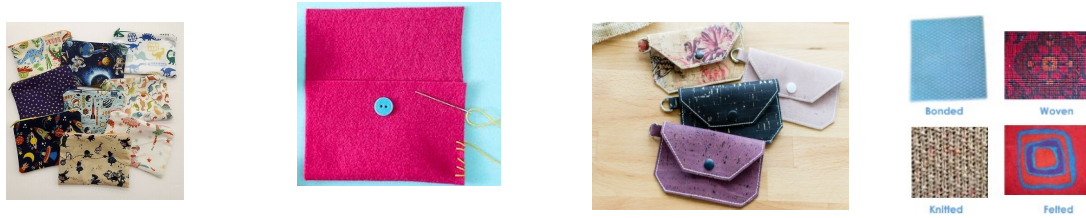


Real life examples

• Wallets and purses can be made using a wide variety of different materials. They are designed to be durable, to keep contents safe and also to look aesthetically pleasing. Purses can be made using machinery but can also be made by hand.



• Sewing involves the joining of different textile fabrics using a needle and thread. Sewers can use a range of different sewing styles to produce strong joins. Some stitches also create an attractive looking seam. It is important to think about the way the products look.

• Purses can also be fastened in different ways. The way the purse fastens is important to stop the items inside falling out.



Steps to Success

Designing:



Who is your user? What the purpose? What design decisions will you make?
 What types of fabric will you use? What colours will you use? How will your purse fasten?

• **Making:** What kind of stitch will you use?



Evaluating: Does your purse work? Does it keep the contents inside safe? What do you like about it? What could you do to improve it?

Vocabulary:

aesthetics	the way in which the product looks with the nature and expression of beauty
appliqué	method of stitching/gluing patches onto to provide decoration 
evaluate	to decide how well something works and what could be improved
needle	a thin pointed piece of metal or plastic that is used to sew
pattern/template	a shape drawn to exact shape and size and used to assist cutting out
product	something made by means of either human work or that of a machine
purse	a small pouch used for carrying money
seam	a line of stitching that joins pieces of fabrics together
sew/stitch	joining together different textiles using a needle and thread 
textiles	flexible materials woven from fibres

Golden Threads

User	who the product is for
Purpose	the job your product is supposed to do
Functionality	a product that is functional meets the needs of the user
Design Decisions	making choices about your design
Innovation	using your own ideas or methods