

# 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



