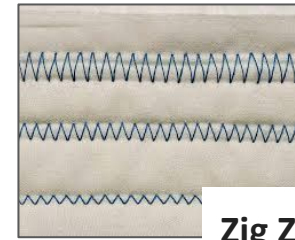




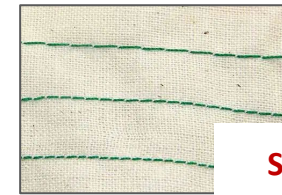
TEXTILES “Sewing Machine” KNOWLEDGE ORGANISER



Key Terms	Description
1.Presser Foot	This is a piece of metal that presses down on the fabric to hold it down while you sew. You can use different feet for different techniques, such as a zipper foot for sewing in zips.
2.Presser foot lifter	Reach through to the back of the machine to access this lever. GENTLY pull it up and down to clamp the presser foot onto your fabric.
3.Needle	Your needle has a hole in the sharp end for your top thread.
4.Bobbin	Your bobbin goes underneath the needle plate. This holds the underneath thread.
5.Spool Pin	The spool pin is the pin which hold the top thread on the top right hand side of your machine
6.Power Switch	Don't forget to turn this on! You will find it on the right hand side of your machine. Usually you can tell if your machine is on as the light will come on.
7.Balance Wheel	The balance wheel allows you to make the needle go up and down by hand. ALWAYS turn this TOWARDS you.
8.Take up Lever	The thread MUST go through the take up lever as it controls the tension. If it comes out, your machine will make a horrible noise and the thread will start to tangle.
9.Foot Pedal	The foot pedal is like the accelerator in a car. If you press it gently, the machine will sew slowly.
10. Feed Dog	The feed dog is the teeth underneath the needle plate. They move up and down and front to back to pull the fabric through. You DO NOT need to push or pull your fabric.



Zig Zag



Straight

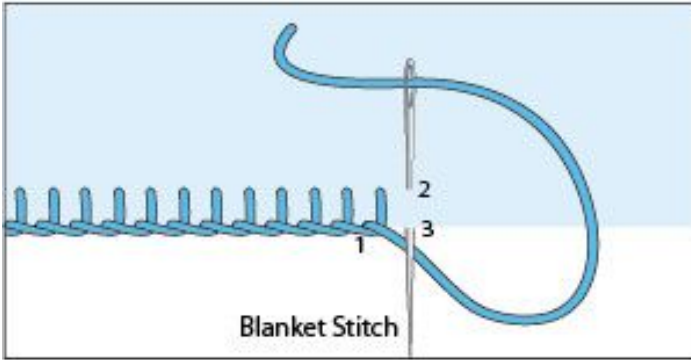


- 11. You should not need to move the stitch selector wheel.
- 12. Hold this lever down and the machine will stitch backwards. Great for making secure stitches on an opening.

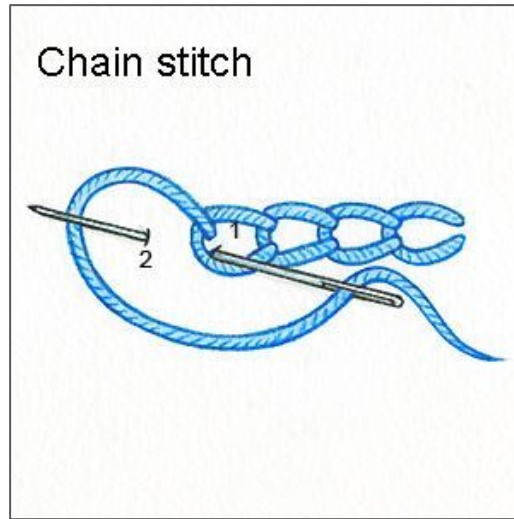




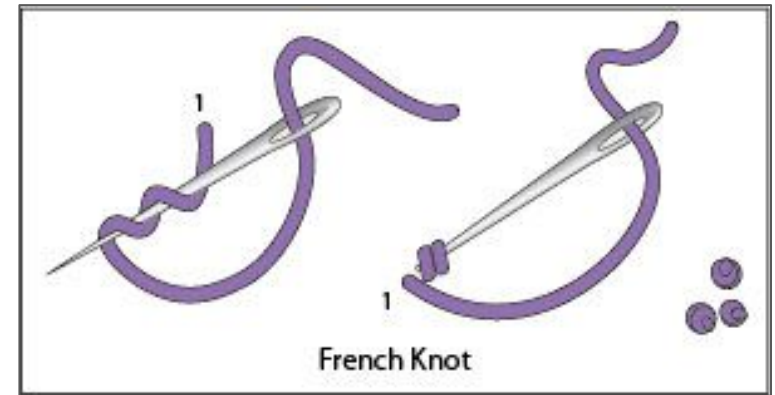
TEXTILES Art 'Embroidery' KNOWLEDGE ORGANISER



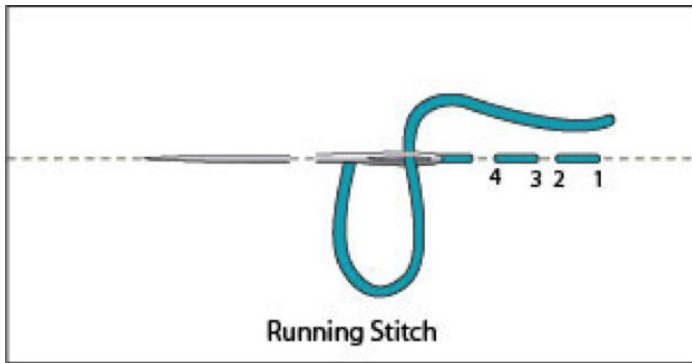
BLANKET STITCH - GOOD FOR BINDING THE EDGES



CHAIN STITCH - MAKES A MORE INTERESTING LINE



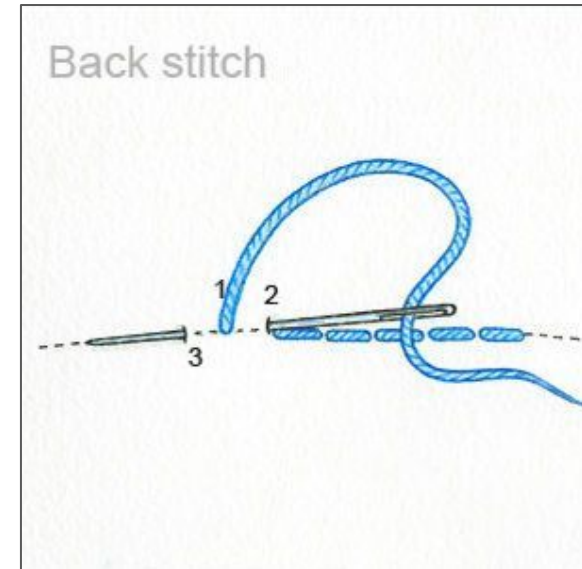
FRENCH KNOT - GOOD FOR DETAILS LIKE EYES OR DOTS



RUNNING STITCH - MAKES A DOTTED LINE



LAZY DAISY



BACKSTITCH - FOR STRAIGHT LINES

A01 Artists - Under The sea

NICKI PALMENTER

Nikki Parmenter creates texturally rich mixed media pieces. They explore her fascination with mythology, legends, ancient societies and visual iconography. Nikki's work is known for being rich and detailed in texture.

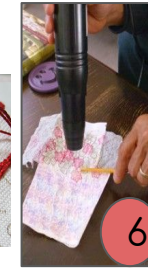
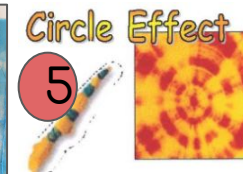
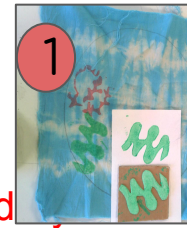
BETTY BUSBY

Creates vibrantly coloured BATIK artworks about sea life and the natural world.. Batik is a technique which uses hot wax to draw an outline which then resists the dye painted onto the fabric , leaving a white line.



A02 Materials/ experiment / develop

1. Block Printing
2. Embroidery
3. Mark making
4. Machine embroid
5. Tie dye
6. Heat gun Technique
7. Suffolk Puffs
8. Fabric Painting
9. Fused Plastic
10. Applique



Knowledge and skills organiser
Textile Art

A03 Recording ideas Art Key formal elements

- Pattern
- Texture
- Surface
- Layers
- Depth
- Colour
- Composition

ANNOTATION
WHEN TALKING ABOUT YOUR OWN WORK, TRY TO SAY:

- ★ **WHAT** you have done
- ★ **HOW** have you done it
- ★ **WHAT** inspired you
- ★ **WHY** is it successful
- ★ **IS** there anything that you would change

SENTENCE STARTERS
USE THESE TO HELP YOU GET STARTED

In this piece of work I have...
I have created this piece by...
I was inspired by...
The successful parts of my work are...
The areas I could change in my work are...

A04 Final pieces/outcomes



Elements of Art

These are the basic elements that are used by Artists in creating Art; they are what you use to create an aesthetically pleasing work. When we make Art, we need to understand and apply these seven Elements of Art.

- Line**
A mark made by a pointed tool such as a brush, pen or stick; a moving point.
- Shape**
A flat, enclosed area that has two dimensions, length and width. Artists use both geometric and organic shapes.
- Color**
Is one of the most dominant elements. It is created by light. There are three properties of color; Hue (name), Value (shades and tints), and Intensity (brightness.)
- Value**
Degrees of lightness or darkness. The difference between values is called value contrast.
- Form**
Objects that are three-dimensional having length, width and height. They can be viewed from many sides. Forms take up space and volume.
- Texture**
Describes the feel of an actual surface. The surface quality of an object; can be real or implied.
- Space**
Is used to create the illusion of depth. Space can be two-dimensional, three-dimensional, negative and/or positive.