
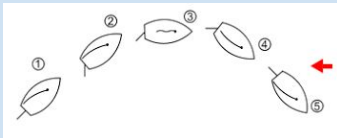

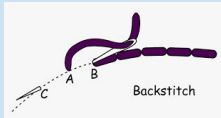



Grange Park Primary School Year 6 Spring Design and Technology

Combining different fabric shapes to make a cushion from recycled materials

Key People and Events	
Stone Age (2.6million years ago - 3300 BC)	Archaeologists and anthropologists have discovered sewing needles with eyes dating back to 17,500 BC, which were likely made of bone and used to sew skins and furs.
Bronze Age 3100 BC-300 BC	When people began to use bronze, about 3000 BC, they soon started to make sharper, lighter needles out of bronze.
202 BC-220 AD	Evidence shows the Han Dynasty used sewing needles and thimbles.
Middle Ages	Europeans, who could afford it, employed seamstresses and tailors. Sewing for the most part was a woman's occupation, and most sewing before the 19th century was practical.
Industrial Revolution	Production of textiles shifted from the household to the mills. In the early decades of the Industrial Revolution, machinery was used to produce whole cloth.
1790	First sewing machine was patented by Thomas Saint but never made.
1830	Barthelemy Thimonnier invents first practical sewing machine using a chain stitch.
1846	Elias Howe creates first lockstitch sewing machine.



Key Knowledge and Skills	
Measuring fabric shapes	
Tacking	
Running stitch	
Back stitch	
Fastening	

Sustainability

Design for longevity: use classic, timeless styles and colours, high quality fabrics that can withstand use and know how to best care for the product.

Design for disassembly: design products in a way which means they can easily be taken apart at the end of the product's life so that the components can be repaired, reused or recycled.

Upcycling: transform by-products, waste or disused materials or products into something new of better quality and greater value.

Zero waste pattern cutting: technique that eliminates textile waste at the design stage. It has been estimated that 15% of textiles intended for clothing ends up on the cutting room floor.

Key Vocabulary	
tailor	A person whose occupation is making fitted clothes such as suits, trousers, and jackets to fit individual customers.
mass production	The manufacture of large quantities of standardized products, often using assembly lines or automation technology.
seamstress	A woman whose job is sewing and making clothes.
mending	To be repaired by sewing or darning (interweaving yarn).
longevity	The length of life for an item.
embroidery	The art or process of forming decorative designs with hand or machine needlework.
wadding	A soft mass or sheet of short loose fibres used for stuffing or padding.
reinforce	To strengthen by additional assistance, material, or support
computerisation	The process of starting to use a computer to do something that was done by people or other machines before.
manufacture	Make something on a large scale, using machinery.
recyclable	A substance or object that can be used again (recycled).
tacking	The use of long, loose, temporary stitches to hold fabric layers together before they are permanently sewn.

