# STICKY KNOWLEDGE AND KEY VOCABULARY

# **Sticky Knowledge Year 1:**

- O Understand how simple 3-D textile products are made, using a template to create two identical shapes.
- Understand how to join fabrics using different techniques e.g. running stitch, glue, over stitch, stapling.
- Explore different finishing techniques e.g. using painting, fabric crayons, stitching, sequins, buttons and ribbons.
- O Understand that different mechanisms produce different types of movement
- O Know how to make freestanding structures stronger, stiffer and more stable

# Key Vocabulary

Design	Plan	Product	Explain
Cut	Join	Glue	Sew
Fix	Tape	Mix	Stir
Evaluate	Strong	Stable	Stiff
Sturdy	Axle	Water	Soap

#### **Sticky Knowledge Year 2:**

- o Understand where a range of fruit and vegetables come from e.g. farmed or grown at home.
- Understand and use basic principles of a healthy and varied diet to prepare dishes, including how fruit and vegetables are part of The Eatwell plate.
- o Know and use technical and sensory vocabulary relevant to the project.
- o Know how to construct strong, stiff shell structures.

# Key Vocabulary

Design	Criteria	Materials	Template
Plan	Product	Explain	Cut
Join	Fix	Tape	Choose
Explain	Centimetres	Evaluate	Improvement
Reason	Strong	Stable	Stiff
Clean	Cut	Chop	Knife
Blade	Safely	Ingredients	

#### **Sticky Knowledge Year 3:**

- O Know how to strengthen, stiffen and reinforce existing fabrics.
- Understand how to securely join two pieces of fabric together.
- Understand the need for patterns and seam allowances.
- O Understand and use lever and linkage mechanisms.
- Distinguish between fixed and loose pivots.
- O Develop and use knowledge of how to construct strong, stiff shell structures.
- Develop and use knowledge of nets of cubes and cuboids and, where appropriate, more complex 3D shapes.

#### Key Vocabulary

Design	Criteria	Materials	Template
Plan	Product	Explain	Cut
Research	Annotate	Sketch	Function
Purpose	Measure	Technique	Accurately
Quality	Functional	Grams	Improvement
Reason	Investigate	Analysis	
Folding	Rolling	Shaping	Safely
Ingredients	Weigh	Measure	Recipe
Hygiene	Texture	Taste	Bacteria
Germs	Savoury	Sweet	

# Sticky Knowledge Year 4:

- Understand and use electrical systems in their products, such as series circuits incorporating switches, bulbs and buzzers.
- O Understand the need for patterns and seam allowances.
- o Know how to evaluate and suggest improvements for design
- Know how to evaluate products for both their purpose and appearance
- Know how the original design has been improved

#### Key Vocabulary

Design	Criteria	Materials	Template
Plan	Product	Sketch	Function
Protype	Adapt	Join	Accurately
Quality	Centimetres	Evaluate	Reinforce
Strengthen	Folding	Joining	Cross-section

# **Sticky Knowledge Year 5:**

- Understand and use electrical systems in their products.
- o Know how to use utensils and equipment including heat sources to prepare and cook food.

- Understand about seasonality in relation to food products and the source of different food products.
- o Understand and use lever and pulley mechanisms.
- o 3-D textile product can be made from a combination of accurately made pattern pieces, fabric shapes and different fabrics.

# Key Vocabulary

Design	Criteria	Materials	Template
Plan	Explain	Annotate	Sketch
Function	Purpose	Realistic	Computer aided design
Step-by-step	Process	Assemble	Technique
Accurately	Quality	Reinforce	Strengthen
3D	Circuit	Battery	Crocodile card
Wire	Control	Knead	Bake
Ingredients	Weigh	Recipe	Taste
Savoury			

# **Sticky Knowledge Year 6:**

- o Understand that mechanical systems have an input, process and an output.
- Understand how cams can be used to produce different types of movement and change the direction of movement.
- o Fabrics can be strengthened, stiffened and reinforced where appropriate.
- o Understand that mechanical and electrical systems have an input, process and an output.
- Understand how gears and pulleys can be used to speed up, slow down or change the direction of movement.
- Understand how to strengthen, stiffen and reinforce 3-D frameworks.

#### Key Vocabulary

Design	Criteria	Materials	Template
Pattern	Pieces	Questionnaires	Accurately
Competently	Aesthetically pleasing	Investigate	Analyse
Sustainability	Functionality	Cost	Justify
Appearance			