Textiles - Fastenings

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 particuar 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.

Design ⟶ Make ⟶ Evaluate

Knowledge and skills covered in this topic

❑ Children will know the main types of fastenings and be able to state their advantages and disadvantages.
❑ Children will know how to create and test a paper template.
❑ Children will know how to join fabric by sewing.
❑ Children will join a fastening of their choice to fabric by sewing.

Zipper

Toggle

Buckle

Velcro

Button

Press stud

2D Net → 3D Object
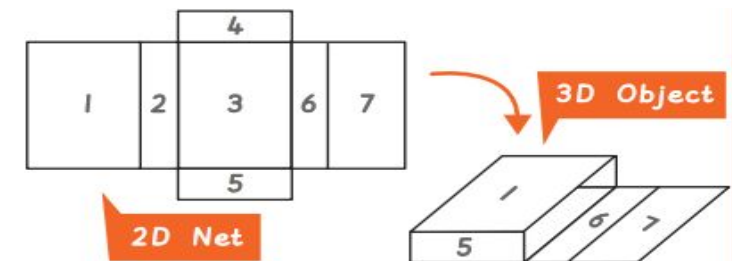
A **2D net** made from card can be created to check the size for the book sleeve, before using **fabric**.

Prior knowledge

Year 1: Joining two pieces of fabric by pinning, staples or gluing.
Year 2: Beginning to sew. Creating a cushion and joining using basic stitching. Knowing to sew inside-out for particular projects.
Year 3: Using basic cross stitch and applique. How to accurately cut fabric.