

# Year 4 Red Kites

DT

Autumn 2

## Textiles and Sewing:

# Cushions



### The Design Process

Analyse existing products



Design a new product



Make a prototype. Use trial and error.



Make a final product



Evaluate and improve the product

Key Vocabulary	Definition
<i>aesthetic</i>	Pleasing to look at.
<i>appliqué</i>	A sewing technique in which patches of fabric are sewn in place with decorative stitches.
<i>decoration</i>	Anything added to make something more attractive.
<i>design criteria</i>	The goals that a project must achieve to be successful.
<i>evaluation</i>	Making a judgement about the suitability of the product.
<i>fabric</i>	A cloth made by knitting or weaving together fibres.
<i>hem</i>	The very bottom, folded edge of an item. Most clothing has at least one hem; the ends of sleeve, bottom of trousers, edge of your t-shirt.
<i>hemming stitch</i>	A stitch used to hold a hem in place.
<i>natural</i>	Something that comes from nature, rather than being man-made.
<i>product</i>	The final, finished article.
<i>prototype</i>	A standard or typical example.
<i>running stitch</i>	A basic stitch in hand-sewing and embroidery, on which all other forms of sewing is based. The stitch is worked by passing the needle in and out of the fabric at a regular distance. All other stitches are created by varying the straight stitch in length, space or direction.
<i>synthetic</i>	Man-made.
<i>technique</i>	A method of doing something.

### Appliqué Techniques

Pinning shapes

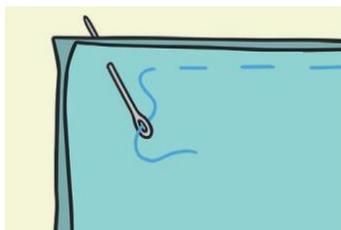


Overcast or whip stitch

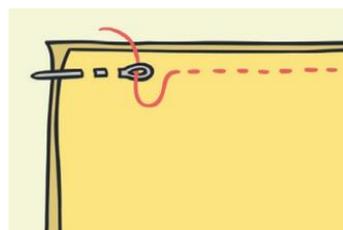


### Types of Stitch

Basting Stitch



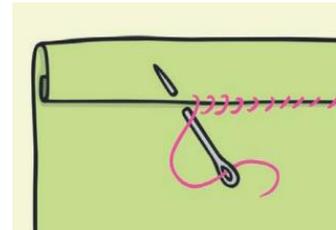
Running Stitch



Back Stitch



Hemming Stitch



Overcast or Whip Stitch

