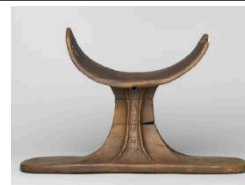


Knowledge

During the Egyptian period, cushions took the form of the headrest. They were raised platforms made from wood or stone.



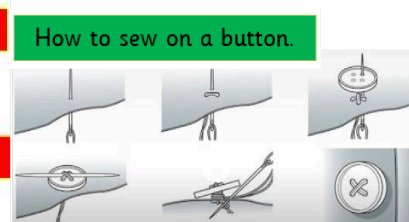
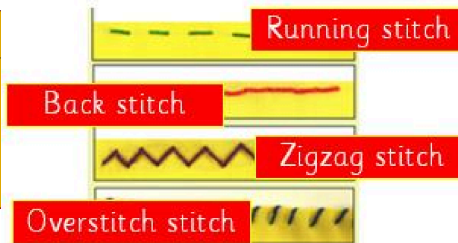
At the time of the Jin Dynasty in China, around 350 AD, hard cushions were still used. They were made out of materials such as ceramic, bamboo, wood or bronze. They were softened by laying fabric over them.



By the Victorian period, cushions were no longer luxuries only for the rich. Due to the industrial revolution, the producing and dyeing of fabric became easier, quicker and cheaper, which in turn meant that the cushions were more decorative. Victorians used them to add comfort and style.

Clothing is made from fibres. Up until 1935, all fibres used were either plant or animal based. They are called natural fibres. Synthetic fibres do not come from nature, and are made by humans.

Natural fibres	Synthetic fibres
Cotton Linen Wool Silk	Polyester Nylon Acrylic



Vocabulary

- Natural fibres - materials that come from nature, e.g. wool, cotton, silk.
- Synthetic fibres - materials that are made by humans e.g. nylon, polyester, acrylic.
- Man-made - an item that is created by human beings.
- Durable - able to withstand wear, pressure or damage.

Design, make, evaluate

1. Research and understand the product. Evaluate pre-existing fabric products.
2. Design a cushion with the user in mind. Create a set of step-by-step instructions, and a template for the design.
3. Make using a range of stitching techniques to join seams and provide decoration. Measure and cut fabrics. Stitch to join fabrics, including additional aesthetic materials, e.g. buttons.
4. Evaluate the product against design criteria, and consider improvements.

Skills

- Design with the user in mind, motivated by the service a product will offer.
- Create a cushion that employs a seam allowance.
- Join textiles with a combination of stitching techniques.
- Use the qualities of materials to create suitable visual and tactile effects.
- Ensure products have a high quality finish.
- Evaluate the design, and suggest improvements to the user experience.

Skills	
Design	<p>Use research of the user's individual needs, wants, requirements for design.</p> <p>Identify features of design that will appeal to the intended user.</p> <p>Create their own design criteria and specification.</p> <p>Come up with innovative design ideas.</p> <p>Follow and refine a logical plan.</p> <p>Use annotated sketches.</p> <p>Make design decisions, considering resources.</p> <p>Independently model and refine design ideas by using pattern pieces.</p>
Make	<p>Use selected tools and equipment precisely.</p> <p>Produce suitable lists of tools, equipment, materials needed, considering constraints.</p> <p>Select appropriate materials, fit for purpose; explain choices, considering functionality and aesthetics.</p> <p>Create, follow, and adapt detailed step-by-step plans.</p> <p>Explain how the product will appeal to the audience; make changes to improve quality.</p> <p>Accurately measure, mark out and cut materials.</p> <p>Accurately assemble, join and combine materials.</p> <p>Accurately apply a range of finishing techniques.</p> <p>Use techniques that involve a number of steps.</p> <p>Be resourceful with practical problems.</p>
Evaluate	<p>Evaluate quality of design while designing and making; is it fit for purpose? Keep checking design is as best as it can be.</p> <p>Evaluate ideas and finished product against specification, stating if it is fit for purpose.</p> <p>Test and evaluate the final product; explain what would improve it, and the effect different resources may have had.</p> <p>Do thorough evaluations of existing products considering: how well they've been made, materials, how they've been made, fit for purpose.</p> <p>Research and discuss how sustainable materials are.</p> <p>Consider the impact of products beyond their intended purpose.</p> <p>Discuss some key designers of products.</p>
Textiles	<p>Think about the user's wants/needs and aesthetics when choosing textiles.</p> <p>Make the product attractive and strong.</p> <p>Use your own template.</p> <p>Use a range of joining techniques (running, back, zigzag and overstitch).</p> <p>Think carefully about what would improve the product.</p> <p>Understand that a single 3D textiles project can be made from a combination of fabric shapes.</p>