

## Textiles - Puppets

Design brief: To design and make a hand puppet.

Aesthetic considerations: The hand puppet needs to represent an animal from Madagascar

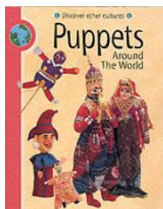
Functional considerations: The puppet needs to fit on your hand and you should be able to move the hands of your puppet using your fingers.

Children need to select tools, materials, equipment and components to help them make their puppet.

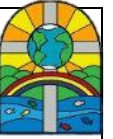
Puppetry is an ancient form of artistic expression that is a variation on storytelling or human theatrical productions.

Puppetry as an art form is believed to have its roots in ancient cultures, more than 3000 years old.

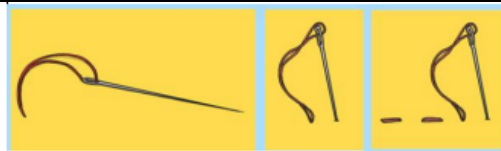
### Books to support learning



Key vocabulary	Definition
Design	To draw an idea down that meets certain requirements.
Puppet	A movable model of a person or animal that is typically moved e by strings controlled from above or by a hand inside it.
Textile	A type of cloth or woven fabric.
Stitch	A loop of thread or yarn resulting from a single pass or movement of the needle in sewing, knitting, or crocheting.
Plait	A single length of hair, straw, rope, or other material made up of three or more interlaced strands.
Felt	Felt is a textile material that is produced by matting, condensing and pressing fibres together. It doesn't fray easily.
Needle	A pointed tool with a hole at the top for thread to go through. Used in sewing.
Thread	A long, thin strand of cotton, nylon, or other fibres used in sewing or weaving.
Googly eyes	A type of imitation eye used in toys and crafts, consisting of a plastic disc with white backing and a transparent top that encases a smaller freely moving black disc representing the iris or pupil
Aesthetic	The look of a product



### Decorative and aesthetic features



Running stitch



Ribbons



Buttons



Googly eyes

### Internet resources

<https://www.vam.ac.uk/articles/a-history-of-puppets-in-britain>

<http://www.puppetonline.co.uk/workshops.html>

<https://oupeltglobalblog.com/2018/06/08/10-ways-use-puppets-elt/>