



Y3 We Are Textile Designers: Purse Making—Knowledge Organiser



Key Knowledge

Learn this information

Properties of suitable materials:

Felt: A strong material made from either natural or synthetic fibres, constructed by matting and pressing fibres together.

Fibre: A fibre is the smallest visible unit of any textile product. Fibres naturally occur in both plants and animals.

Cotton: Light, thin and soft. Regularly used due to being a cheap and affordable material.

Features of a good quality, functioning purse:

Pocket sized, compartments/pockets, secure fastening - no holes, strong material, water-proof, aesthetically pleasing and unique.

Stitches:

Running stitch (simple stitch consisting of a line of small even stitches)

Overstitch simple stitch consisting of the thread going over the edge of the fabric, usually used to stop a fabric from fraying.

Cross stitch (pairs of diagonal stitches cross each other in the middle to form an X).



Key Skills

Practise and perform these skills

Analyse **existing products** to identify good, bad and preferred features.

Sketch and **annotate** both an existing product and own design using knowledge of what makes a good quality purse.

Apply knowledge to design and make a good quality, functioning purse with all three hand stitches used (**running, over stitch and cross stitch**).

Cut fabric with scissors:

- 1) Put your thumb through the top hole.
- 2) Put your middle finger/fingers through the bottom hole.
- 3) Hold the fabric you are cutting in your other hand. Move the fabric rather than the scissors to cut around shapes.
- 4) Cut using the point of the V in-between the two blades. Small snips give a more accurate cut. Long snips work well on straight lines.

Thread a needle: Pass the thread through the eye of the needle using a slow, steady hand.

Tie off to secure thread: Pass needle and thread through fabric, don't pull it all the way through (leave a tail), push needle back through the side you just came through to make a loop, leaving the loop (hold with finger to keep it) bring needle back through fabric and sew through loop not once but twice.


Use a sewing machine safely: See reverse of this KO (page 2).

Sew a button securely as a fastener: Tie off to secure thread then pass your needle up through a button hole, the button may have 2/4 holes, ensure each hole is sewn through at least a few times each to secure button evenly - up, down, up, down. Never pass thread though using the same direction, e.g. up, up, as this will cause the thread to go over the side of the button and it will not function. Once secure, tie off.

Attach decorations such as sequins and beads: If there is only one hole, you will need to use the same repeated direction unlike the button, e.g. up, over the side and up again. Unlike the button, it does not have a function and therefore the thread can go over the side of the sequin/bead. Once secure, tie off.

Key Vocabulary

Understand these key words

Word	Definition
Felt	A cloth made of wool or other animal fibres that have been pressed instead of woven together
Cotton	A British word for thread, often on a spool, used for sewing.
Thread	A fine cord used in sewing, weaving, and the like. Thread is usually made of two or more fibres such as cotton twisted together.
Thread (verb)	To pass (something) through a hole or slit.
Presser foot	The metal foot that holds the fabric securely under the needle on the sewing machine.
Foot control	The pedal that you press with your foot to control the speed of the machine.
Running stitch	Simple stitch consisting of a line of small even stitches.
Overstitch	Simple stitch consisting of the thread going over the edge of the fabric, used to stop a fabric from fraying.
Cross stitch	More complex stitch, pairs of diagonal stitches cross each other in the middle to form an X.
Eye of the needle	The hole/slit in the needle. 
Thread a needle	To pass a piece of cotton through the eye of the needle.
Tie off	Leave a tail, make a loop, sew through loop not once but twice. (To secure the thread at the end of sewing).
Pin	To temporarily hold fabric in place prior to stitching.
Fasten	To securely fix a decoration to a piece of fabric.
Decorations	Finishing touches to make the product look more attractive, including buttons, beads and sequins.

Key Skills - Setting up the Sewing Machine

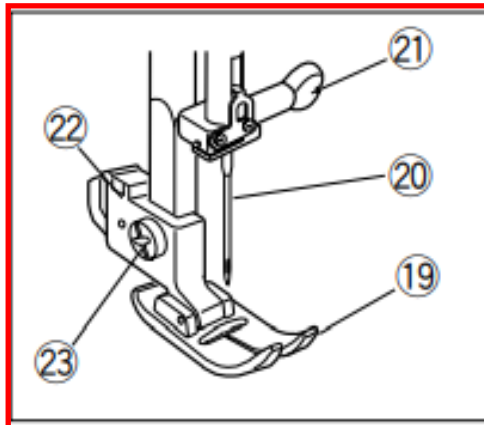


Starting to sew

Raise the presser foot and place the fabric under the foot.

Lower the needle into the fabric.

Lower the presser foot and smooth the threads toward the back. Depress the foot control.



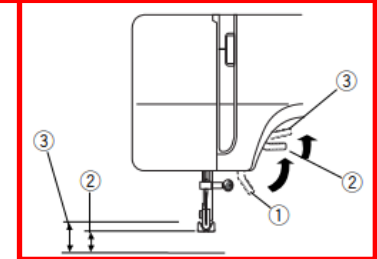
- 19 Presser foot
- 20 Needle
- 21 Needle clamp screw
- 22 Foot holder
- 23 Setscrew

Raising and Lowering the Presser Foot

The presser foot lifter raises and lowers the presser foot.

You can raise the foot about 1/4" (0.6 cm) higher than the normal up position for easy removal of the presser foot, or to help you place heavy fabric under the foot.

- ① Lowered position
- ② Normal up position
- ③ Extra up position

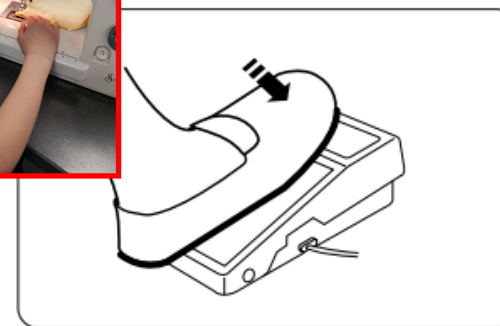


To read the full manual, visit:

<https://www.janome.com/siteassets/support/manuals/economy-models/inst-book-7318-english.pdf>

Safety/protective clothing:

- Do not use the sewing machine without adult supervision.
- Safety goggles—these must be worn to protect your eyes. Sometimes the needle can snap and part of the needle can ping away from the machine.
- Tie hair/any hanging items such as a tie back —these could get caught under the needle. Wearing an apron will stop any items from hanging and it will also protect your clothing.
- Ensure that your fingers and thumb are not in the needles path when it is moving.



Controlling the Sewing Speed

Foot control

Sewing speed can be varied by the foot control. The harder you depress the foot control, the faster the machine runs.