

Year 7 'Nature Pencil Case'

Knowledge Organiser

By the end of this project you will:

- ✓ Learn how to be safe in the **DT Textiles** room
- ✓ **Design** a pencil case inspired by nature
- ✓ **Develop** ideas using a variety of techniques
- ✓ Create a pencil case with an **end user** in mind
- ✓ Understand the process of **sublimation printing**

Practical skills you will use:

- ✓ **Discover** how to pin, tack and sew
- ✓ **Insert** a zip
- ✓ **Use** a sewing machine safely and effectively
- ✓ **Draw** and measure a paper template
- ✓ **Create** a paper design understanding that lettering must be in reverse for printing
- ✓ **Use** the tools and equipment safely and effectively
- ✓ **Create** a successful prototype

Key Vocabulary

Inspiration board	A collage of various images, photographs, drawings, fabric, and textures used to visualise a theme to inspire designing
Sublimation Printing	A method of printing which transfer the design onto fabric
Prototype	An early design of a product, a first design
End User	The person who will use the product
Heat Press	A machine that transfers images using heat
Stitches	A loop of thread resulting in a single movement of the needle in sewing
Poly-cotton	A combination of polyester and cotton fibres
Tacking	A temporary hand stitch to hold together fabric in preparation for the sewing machine
Fit for Purpose	Good enough to do the job it was intended to do



