

Key Facts:

A product designer needs to consider the function of the product.

Materials used need to complement the purpose of the product e.g a smuggler's pouch needs to have material that is tough and waterproof.

Year 4

DT

Pouches for smugglers

Key concepts:

- To learn what a smuggler would use a pouch for
- To learn about the journey a smuggler would take
- To choose a material that you could stitch.

Key skills:

- I can look at bags to help me choose my pouch design
- I can discuss and sketch my design
- I can design a product that is functional
- I can learn to thread a needle and stitch the fabric
- I can test my pouch for strength and durability



Key words:

Smugglers, contraband, pouch, strap, fabric, needle, thread, stick, staple, durable, strong, waterproof, measure, mark, cut, shape, join, assemble, accuracy, finishing techniques.

Materials:

Smugglers in the 1700s would not have had plastic to use for holders and bags.



Create:

Materials can be joined in many different ways.

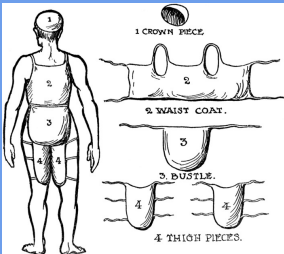


Evaluate:

In the evaluation I need to consider whether the pouch opened and closed, could carry a weight and was strong. I will match the end product with the design and purpose.



A smuggler carried goods in lots of other ways. The clothing could be used for this purpose.



Outfits sometimes had secret places to hide their contraband.



What I have learned already:

I learned that when making a product I need to create a design where I think about the purpose and the user (yr 1). I know to look at existing ideas from successful models (yr 2). I know that materials can be mixed and combined - thinking of the practicalities and the overall look (yr 3). I will put all of that knowledge and skill into this design knowing that I need to consider the best way of joining the materials for the effect I want.