

Textiles - Fastenings

Previous Learning: Have experienced sewing and making simple fabric toys.
Next Steps: developing different forms of stitches, such as blanket and cross stitch.

Aesthetic	How an object or product looks.
Assemble	To put parts together.
Book sleeve	A protective cover for a book to keep it from getting damaged.
Design criteria	To help designers focus their ideas and test the success of them.
Evaluation	When you look at the good and bad points about something, then think about how you could improve it.
Fabric	A natural or man-made woven or knitted material that is made from plant fibres, animal fur or synthetic material.
Fastening	Something that holds two pieces of material together securely or shuts something, such as buttons, zips and press-studs.
Prototype	A simple model that lets you test out your idea, how it will look and work.
Net	A flat 2D shape, that can become a 3D shape once assembled.
Running-stitch	A simple style of sewing in a straight line with no overlapping.
Stencil	A shape that you can draw around.
Target audience	A person or particular group of people at whom a product is aimed.
Target customer	A person or particular group of people who you expect to buy the product.
Template	A stencil you use to help you draw the same shape more easily on to different materials.

Did you know?

Up to fifty books can be made from the pulp harvested from one tree!



Be very careful when threading the needle through the fabric, watch your fingers and ask an adult if you're unsure.

There are a number of **fastenings** that you can use to bring two pieces of **fabric** together.

Zipper



Velcro



Press stud



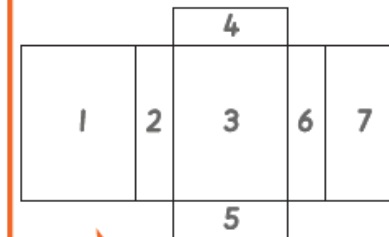
Buckle



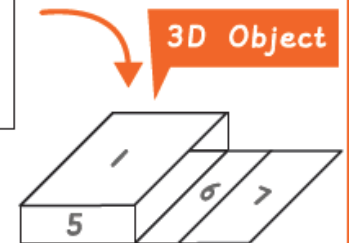
Button



Toggle



2D Net



3D Object

A **2D net** made from card can be created to check the size for the book sleeve, before using **fabric**.

When folded into a **3D shape**, we can test if it needs to be made bigger or smaller. This **2D net** has seven faces.