

Max's Textile Design Plan

Learning objective: To design a textile product by considering materials, purpose, and construction methods.

Hello! I am Max the monkey. I love solving puzzles, and designing a textile product is like a big puzzle! Use this sheet to plan your own fabric creation. Think about what your item is for and how you will join the pieces together. Use the word bank if you get stuck.

Word bank: felt · cotton · wool · thread · needle · glue · pattern · sewing · strong · soft

1. What are you going to make? (e.g., a pencil case, a bag, or a puppet): (2 marks)

2. Who is the item for, and what will they use it for? (2 marks)

3. Which fabric will you use? Why did you pick this fabric? (2 marks)

4. How will you join the pieces of fabric together? (e.g., running stitch or glue): (2 marks)

5. What decorations will you add to make it look special? (2 marks)

Extension challenge: On the back of this sheet, draw a labelled diagram of your design. Use arrows to show which parts will be sewn and where the decorations will go.