

**Real life examples**

• Tablet and phone cases can be made using a wide variety of different materials. They are designed to be durable, to keep contents safe and also be aesthetically pleasing. They can be made using machinery or 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.
- Tablet and phone cases can also be fastened in different ways. The way the product fastens is important to stop the items inside falling out.



**Vocabulary:**

aesthetics	the way in which the product looks pleasing, beautiful or artistic
appliqué	method of stitching/gluing patches onto to provide decoration
fabric	cloth produced by weaving or knitting fibres together
pattern/template	a shape drawn to exact shape and size and used to assist cutting out
seam	a line of stitching that joins pieces of fabrics together
seam allowance	extra fabric allowed for joining together -usually 1.5cm
sew/stitch	joining together different textiles using a needle and thread
tacking	large running stitches to hold pieces of fabric together temporarily.
textiles	flexible materials woven from fibres
working drawing	a detailed drawing that contains all the information and measurements needed to make a product and is updated as changes are made.

**Steps to Success**

- Designing:**
- Who will be the user of my product and what are their needs, wants and values?
  - What will be the purpose of my product?
  - What features do I need to include in a functional, innovative and authentic product?
  - What knowledge and skills do I need to be able to design and make a good quality product?
  - How do I make a paper pattern for the product I want to produce?
  - What design decisions do I need to make?
  - How can I communicate my ideas in an effective way?

- Making:**
- Have you made a template?
  - What kind of stitches will you use and when?
  - Is the fastening secure?
  - Reflect throughout—are you meeting the design brief?



- Evaluating:**
- Does my product meet the needs and wants of the user? Is it appealing and does it fulfill a purpose?
  - Is it authentic and innovative?

**Golden Threads**

User	who the product is for
Purpose	the job your product is supposed to do
Functionality	to do the job (purpose) it is meant to do
Design Decisions	making choices about your design
Innovation	using your own ideas or methods
Authentic	making a real life product