



Year 7 Textiles – Gadget Bag

Learning about this topic is important because:

This will form the basis of what students will learn throughout KS3, it is important that students develop the ability to be able to use the sewing machine and trouble shoot when it does not work this will help them to gain independence

This builds on: KS2 Design and Technology or if already completed a rotation in WK Research, design, make and evaluate skills

This leads to: Production of PJ bottoms in yr 8, product analysis
Pinning and cutting out skills, sewing a curve, using the overlocker

We will learn:

- Health and safety in the textile room
- All about small pieces of equipment used in textiles
- All about the sewing machine
- Where fibres and fabrics come from
- How to make a gadget bag
- When Cad/ Cam is used
- Embroidery on the machine

We will develop/practise skills including:

- How to thread the sewing machine
- How to safely use the sewing machine
- How to embellish a material using the sewing machine
- How to insert a Zip
- How to sew two pieces of fabric together
- QC
- How to use Cad/ Cam
- The importance of natural fibres

Some of the vocabulary that we will use includes:

Cad/Cam, sewing machine, embellishment, cotton fibres, fabrics, tailors chalk, zip, tape measure, sewing kit, bobbin/spool, thread, machine foot, machine pedal,

You could learn more about this topic by:

Read: Prima Magazine
Watch: Watching BBC sewing Bee
Practice: Practicing your sewing skills at home

Visit: Walker Art Gallery



Your teacher will assess your knowledge & understanding throughout the topic by looking at your work, questioning, discussion and giving you feedback in lots of different ways. The key pieces of work in this topic are:

The poster on Denim, completed gadget bag and QC and your evaluation
Designing for upcycling