



Coleman Primary School

**Key Knowledge Organiser:**

**Year 6- Autumn 2**

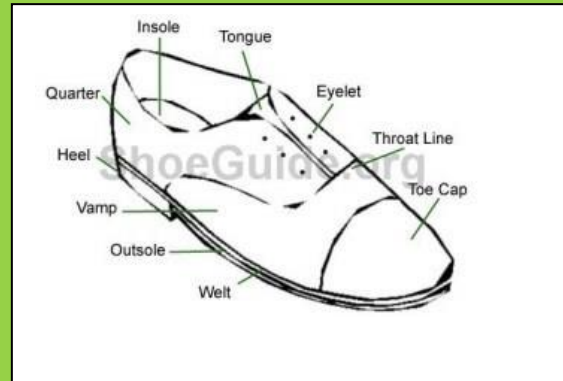
Design Technology: Footwear

In this unit, children will consider a range of footwear in the class and in daily use: this in terms of upper, sole and fastenings.

**Key Vocabulary**

<b>Insole</b>	A layer of material inside the shoe.
<b>Tongue</b>	A strip of leather that makes contact with your instep on a lace-up shoe, it resides underneath the quarters and is the upper end of the <i>vamp</i> .
<b>Vamp</b>	The section of upper that covers the front of the foot.
<b>Quarter</b>	The side of the shoe connected to the front and back.
<b>Heel</b>	The part that raises the rear of the shoe.
<b>Toe cap</b>	Extra support given to the front upper of the shoe.
<b>Outsole</b>	The part of the shoe that is in contact with the ground.
<b>Back strap</b>	The part of the shoe that runs vertically down the rear.
<b>Sole</b>	The entire part of the shoe that sits beneath the wearer's foot.
<b>Eyelet</b>	The holes through which laces are passed.
<b>Lace</b>	A string that ties a shoe together.
<b>Component</b>	A part of something.
<b>Logo</b>	A symbol or other small design adopted by an organization to identify its products
<b>Product design</b>	To create a new product to be sold by a business to its customers.
<b>Prototype</b>	A first version of a product.

**Images:**



**Skills:**

- Generate, develop, model and communicate their ideas through discussion and annotated sketches.
- To be able to analyse and evaluate a range of products (shoes)
- Evaluate ideas against their own success criteria and make improvements.
- To be able to apply their understanding on how to strengthen, stiffen and reinforce more complex structures,

**Knowledge:**

- To know how to use the internet, models and items to investigate existing products.
- To know that most basic footwear consists of the vamp, upper tongue, quarters, backstrap, sole and fastenings.
- To know that footwear is designed to be used for specific situations such as sport shoes, outdoor boots.
- To know that branding is used to sell and advertise products.
- To know that footwear is made from different materials to suit its purpose. For example, leather for durability and waterproofing.
- To know that a prototype is needed before a final design can be produced.
- To know how to generate and model design ideas in different ways such as sketching, annotating and prototyping.
- To know that templates are important and that cutting and measuring are essential.



- To know that the evaluation of the finished product is important and to know that using layers of card can strengthen and reinforce creases and folds.