

# Year 7 'Sea Life Printed cushion'

## Knowledge Organiser

By the end of this project you will:

- ✓ Learn how to be safe in the DT Textiles room
- ✓ Design a **poly-cotton** cushion inspired by the sea
- ✓ Develop ideas using a variety of techniques
- ✓ Create a cushion with an **end user** in mind
- ✓ Understand the process of **sublimation printing** using a **heat press**

Practical skills you will use:

- ✓ Discover how to pin, tack and sew
- ✓ Use a sewing machine safely and effectively
- ✓ Draw and measure a paper template
- ✓ Create a paper design understanding that lettering must be in reverse for printing
- ✓ Use the tools and equipment safely and effectively
- ✓ Create a successful prototype that is fit for purpose



## Key Vocabulary

Inspiration board	A collage of various images, photographs, drawings, fabric, and textures used to visualise a theme to inspire designing
Sublimation Printing	A method of printing which transfer the design onto fabric
Prototype	An early design of a product, a first design
End User	The person who will use the product
Heat Press	A machine that transfers images using heat
Stitches	A loop of thread resulting in a single movement of the needle in sewing
Poly-cotton	A combination of polyester and cotton fibres
Tacking	A temporary hand stitch to hold together fabric in preparation for the sewing machine
Fit for Purpose	Good enough to do the job it was intended to do

