



Textiles

Key Vocabulary

names of fabrics
fastening
compartment
structure
finishing technique,
strength, weakness,
template, pattern,
wastage
thread, stitch, seam, fray
user, purpose, prototype
annotated sketch
innovative

Key Skills

Textile

- Create 3D products using pattern pieces and seam allowance.
- Understand pattern layout.
- Decorate textile appropriately (before joining components).
- Pin and tack fabric pieces together.
- Join fabrics using over sewing, backstitch or blanket stitch.

Design, Make, Evaluate

- Record ideas using annotated diagrams.
- Select from a range of tools
- Consider and explain how the finished product could be improved related to design criteria.

Teaching aids - joining techniques

Back stitch

Backward running stitch

Over sew stitch

Blanket stitch

Running stitch

Cutting out techniques

Ensure template is secured to fabric to allow for accuracy. Double sided tape can be used instead of pins to do this.

Teaching Sequence

- 1 • Understand the design process. 'Ask' What are we trying to solve.
- 2 • 'Imagine' How could we solve the problem? Research what is already available.
- 3 • 'Plan' How can I improve on existing solution or make a new one.
- 4 • 'Create' Develop skills needed to create my solution.
- 5 • 'Evaluate' How successfully does my product solve the problem. What could I 'improve'?
- 6 • 'Share' How would I promote my solution to a wider audience?

Place pattern pieces carefully to avoid wastage.