To cut and join fabric together using glue, pins or staples

-To test and explore different methods of joining fabrics

-To create a paper design of the desired end product

-To select the correct colours/materials/features to create the end product

Links with 'Communication' Golden Thread:
- Talking about each others art work
- Commenting on what they like/what they would do differently next time.

Links with CST:
- Participation – taking part

Links with CKA Values Crown:
- Hope, service

CHRISTUS REGNAT

You will use a variety of techniques to create your puppet including cutting, gluing, stapling and pinning.

What colour fabric will you choose for your puppet?
What colour hair will your puppet have?
What kind of eyes, nose and ears will your puppet have?

Pink wool
Button eyes
Bead mouth
Googly eyes
Green felt
Fluffy fabric

Textiles - Puppets

Decorate	To add details to a design to improve its appearance.
Design	To make, draw or write plans for something.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Glue	A sticky liquid that can join two things together.
Model	A practise version, often on a smaller scale, that lets you test out your idea and see how it will look and work.
Hand puppet	A toy that you can make move by putting your hand inside it
Safety pin	A 'U' shaped pin with a cap where the needle slots in securely after fastening.
Stencil	A shape that you can draw around.
Technique	A way of doing something to complete a task.
Template	A stencil which you use to help you draw a shape more easily on to different materials.

Sky objectives:
1. Create designs following a clear criteria.
2. Use tools to create with increasing accuracy e.g. scissors, chopping knives etc.
3. Suggest plausible ways in which their final design could be improved.