



Textiles > Year 6 > Upper key stage 2 > Design and technology > Textiles: Waistcoats

Suggested prior learning

[Textiles: Stuffed toys](#)

Unit outcomes

Pupils who are **secure** will be able to:

- Consider a range of factors in their design criteria and use this to create a waistcoat design.
- Use a template to mark and cut out a design.
- Use a running stitch to join fabric to make a functional waistcoat.

- Attach a secure fastening, as well as decorative objects.
- Evaluate their final product.

Key vocabulary

annotate

decorate

design criteria

fabric

target customer

waistcoat

waterproof

Unit specific links

[Vocabulary display - D&T Y6: Textiles: Waistcoats](#)

Week 1	Week 2	Week 3	Week 4
Lesson 1: Waistcoat design	Lesson 2: Preparing fabric	Lesson 3: Assembling my waistcoat	Lesson 4: Decorating my waistcoat
To design a waistcoat.	To mark and cut fabric according to a design.	To assemble a waistcoat.	To decorate your waistcoat.
Suggested next steps			
Electrical systems: Steady hand game			
Logo			