

	Year 2 – Autumn Planning, designing, making process						
	Children need to understand the purpose of a puppet. Some children may be adding features to their puppet to capture particular characteristics or expressions. Children will generate ideas from previous experiences. Think about the movement of the puppet and what triggers its movement.	Design brief: To design and make a hand puppet. Functional considerations: The puppet needs to fit on your hand and you should be able to move the hands of your puppet using your fingers.				compo Felt is	en need to sele onents to help • Felt a textile mate nsing and pres • Needle • Thread • Googly
							en need to be se it safely.
		Key vocabulary, knowledge and understanding					
	Running stitch		finish their hand puppe	et.			
	A _ A		Ribbon	Buttons	Beads		
	Aesthetics – the look of products Puppeteer – someone who controls the puppet Function – what the product	Puppetry is an ancient form of artistic expression that is a variation on storytelling or human theatrical productions. Puppetry as an art form is believed to have its roots in ancient cultures, more than 3000 years old. Key questions 1. Why is felt a good material to be used for our puppet? a. Because it is soft. a. Because it comes in lots of colours. Because its stiff. b. Because it doesn't fray easily.					
	does (its purpose)	2. What is the purpose of a hand puppet?	a. to act as a toy	b. to be used in storytelling	c. to be used as a decoration		to be a sculpture
		3. Puppetry is an art form. Is it	a. New form of art	b. Ancient form of art	c. Colourful form of ar	rt d.	Black and white
		4. What is the seam?	a. A piece of fabric	b. A line where two pieces of fabric are sewn together	c. A type of stitch	d.	form of art. A decorative feature
		What is an example of a decorative feature?	a. Needle	b. Fabric	c. Buttons	d.	Fray



elect tools, materials, equipment and p them make their puppet.

terial that is produced by matting, essing fibres together. It does not fray

lle ad Jly eyes



e able to thread their needle independently

