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| I:\Cross Gates Primary\Cross Gates Primary LOGO.jpg  | **DT: Roman Purse**  | **I:\Cross Gates Primary\Cross Gates Primary LOGO.jpg** |
| **Year Group: 4** | **Subject Focus: DT** | **Term: Spring 2** |
| **Key Knowledge:**1. **Understanding Roman Culture**: Be able to describe aspects of Roman daily life, focusing on clothing and accessories.
2. **Design Process**: learn the steps of designing a product, from brainstorming ideas to creating a final design for the purse.
3. **Stitching Techniques**: identify and apply basic stitching techniques to create their Roman purse.

**Useful and Reliable Websites**1. [British Museum - Ancient Roman Crafts](https://www.britishmuseum.org/learn/schools/teaching-resources/ancient-rome)
2. [BBC Bitesize - Roman Britain](https://www.bbc.co.uk/bitesize/topics/zg87xnb/articles/z9ndmfr)
3. [History for Kids - Roman Clothing](https://www.historyforkids.net/roman-clothing.html)
4. [National Geographic - Ancient Rome](https://www.nationalgeographic.com/culture/article/ancient-rome)

 | **Technical Knowledge:**Roman purses were designed to be functional but would also have a design so that the owner could easily recognise their purse. Leather was used to make the purse because it was hard wearing.**Facts:** * The Romans used a special type of leather called "calfskin" for making purses and bags because it was durable and could be used for many years.
* The average Roman purse was designed to be worn on the belt or the side, making it easy to carry coins, documents, and personal items.
* The Romans were skilled at embroidery, often adding intricate designs to their clothing and accessories.
* Roman soldiers carried small purses for coins while they travelled, which were often made in a simple but effective design for function and convenience.

  | **Key words:**

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| **Design**: A plan or drawing created to show the look and function of a product before it is made. |
| **Purse**: A small bag used to carry coins, money, or personal items. |
| **Stitching**: The method of joining pieces of fabric together using a needle and thread. |
| **Material**: The substance used to make something, such as leather, fabric, or wool. |
| **Texture**: The feel, appearance, or consistency of a surface. |
| **Embroidery**: A decorative design made by sewing patterns onto fabric. |
| **Segment**: A part or section of something. |
| **Prototype**: An early model of a product that is built to test a concept. |
| **Evaluation**: The process of assessing a product's effectiveness and suggesting improvements. |
| **Sewing**: The activity of using a needle and thread to make or fasten something. |

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