

Design a Super Bag with Max the Monkey

Learning objective: To design a functional textile product by choosing materials and adding features.

Max the Monkey needs a new bag to carry his maths puzzles! Look at the parts of a bag below. Draw your own design in the box. Remember to label the parts you use.

Draw: Draw a large, clear outline of a bag in the centre of the page. Use a pencil to sketch the bag shape first. Add details like a zip, a strap, and a pocket. Make the bag look strong so it can hold heavy maths books. Colour your bag with bright patterns.



Label words: handle · strap · zip · pocket · fabric · button · stitching

Steps:

1. Step 1: Draw your bag design in the box. Give it a handle or a strap.
2. Step 2: Draw a pocket on your bag. What will you keep in it?
3. Step 3: Label your drawing using words from the word bank.
4. Step 4: If your bag cost £5.00 to make and you sold it for £8.00, how much profit would you make?